

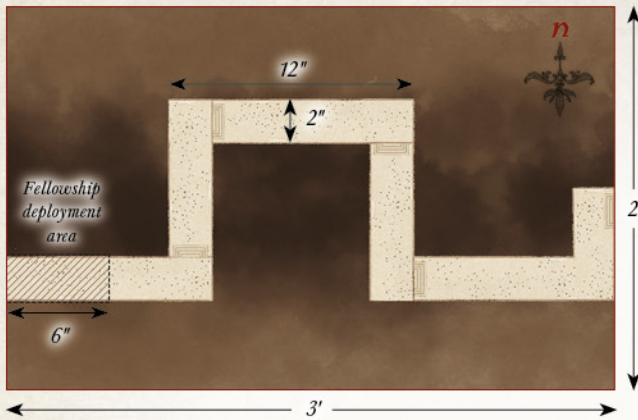
ESCAPE FROM DWARROWDELF

After a desperate battle in the Chamber of Mazarbul, the Fellowship have managed to escape somehow unscathed and made their way back into the city of Dwarrowdelf. It is here, within the ruined halls of this once great Dwarven city, that the Moria Goblins and Cave Trolls have pursued them until the Fellowship are completely surrounded and seemingly trapped.

Yet to reach the bridge, the Fellowship must navigate the crumbling walkways of Dwarrowdelf, and must do so quickly before the Balrog can catch up to them. However, it is not just the Balrog that now pursues them, for the Goblins have once again given chase. Faced with Goblins in front of them, and the threat of the Balrog behind them, the Fellowship must fight their way across Dwarrowdelf in order to reach the bridge and the possibility of safety.

With no way to escape, the Fellowship prepares themselves for their final stand, however, from deep inside the mountain comes a terrifying sound; one that has not been heard by any of the free-folk of Middle-earth for thousands of years. From within the bowels of Moria comes a Balrog of Morgoth, a demon of the ancient world, and with its arrival the Goblins temporarily scatter. Knowing that such a foe is beyond any of them, Gandalf instructs the Fellowship to flee and make for the Bridge of Khazad-dûm.





LAYOUT

The board represents the raised walkways of Dwarrowdelf. The walkways should stretch from the east to west side of the board as shown on the map, and each walkway should be 12" long and 2" wide. The walkways descend from the western to the eastern board edge. The exact layout of the walkways is given on the map above.

STARTING POSITIONS

The Good player deploys their models on the walkways and within 6" of the western board edge. The Evil player doesn't deploy any models; they will be available as the game goes on.

OBJECTIVES

The Fellowship are trying to flee Moria and escape the pursuing Goblins who are trying to kill them.

The game lasts until one force achieves their objective.

The Good player wins if at least five members of the Fellowship escape the board via the eastern board edge, including Frodo.

The Evil player wins if five or more Good models are slain.

Additionally, if Frodo is slain, the Evil player automatically wins.

SPECIAL RULES

Goblin Pursuit – *The Fellowship are not being pursued solely by the Balrog, but also the teeming hordes of Moria Goblins.*

At the end of each Evil Move phase, the Evil player rolls a D6 to determine how many Goblins have caught up with the Fellowship: the Goblin Captains count as three Goblins each, and the Cave Troll counts as five Goblins. They then select Goblins from those not in play and roll a further D6. On a 1, the chosen models move on from the western board edge. On a 2-5 the Goblins move on from the eastern board edge. On a 6, the Evil player may select any walkway that doesn't have any Good models on it and deploys the Goblins on that walkway.

Unstable Realm – *The walkways are old and the commotion upon them may cause parts of them to give way.*

Any model that leaves the walkways for any reason (except when a Good model escapes the board) will automatically be slain as they fall into the depths of Moria. Additionally, if the roll for Priority is ever tied then the Evil player may place a Chasm Marker on one of the walkways. Chasm Markers should stretch across a walkway and be 1" wide. These can be jumped as normal, but any model that rolls a 1 will fall into the depths of Moria and be slain. Chasm Markers cannot be placed on models, or within 3" of another Chasm Marker.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

Evil: 2 Moria Goblin Captains; 24 Moria Goblins: 8 with shield, 8 with spear, 8 with Orc bow; 1 Cave Troll with two-handed hammer and Troll chain.

