

The Moria Gauntlet

by Ron Shirtz

This scenario and tile set recreates the Fellowship race to the bridge at Khazad-Dûm as they seek to escape the pursuing Balrog of Moria. These tiles were designed to be used with GW's 25mm LOTR game system and miniatures. You will need to own or at least be familiar with the rules from GW's LOTR game to play this scenario. No grid squares were put on these tiles--The players will have to use rulers to measure movement.

The rules included in this scenario are not cut in stone--Players are welcomed to modify them as they see fit. However, be sure that all those playing the scenario agree beforehand what the rules changes are, and keep in mind play balance.

These tiles can also be used to make new scenarios for GW's LOTR Shadow & Flame. In the near future I will make a complete (unbroken) tile stair section available on my web site for downloading.

Scenario Rules

Set up: See mini map of scenario for the set up of the Good and Evil players forces.

The Fellowship have to run down several flights of stairs to get to the bridge of Khazad-Dûm. The goal is to get down the stairs in the shortest time possible. The longer they take going down the stairs, the more likely they will suffer casualties from Goblin archers sniping on a ledge from across the stair gap. Might and Fate points may be required to make successful jump tests and dealing with the Goblin archers.

When the Fellowship arrive at the gap in the stairs, they will have to take Jump tests. No more than four Fellowship members may be allowed to jump the gap per turn. They may use their Might points to adjust their jump test rolls. Any Fellowship member that fails to make a Jump test may make a Fate roll. If they fail their Fate roll, they fall to their deaths in the black depths of Moria. If they succeed, they make it to the other side, but are clinging on the edge of the stairs for their life. One turn must be spent by any one Fellowship hero on the same side of the stair gap to help them climb up. While helping that clinging Fellowship hero, the assisting hero may not move, fire, or cast magic. (Remember in the movie Legolas holding Gimili by the beard?) If there is no one to assist the clinging Fellowship hero, the clinging hero must roll their Strength value or less to successfully pull themselves up. There is no penalty if they fail this roll. They just hang on the edge of the stairs with goblin arrows being fired at them!

The following Jump test rolls reflect the ability of each Fellowship member to jump the Stair gap.

Legolas- 2+
Aragorn, Boromir, and Gandalf -3+
Gimili -4+
All the Hobbits -5+

Hobbits may be tossed across the gap by Aragorn or Boromir, and succeed on a roll of 3+

Because of his exceptional physical strength, Boromir may also leap across the stair gap carrying up to two of the Hobbits. By doing so they all count as one member for jump purposes. Boromir needs a 4+ when attempting to jump across with two hobbits. If he jumps with just one hobbit his roll is normal--i.e. 3+.

Aragorn may also jump across with one Hobbit with a Jump roll of 4+. Gandalf, Legolas, and Gimili may not carry any Hobbits with them when they jump. *Why? Because I say so, and that's how they did it in the movie!:*)

Remember, all jump rolls may be modified by the Heroes using Might points. However, hobbits who are being carried by Heroes jumping over the gap may not use their Might or Fate points to modify the Heroes jump. In Boromir's case, if he fails his jump test either alone or carrying any hobbits, he has no Fate points to attempt to recover from his jump!

Immediately following the turn the Fellowship arrives at the stair gap, a die is rolled to see if part of the stairs collapses due to the pursuing Balrog. On a 5 or 6 die roll, part of the stairs will collapse. Place the small overlay tile provided to show the larger stair gap. Any Fellowship members on the side of the stairs who haven't jumped yet are stranded—it is too far for any of them to make a successful jump.

On every succeeding turn, a die is rolled to see when the rock off from the cavern ceiling falls and breaks the stairs behind them. On a roll of 4, 5, or 6, this event happens, causing the stair platform they are standing on to automatically fall forward towards the standing stair platform across the gap. Those Fellowship members have one turn to safely move on the other side stair section and continue moving down the stairs. After they move off the broken stair platform they may not move back up the stairs.

When any member of the Fellowship exits off the last stair tile, they cannot be fired upon by the Goblin archers. They cannot return back into the game. The game ends when all (surviving) Fellowship members exit off from this stair tile.

Victory Conditions

If Frodo is killed, Sauron wins, and a second darkness will cover all of Middle Earth.

If Aragorn is killed, the Evil Player severely cripples the chances of the people of Middle Earth to win against Sauron. Arwen will die of a broken heart.

If Gandalf is killed, the Fellowship are going to have a tough time when they meet the Balrog at the bridge of Khazad-Dûm.

If Sam is killed, Shelob gets Frodo as a tasty snack. If BOTH Pippin and Merry are killed, Helm's Deep falls and Saruman reigns supreme over Rohan.

If Boromir, Gimli or Legolas is killed, the Fellowship mourns their deaths but prevail in the end.

If none of the Fellowship are killed, all the goblin archers are punished by being tossed down the Moria Chasm.

Optional rules

If the Fellowship are getting off too easy, increase the number of goblin archers from 5 to 7. If they still are having it too easy, add an elite goblin archer that has 2 Might points and 1 Fate point. If the Fellowship are still making the descent down the stairs a cakewalk, have a Balrog begin pursuing them down the stairs after the third turn.

The Evil player gets to roll to replace any goblin archers killed by Legolas or Aragorn. On a roll of 4, 5 or 6, a replacement goblin arrives to replace one who was killed.

Strategy tips

Fellowship Player: The Fellowship could take anywhere from 9-12 turns (or more) to descend down the stairs. With 5 goblin archers shooting the entire time, that could mean as many as 45-60 arrow attacks. Odds are some of those goblin arrows are going to cause casualties among the Fellowship. Use Gandalf's Light spell to make it more difficult for the goblin archers to hit the Fellowship. Be wary of Aragorn and Legolas spending a lot of time shooting back at the goblins-- Remember movement is halved for archers when they fire against opponents. Keep Frodo and the other hobbits behind the bigger Fellowship members to shield them from missile fire.

Goblins Player: Concentrate your fire on Frodo and the other hobbits, as they are the most valuable targets. Have the goblin archers use the pillars for cover to protect them from return fire from Aragorn and Legolas.

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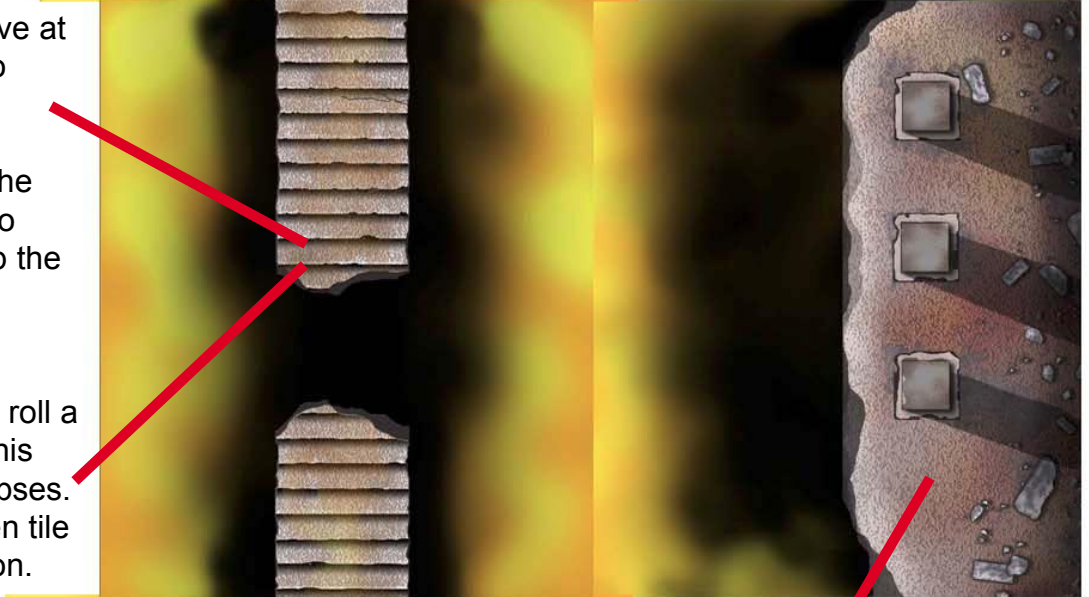


The Fellowship starts the scenario here off the tile edge.

When the Fellowship arrive at this gap at the stairs, two things happen:

I. Only four members of the Fellowship may attempt to make Jump Tests to jump the gap per each Good turn. (Exceptions, see rules)

II. The Good Player must roll a dice every turn to see if this section of the stairs collapses. If it does, place the broken tile piece over the stair section. (See rules)



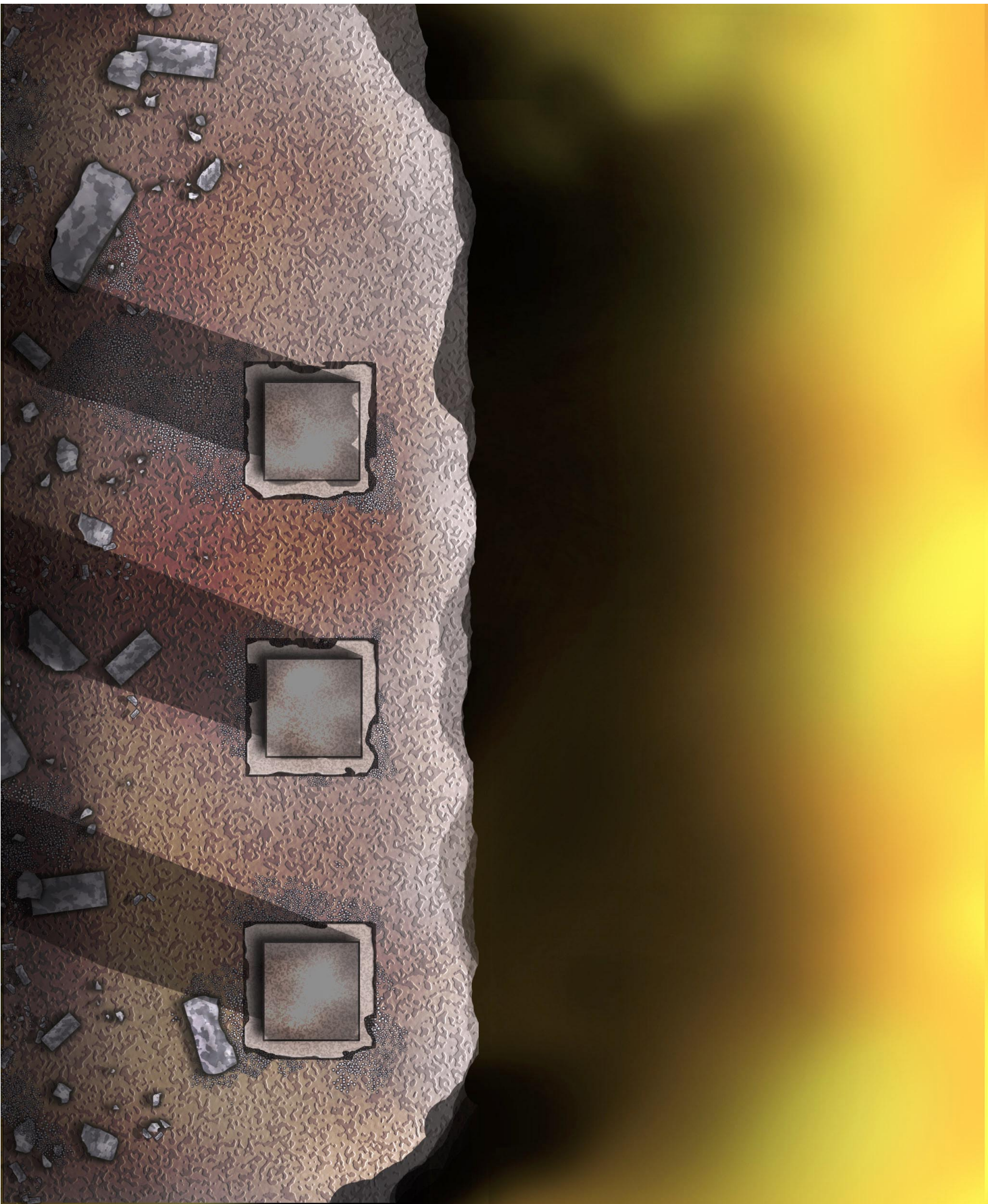
Place 5 Moria Goblin archers here to snipe at the Fellowship as they make their descent down the stairs. Goblin Archers shooting behind pillars gain cover status per GW's LOTR rules.



When any member of the Fellowship exits off this stair tile, they cannot return back into the game, or be fired upon by the Goblin archers. The game ends when all (surviving) Fellowship members exits from this stair tile.











I'd appreciate to hear any comments or questions you may
concerning this scenario and tile set.

Drop me a line at :

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Thanks!
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