

Khazad-dûm Special Rules & Magical Powers Summary

Durin, King of Khazad-dûm

Durin's Axe. This ancient heirloom is a deadly Dwarven axe, but is so light that it can be swung around in deadly arcs with blurring speed. Any Dwarf hero fighting with this mighty axe adds +1 to his dice rolls on the Wound chart. In addition, the wielder of Durin's axe may re-roll one of his dice when determining who wins a fight.

The Crown of Kings. An ancient heirloom, the Crown of Kings is both a symbol of authority and a protection against the enemy. Each time the wearer suffers a wound, roll a D6 – on the roll of a 6, the wound is discounted, exactly as if a point of Fate had been used. If this test is failed, Durin can still make use of his Fate point as normal.

The Horn of Zirak-zigil. The Horn of Zirak-zigil is another prized Dwarven treasure and was crafted in the earliest days of Khazad-dûm's settlement. The bearer causes terror.

Mardin

Sworn Protector. As long as Durin is within 12"/28cm, Mardin will automatically pass all Courage tests he has to take. If Durin is slain or leaves the table, Mardin will revert to the normal rules for Courage.

Torozûl. This spear was gifted to Mardin by his king upon his appointment as life ward. Torozûl was forged to be especially potent against Trolls. When rolling to wound Trolls, the Bearer of this weapon adds +1 to his dice roll on the Wound chart.

Dáin Ironfoot, King of Erebor

The King under the Mountain. Such is Dáin's awesome presence on the battlefield that the range of his 'Stand Fast!' rolls is 12"/28cm rather than 6"/14cm.

Venerable. At the time of the War of The Ring, Dáin is more than 250 years old, and is not as agile as he once was. To represent this, whenever Dáin has to make a Jump or Climb test, the Good player rolls two dice and must choose the lowest. This roll can be influenced by Might in the usual way.

Barazantathûl. Although not innately magical, this two-handed axe is of great craftsmanship and possessed of exceptional balance. When Dáin fights with this axe, he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.

Múrin & Drár

Kalazâl. This blade was forged in the wondrous catacombs of Dwarrowdelf in the days of its glory. Like many Dwarven weapons, it was crafted with Orcs in mind and almost

seems eager to taste the blood of the ancestral enemies of the Dwarves. Kalazâl is a hand weapon and allows Múrin to re-roll any wound rolls made against Orcs, Goblins and Uruk-hai.

Expert Shot. Drár has exceptional skill with a bow, far surpassing the abilities of other Dwarves. He may shoot twice in the Shoot phase.

Gimli, son of Glóin

Axes of the Dwarves! At the beginning of each fight, Gimli can choose to use either an axe in each hand, in which case he fights with 3 Attacks, or use his unique two-handed axe, in which case he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.

Balin, son of Fundin

Durin's Axe. See Durin's entry

Dwarf Ranger

Mountain Dwellers. Dwarf Rangers may re-roll any jumping and climbing tests. In addition, they may move through rocky areas that are classed as difficult terrain as if it was open ground.

Khazâd Guard

Bodyguard. See main rules manual for details.

Vault Warden Team

Spear and Shield. Such is the weight of the Iron Shield, that the bearer relies on the presence of his companion to fight effectively. Unless supported by a model with a spear, the Iron Shield applies -1 to his roll to win the fight, even when shielding.

Dwarf Ballista

Piercing shot (short). Although a stone fired from a Dwarf Ballista is unlikely to pass 'through' multiple targets, any models behind the initial victim are invariably showered in stone shards, armour shrapnel and body parts. Such razor sharp fragments are more than capable of killing or seriously injuring nearby warriors. If shooting at a battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the strength of the siege engine, is knocked to the ground, and is flung 1D6"/2D6cm directly away from the Dwarf Ballista. Any other models that lie within the path of the victim suffer a single Strength 6 hit, and are knocked to the ground if they have a Strength of 5 or less. Models that are wounded in this way suffer only a single

wound. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Dwarf Ballistas are easier to aim than Catapults and other heavy Siege Engines. When firing a Dwarf Ballista at a Battlefield target, the shot will scatter only 3"/8cm rather than 6"/14cm.

Durbûrz, The Goblin King of Moria

Cave Dweller. See the main rules manual for details.

Iron Fist. Such is the fear inspired by Durbûrz in his followers that the range of his 'Stand Fast!' rule is 12"/28cm rather than the normal 6"/14cm.

Moria Goblin Captain

Cave Dweller. See the main rules manual for details.

Moria Goblin Shaman

Cave Dweller. See the main rules manual for details.

Magical Powers

Fury. Range 6"/14cm. Dice score to use 3+.

Transfix. Range 12"/28cm. Dice score to use 5+.

The Balrog

Resistant to Magic; Terror. See main rules manual for details.

Fiery Lash. The Balrog's flaming whip counts as a throwing weapon with a range of 6"/14cm and a Strength of 7.

Ancient Evil. The Balrog's very presence radiates an aura of primeval fear. All Good models within 18"/42cm of the Balrog suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).

Dragon

Resistant to Magic; Terror. See main rules manual for details.

Harbinger of Evil. A Dragon's very presence radiates an aura of primeval fear. All Good models within 12"/28cm of a Dragon suffer a -1 penalty to their Courage value until they

move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).

Draconic Charge. Dragons move 6"/14cm (unless they can fly, see below). If a Dragon charges into combat it will knock enemy models to the ground, in the same way as a Monstrous Creature, if it wins the fight.

Survival Instinct. Dragons are timeless, and mayhap immortal, creatures. Such longevity makes them somewhat loathe to risk their lives in battle – often they will flee the field before a killing blow can be struck. Each time a Dragon is wounded, it must take a Courage test. If the test is failed, he flees – the model is removed and counts as a casualty.

Wyrm of Legend. Though comparatively rare in the Second and Third Ages, Dragons are still remarkably diverse creatures in both appearance and ability. To represent this, a Dragon may have up to two of the following abilities at additional cost:

Breathe Fire 50 points
Fly 50 points
Wyrmtongue 50 points
Tough Hide 50 points

Breathe Fire. Some Dragons exhale great gouts of flame that can easily consume any who fight them. Each time a Dragon breathes fire, it expends a point of Will. Treat the Dragon's fiery breath as a bow with a range of 12"/28cm. If the shot hits, the target and any model (Good or Evil) within 2"/4cm suffer a Strength 10 hit (Fate rolls may be taken as normal). Any model that suffers a wound caused by Dragon breath is automatically slain.

Fly. This Dragon has expansive and powerful wings. It can fly 12"/28cm as described in the main rules manual.

Wyrmtongue. The greatest and most powerful Dragons of old were devious and cunning individuals, able to deceive and bewitch their foes. A Dragon with this ability can cast a spell using one dice, without reducing his Will store. The controlling player can choose to increase the number of dice rolled by reducing the Dragon's Will store in the usual way. A Dragon with Wyrmtongue has the following magical powers (see the main rules manual for details):

Transfix.	Range 12"/28cm	Dice score to use: 3+
Compel.	Range 12"/28cm	Dice score to use: 4+
Sap Will.	Range 12"/28cm	Dice score to use: 4+

Tough Hide. The skin of this Dragon is almost impenetrably dense, or otherwise protected from harm. Its Wounds and Defence are 9, rather than 7.

Wild Warg Chieftain

Terror. See the main rules manual for details.

Packlord. A Wild Warg Chieftain is little more than a cunning beast, and certainly has little or no grasp of tactics and leadership. Only other Wild Wargs may use its Stand Fast! rule or benefit from its heroic actions.

Moria Goblin Warriors

Cave Dweller. See page the main rules manual for details.

Moria Goblin Prowler

Cave Dweller. See the main rules manual for details.

Backstabbers. When striking trapped models, Moria Goblin Prowlers receive +1 on their rolls to wound – this bonus is cumulative with the +1 bonus for using a two handed weapon.

Cave Troll

Troll chain. This is treated as a throwing weapon with a range of 3"/8cm and a Strength of 4.

Terror. See the main rules manual for details.

Throw Stones. If a Troll does not move at all, it can declare that it's 'stooping for a stone', and in the subsequent Shoot phase he can throw it, providing that he is not engaged in combat. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.

Moria Goblin Drum

Cave Dweller. See the main rules manual for details.

Drums in the Deep. At the beginning of the game, deploy the Moria Goblin Drum model following the instructions of the scenario like any other Evil model, and place the Drummers in base contact with it.

For the Drum to have an effect, at least one Drummer must start the turn in base contact with it and must not move or be engaged in combat. As long as all these conditions are met, the Drum has the following two effects:

In all fights within 18"/42cm of the Drum which include at least one Moria Goblin, the Evil player can re-roll any one of the dice he rolled when determining who wins the fight. You must stick with the result of the re-roll (you can never re-roll a dice more than once).

All Moria Goblins on the battlefield (including Heroes) add +1 to their Courage values and all Good models on the battlefield suffer a -1 penalty to their Courage values (note that this is not cumulative with other rules that confer similar penalties).

For the purposes of counting the total number of models in the Evil force, only the Drummers count and not the Drum itself.

Moving the Drum. The Moria Goblin Drum is moved in the same way as a Heavy Object (see the main rules manual for details). It may not be moved and played in same turn.

Destroying the Drum. The Drum can be shot at normally by the Good side, and has a Defence of 10 and 3 wounds. If reduced to 0 Wounds, the model is destroyed – leave the Drum in place, but it cannot be played any more. The Drum model has no control zone and if a Good model spends a full turn in base contact with the Drum, without doing anything else (ie, not shooting, using magical powers or fighting in combat), the Drum is automatically destroyed as described above.

Bat Swarm

Fly. Bat Swarms move 12"/28cm. They can fly over the top of any models or terrain without penalty.

Blinding swarm. Creatures attacked by Bat Swarms are blinded by their numbers and unpredictable movement. The Fight value of any enemy model in base contact with a Bat Swarm is halved (round fractions down).

Giant Spider

Movement. Giant Spiders can climb on any surface, regardless of angle. Giant Spiders can therefore move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps such as chasms, ditches and other spaces, which they have to jump as normal.

Venom. The fangs of the Giant Spiders are highly venomous. They must re-roll each score of '1' when rolling to wound.