

Bridge of Khazad-Dûm Scenario for Advanced
Melee & Wizard

By David O. Miller



"Gandalf vs the Balrog" Illustration ©1987 David O. Miller.

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The Fellowship of the Ring

The Bridge of
Khazad-Dûm

Introduction --

This Bridge of Khazad-Dûm scenario for The Fantasy Trip Advanced Melee and Wizard is loosely based on the scenario in the back of "Dragons of Underearth" (a 1981 Games Research Group publication) which was simply entitled "Battle of the Chasm". Taking that as a starting point I've tried to alter the stats to more closely match Tolkien's description of the combatants and the setting.

It's a tough scenario to play. The Fellowship player really only has two options. The first is to do what they do in the story and make a run for the bridge and defend the far end. Because it's only a one hex wide bridge it allows three Fellowship figures to hold the end of the bridge and take on the Dark forces figures three against one. That usually falls apart when the Balrog (being a 3 hex figure) comes across the bridge pushing everyone back. The second option is to try and hold the opposite end. As in the book I have two trolls place stone slabs across a crevice that has a wall of fire coming out of it. The Fellowship can try and hold these Dark forces entrance points until the Balrog shows up and the strategy once again pretty much falls apart and they must retreat to the far side of the bridge. (By the way knocking the bridge down is not an option.) And what of Gandalf? Do you risk everything in a one shot, 24 dice lightning bolt directed at the Balrog or do you conserve him until needed later in the game?

I'm still working on adjusting the play balance of this scenario so as to allow the Fellowship player a fighting chance. Consider this a beta test version of these rules. Note that the character sheets are set up so that 2, 3, 4, 5 or 6 players can easily play depending on how you distribute the sheets. Each player will have somewhat if not exactly equal forces to play with.

Of course for us Tolkien "purists" let me state that in the story the Balrog and Gandalf (both being Maiar) are far beyond the fighting abilities of any of the other characters. To be true to the story in this regard would be to not have a playable game. So I'm taking liberties with the characters. I've also had to bend things slightly to fit into a TFT scenario.

Let me also state that this scenario is fan produced and is meant for limited, private, free distribution and personal use to members of the TFT e-mail list only, no infringement of any copyright is intended.

I would be very interested in any suggestions or ideas on how to make this scenario more balanced. I've constantly increased and decreased stats for all of the major characters and I think I'm getting close. I only ask that if you download this and play it please send me your comments or suggestions by posting them on the TFT list.

Enjoy!

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Special Rules, Set-up and Victory Conditions:

The Bridge, the Pit and the Crevice -

If *any* figure is knocked down (by hits, a Trip spell, etc.) while on the bridge or next to a pit hex it will fall in the pit unless it rolls its DEX or less on 4 dice (there is loose rock everywhere). No figure may enter a half hex. A wall of fire is blazing out of the two hex wide crevice so no figure can leap over it, they may only cross over by using one of the two stone bridges the Trolls are carrying. This does not apply to the Balrog, who is a creature of fire. He just walks over the crevice like it wasn't there. Gandalf can not knock down the bridge in this scenario. (If he could it would be a short game every time you play it.)

The Balrog, Movement and the Bridge -

The Balrog gets a -2 DEX drop if it takes 15 hits and falls down if it takes 25 hits in one blow. It also emits fear - all goblins (but not the Trolls - being stupid, or the Fellowship characters - being courageous) must stay two or more hexes away from the Balrog whenever possible. If they find themselves within one or two hexes of the Balrog because of the Balrog's movement they will always (during their next movement) move away from the Balrog, even if they have to disengage from characters they are fighting. The Balrog can not use its flaming sword to do a sweeping blow.

Movement -

The Balrog (being a three hex creature) is only engaged by two or more figures, it can pass right through the front hexes of a single figure. If the Balrog is unengaged (A) it can at the end of its movement push back figures one hex or if it's engaged by two or more figures (B) it can shift one hex onto any number of smaller figures.

A. Push Back - If the Balrog is unengaged it can end its movement by pushing back any number of one-hex figures. Any one-hex figures being pushed back must roll 3D6 vs DEX, success means the smaller figure(s) is pushed back one hex and remains standing, failure means the smaller figure(s) falls down under the Balrog and can be trampled on the Balrog's turn to attack. (If a smaller figure falls next to a pit hex it must also roll 4D6 vs DEX to keep from falling into the pit.)

B. Shift - If the Balrog is engaged by two or more figures it can do a one hex shift. This one hex shift may carry it into one or more one-hex figures and/or away from one-hex figures with which it was engaged. As in a push back smaller figures must roll 3D6 vs DEX or fall, failure means the smaller figure falls down under the Balrog and can be trampled on the Balrog's turn to attack. (If a smaller figure falls next to a pit hex it must also roll 4D6 vs DEX to keep from falling into the pit.)

The Bridge -

If the Balrog encounters a figure on the bridge it can push that figure back one hex and then it must end its movement (A). It can continue to push back that figure one hex each turn by doing a one hex shift (B). In both cases the smaller figure must roll 3D6 vs DEX or fall down under the Balrog. (If the smaller figure falls down it must also roll 4D6 vs DEX to keep from falling into the pit.) If there is no clear hex behind the smaller figure to be pushed back into (it is blocked by another figure) then the smaller figure must roll 4D6 vs DEX to keep from falling into the pit. In this case the Balrog only moves forward if the figure falls in the pit. The Balrog must always keep two of its three hexes on the bridge at all times or it will fall into the pit.

Attacks -

Trampling - If a smaller figure falls and winds up being under the Balrog then the Balrog may trample him. This is a *free* attack for the Balrog and happens on his DEX. Roll 3D6 vs. DEX. Damage is 2D6. The Balrog does not get a +4DEX from above and if he rolls a 17-18 he trips and falls down! (If it's next to the pit the Balrog must roll 4D6 vs DEX or fall.) The smaller figure may attempt to roll out from under the Balrog on his DEX by rolling 3D6 vs DEX. Success means you move to any adjacent hex next to the Balrog and stand up. If there is no open hex within 3 hexes you may not roll out from under. The smaller figure can also declare he is in HTH combat with the Balrog instead and try to hit him with his fist or draw and use his dagger.

The Balrog's Whip -

The Balrog's whip does 2 dice damage. It can only strike at a target which is 3, 4, or 5 hexes from its user, regardless of intervening figures. The Balrog can also use the whip to knock figures down. Instead of doing damage the target gets 3D6 vs DEX to keep from falling down. If target falls on the bridge or next to the pit it will fall in unless it rolls its DEX or less on 4 dice. If the Balrog uses his sword and his whip on the same turn both attacks are at a -4 DX.

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Special Rules, Set-up and Victory Conditions (continued):

Beginning the Game -

Turn 1 -

Fellowship (one by one) leaves the side door and moves first.
At the end of the turn Dark Forces place Orcs and Trolls on their edge of the board. The Trolls are carrying the bridge stones which are 4 hexes long.

Turn 2 -

Roll for initiative.
Fellowship move and attack normally
Dark Forces move and attack normally. The Trolls can place the bridge stones over the crevice if they only move half of their MA. They place them as an attack option.

Turn 3 -

Roll for initiative.
Fellowship move and attack normally
Dark Forces move and attack normally.
The Balrog is placed on it's edge of the board at the end of the turn.

Turn 4 -

Play proceeds as normal.

Victory -

The game immediately *ends* when:

- A - Frodo is killed
- B - The Balrog is killed and the Fellowship player has retreated both Gandalf and Frodo off of the board.
- C - When Frodo is retreated off of the board.

Fellowship Retreat -

The Fellowship Forces may only retreat/escape off of their end of the map and through the door when either Gandalf or the Balrog is killed or unconscious.

Dark Forces Major Victory -

Frodo is killed. The game ends immediately and the Dark Forces score a major victory.

Dark Forces Minor Victory -

The Balrog is still on the board, Gandalf has been killed and the Fellowship has retreated Frodo.

Fellowship Forces Major Victory -

The Balrog is killed and all Fellowship characters have retreated off of the board. (Good luck with this one!)

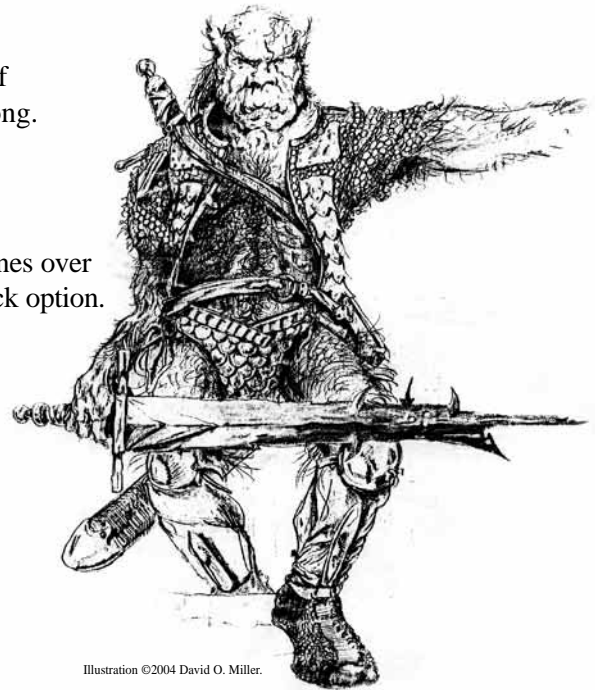
Fellowship Forces Minor Victory -

The Balrog is killed, Gandalf and Frodo have retreated off of the board, but you have lost one or more of the other Fellowship characters.

Draw -

The Balrog and Gandalf are both killed and Frodo has been retreated off of the board.

Alternative Battle - Assume the exit is blocked. The Fellowship will not realize this until they position a figure in front of the exit doorway. Their only hope is to go out the way they came in and after the battle find another way out of the Dwarven Kingdom. This is a fight to the death. If only one of the Fellowship players can exit the board carrying the ring it will be a victory for the good forces player. The only way for the dark forces player to win is to kill all nine members of the Fellowship. If Frodo dies then any Fellowship character can pick up the ring by spending a turn next to his fallen body and choosing the "pick up ring" option.



The Fellowship of the Ring

Adventurers Character Sheet



Aragorn:

STR 17 /

DEX 15 (13)

INT 14

MA 10 (10)

Armor: Stops

Leather / 2

Veteran / 2

Weapon: Damage

2H Magic Sword (Andúril) / 3+4

Dagger / 1-1

Talents:

Running: +2 MA at all times

Veteran: stops 2 hits from every attack made against you

Tactics: +1 to your initiative roll

Total points stopped: 4

Points:

46



Gimli:

STR 16 /

DEX 13 (10)

INT 13

MA 10 (8)

Armor: Stops

Chain / 3

Warrior / 1

Weapon: Damage

2H Battleaxe / 3+1

Dagger / 1-1

Talents:

Running: +2 MA at all times

Warrior: stops 1 hit from every attack made against you

Total points stopped: 4

Special:

Gimli does +1 damage with his axe.

Points:

42



Frodo:

STR 8 /

Magic STR 8/

DEX 14 (11)

INT 13

MA 10 (8)

Armor: Stops

Mithril Chain / 6

/

Weapon: Damage

Magic Sword (Sting) / 1+3

Dagger / 1-1

Talents:

Running: +2 MA at all times

Special: Carries the One Ring - A ring of invisibility that requires 1 STR per round to use. An invisible figure is -6 DEX to hit.

• Plus, larger opponents (men, orcs, etc.) are at a -2 DEX to hit a hobbit due to their small size.

Points:

35



Sam:

STR 9 /

DEX 14

INT 10

MA 10

Armor: Stops

No Armor / -

/

Weapon: Damage

Magic Sword / 1+1

Dagger / 1-1

Talents:

None

Special:

Larger opponents (men, orcs, etc.) are at a -2 DEX to hit a hobbit due to their small size.

Points:

33

The Fellowship of the Ring

Adventurers Character Sheet



Boromir:

STR 18 /

DEX 15 (12)

INT 13

MA 10 (8)

Armor: Stops

Leather / 2

Large Shield / 2

Warrior Talent / 1

Weapon:

Damage

1H Bastard Sword / 2+1

Dagger / 1-1

Talents:

Warrior: stops 1 hit from every attack made against you

Tactics: +1 to your initiative roll

Total points stopped: 5

Points:

46



Legolas:

STR 15 /

DEX 16 (15)(18*)

INT 14

MA 12 (10)

Armor: Stops

Cloth / 1

/

Weapon:

Damage

Longbow (*adjDEX of 18 with bow) / 1+2

Shortsword / 2-1

Dagger / 1-1

Talents:

Missile Weapons: +3 DEX with all missile weapons

Special:

Legolas gets two shots per turn with his longbow.

Points:

45



Merry:

STR 9 /

DEX 14

INT 12

MA 10

Armor: Stops

No Armor / -

/

Weapon:

Damage

Magic Sword / 1+1

/

Dagger / 1-1

Talents:

None

Special:

Larger opponents (men, orcs, etc.) are at a -2 DEX to hit a hobbit due to their small size.

Points:

35



Pippin:

STR 9 /

DEX 14

INT 12

MA 10

Armor: Stops

No Armor / -

/

Weapon:

Damage

Magic Sword / 1+1

/

Dagger / 1-1

Talents:

None

Special:

Larger opponents (men, orcs, etc.) are at a -2 DEX to hit a hobbit due to their small size.

Points:

35

The Fellowship of the Ring

Adventurer Character Sheet

Gandalf:

STR* 25 /

Magical STR* 25 /

DEX 17 (16)	Armor:	Stops
INT 16	Cloth	/ 1
MA 10 (10)		/

Weapon:	Damage
Staff of Power	/ 2
1H Magic Sword (Glamdring)	/ 3+3

Spells:

Aid (T):
Temporarily adds 1 to STR, DEX, or IQ of any one including wizard for each 1 STR used to cast. Lasts 2 turns. If STR is given to a figure to cast spells it must be used within 2 turns.

Blast (S):
Costs 2 STR. Does 1D6 damage to every creature, friend or foe (except wizard), in wizard's hex & adjacent ones.

Blur (T):
Costs 1 STR / +1 each turn. -4 DEX to hit subject. Makes subject hard to see.

Break Weapon (T):
Costs 3 STR. Shatters one weapon/shield. Broken weapons do 1/2 damage.

Clumsiness (T):
Subtract 2 from victim's DEX for every 1 STR used to cast. Lasts 3 turns, 1 turn if victim's STR is 30+.

Dazzle (S):
Costs 3 STR. A blinding psychic flash that causes all sighted creatures (friend or foe) in an area within 15 hexes of the caster (except wizard) to suffer -3 DEX for 3 turns.

Drop Weapon (T):
Costs 1 STR or 2 STR if victim's STR is 20 or more. Makes you drop what ever is in one hand, a weapon, shield, etc. Will not make a ring or amulet fall off.

Iron Flesh (T):
Costs 3 STR / +1 each turn. Stops 6 hits in addition to other armor.

Light (T):
Costs 1 STR. Lights up small object for one day. You can will it off but you must recast to get it back.

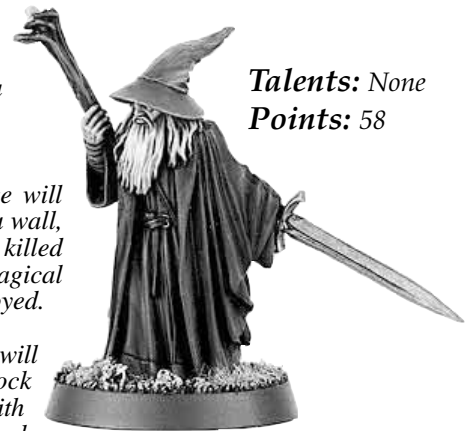
Lightning (M):
1D6 damage per STR. 5 pts of lightning damage will blast through one hex of a wall, clearing hex. If a being is killed by lightning then all magical items it carried are destroyed.

Lock/Knock (T):
Costs 2 STR. A Lock spell will lock/seal doors. A Knock spell will open any door with ordinary locks and/or Lock spells placed on it.

Reverse Missiles (T):
Costs 2 STR / +1 each turn. Causes missile weapons or spells to reverse and hit the firer instead. Reveal at the end of the turn, after all first missile weapons have fired. Only missiles that actually hit their target will hit the firer.

Sleep (T):
Costs 3 STR. Wake up if hit or shaken by figure in adjoining hex (takes two turns). Does not work if STR 20+. A sleeping figure falls down.

Staff of Power (S):
Costs 10 STR per day for four weeks to make. IQ 16 wizards that take this spell can start the game with a staff of power. Used to make any piece of wood into a Staff of Power that does 2D6 damage, is not



Talents: None
Points: 58

affected by a drop or break weapon spell, and will not explode if picked up against owner's will but will still do 3D6 damage.

Stone Flesh (T):
Costs 2 STR / +1 each turn. Stops 4 hits in addition to other armor.

Stop (T):
Costs 3 STR. Victim has MA zero for the next four turns. Can not move to another hex under any circumstances but may do things like attack, cast spells, etc. May change facing.

Trip (T):
Costs 2 STR or 4 STR if victim's STR is 40+. Does no damage but makes you fall. If on the edge of a pit target will fall in unless he makes a 4D6 roll vs DEX. Doesn't work on 3 hex figures.

* Note: STR is split into two categories. The first STR is the one you mark off damage against, the second, Magical STR, is used to power spells.

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Dark Forces Character Sheet

Balrog:

STR 100 /

DEX 14	Armor:	Stops
INT 20	Tough Skin	/ 4
MA 12		/

Weapon:	Damage
Flaming Sword or Claws	/ 4
Whip	/ 2 (or trip)



Talents: None
Points: 134

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The Fellowship of the Ring

Dark Forces Character Sheet

Troll 1:

STR 40 /

DEX 11

INT 8

MA 8

Armor: _____ Stops _____

None / _____

_____ / _____

Weapon:

Damage

Hands

/ 2

/ _____

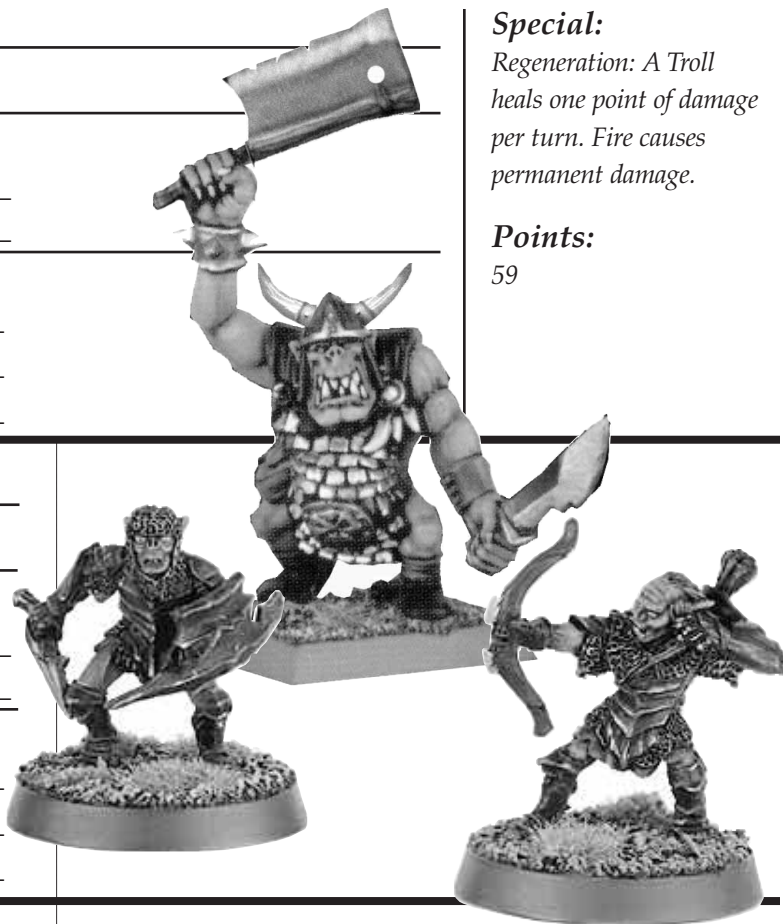
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Special:

Regeneration: A Troll heals one point of damage per turn. Fire causes permanent damage.

Points:

59



Orc Swordsman 1: (Talent: Running) (Points: 32)

STR 10 /

DEX 12 (11)

INT 10

MA 12 (12)

Armor: _____ Stops _____

Cloth / 1

Small Shield / 1

Weapon:

Damage

Cutlass

/ 2-2

/ _____

Dagger

/ 1-1

Orc Swordsman 2: (Talent: Running) (Points: 32)

STR 10 /

DEX 12 (11)

INT 10

MA 12 (12)

Armor: _____ Stops _____

Cloth / 1

Small Shield / 1

Weapon:

Damage

Cutlass

/ 2-2

/ _____

Dagger

/ 1-1

Orc Bowman 7: (Points: 32)

STR 10 /

DEX 12

INT 10

MA 10

Armor: _____ Stops _____

None / _____

_____ / _____

Weapon:

Damage

Cutlass

/ 2-2

Horse Bow

/ 1

Dagger

/ 1-1

Orc Swordsman 3: (Talent: Running) (Points: 32)

STR 10 /

DEX 12 (11)

INT 10

MA 12 (12)

Armor: _____ Stops _____

Cloth / 1

Small Shield / 1

Weapon:

Damage

Cutlass

/ 2-2

/ _____

Dagger

/ 1-1

Orc Bowman 8: (Points: 32)

STR 10 /

DEX 12

INT 10

MA 10

Armor: _____ Stops _____

None / _____

_____ / _____

Weapon:

Damage

Cutlass

/ 2-2

Horse Bow

/ 1

Dagger

/ 1-1

The Fellowship of the Ring

Dark Forces Character Sheet

Troll 2:

STR 40 /

DEX 11	Armor:	Stops
INT 8	None	/
MA 8		/

Weapon:	Damage
Hands	/ 2
	/
	/

Special:

Regeneration: A Troll heals one point of damage per turn. Fire causes permanent damage.

Points:

59

Orc Swordsman 4: (Talent: Running) (Points: 32)

STR 10 /

DEX 12 (11)	Armor:	Stops
INT 10	Cloth	/ 1
MA 12 (12)	Small Shield	/ 1

Weapon:	Damage
Cutlass	/ 2-2
	/
Dagger	/ 1-1



Orc Swordsman 5: (Talent: Running) (Points: 32)

STR 10 /

DEX 12 (11)	Armor:	Stops
INT 10	Cloth	/ 1
MA 12 (12)	Small Shield	/ 1

Weapon:	Damage
Cutlass	/ 2-2
	/
Dagger	/ 1-1

Orc Bowman 9: (Points: 32)

STR 10 /

DEX 12	Armor:	Stops
INT 10	None	/
MA 10		/

Weapon:	Damage
Cutlass	/ 2-2
Horse Bow	/ 1
Dagger	/ 1-1

Orc Swordsman 6: (Talent: Running) (Points: 32)

STR 10 /

DEX 12 (11)	Armor:	Stops
INT 10	Cloth	/ 1
MA 12 (12)	Small Shield	/ 1

Weapon:	Damage
Cutlass	/ 2-2
	/
Dagger	/ 1-1

Orc Bowman 10: (Points: 32)

STR 10 /

DEX 12	Armor:	Stops
INT 10	None	/
MA 10		/

Weapon:	Damage
Cutlass	/ 2-2
Horse Bow	/ 1
Dagger	/ 1-1

The Fellowship of the Ring

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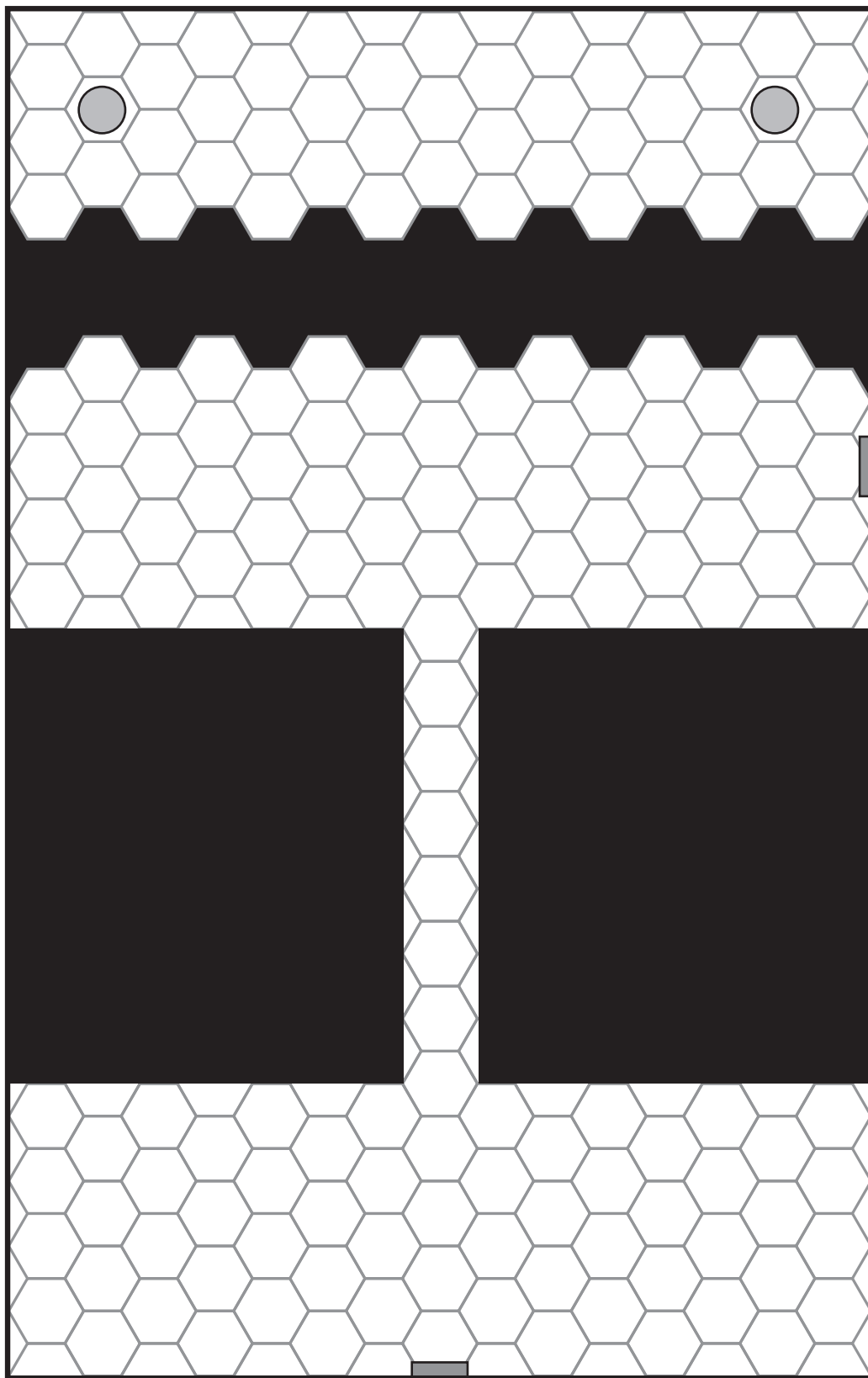
Frodo Hidden Movement Diagram and Board Setup

Use this diagram to plot Frodo's hidden movement: Evil Player enters from anywhere on this edge of the board.

The two grey circles are columns



The two Troll stone bridges are four hexes in length.



Fellowship enters through this side door.

Exit.

The Fellowship of the Ring

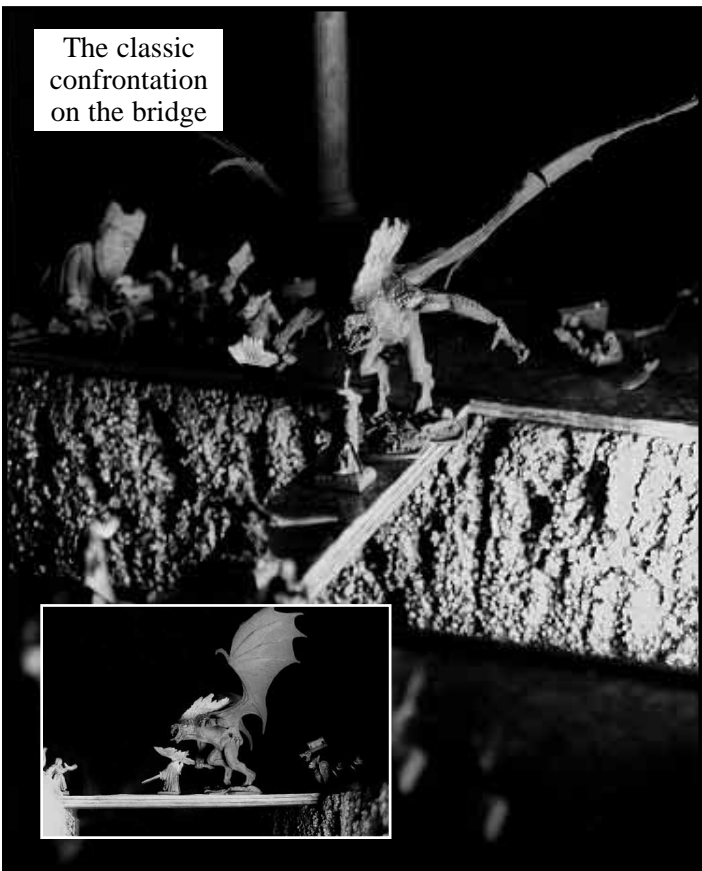
The Bridge of Khazad-Dûm

Pictures of one of our games which ended in disaster for the Fellowship player.



The Fellowship decides to hold the near side of the bridge.

The Balrog Enters!



The classic confrontation on the bridge



The Fellowship starts to fall back to the far side of the bridge.



This game ends in disaster for the Fellowship.