

The Long Dark...

“Boom Boom !” The door shuddered , but did not budge an inch. Muffled yells could be heard through the thick iron clad doors

“Haw haw” Laughed Ugluk. “Them Gorgún may as well hit their heads against that barred door!”

His Orc band smirks and murmured their approval. But now they were fastened in and no Orc liked being caged.

Ugluks band looked about themselves in the gloom. They had escaped the Dwarves and slammed the doors shut, barring them as soon as they may. Orcs were moving to barricade the door.

“What now Chief?” Asked the huge Uruk named Radluk.

Ugluk glared at Radluk and beckoned him over to him. The two walked a little way from the rest of the company.

“Them bearded worms, may be out there, but we is stuck in ‘ere, ain’t we? ‘Ave a looksy around, see what ya can find Radluk. I don’t wan’ any surprises...understand?” He croaked shoving Radluk towards the others.



Ugluk looked around the dim cave at the surrounding walls. The were definitely hewn by dwarves and he disliked that immensely. Though where dwarves had been, meant loot and weapons for sure. Maybe there would be something of value in here, but it would be worth nought if they were trapped with no way out.

Just then Radluk returned to his chief.

“There be two tunnels, both ‘eaded into the mountain. Which ya wanna take Ugluk?”

Ugluk thought for a moment and sauntered to the tunnel mouths, sniffing the way down both, catching scents on the stagnant air.

“This un’!” He barked pointing at the tunnel nearest him.

“Follow me Maggots!” roared Ugluk and he set off into the pitch black of the tunnel, his company at his back.

Ugluk skidded to halt and rounded on his band.

“Close the tunnel! I want no one followin’ us, boys.”

The Orcs set too hammering at the columns holding the tunnel room up with their heavy weapons. Dust fell and the cracking of stone was soon heard. The rocks crumbled and collapsed behind the Orcs.

Nothing could dig that rubble out and pursue them now.

Ugluk grinned menacingly with a deadly glint in his eye and set off once more.



Meanwhile ...

“RARGH!” bellowed Hadhod as he ran at the door.

He and his Khazad Guard kin shouldered the door one after another.

“Boom Boom!”

“By Durin’s beard the filth are getting away!” Roared Hadhod in vain.

“Indeed, for now Hadhod” Spoke Gorgil softly scratching his beard and looking thoughtful.

“Raven! Where be you?!” He called at the sky.

“*Rawk*. Here Thunderhead!” croaked the Raven landed next to the dwarf captain.

“Have you seen a door of this ilk before, Raven?” Questioned Gorgil looking at his dwarf company.

“Indeed. *Kaw*. Near Orthrikar. Dwarf make, but no Elf touch. *Rawr*. If you know the word, it will open.”

Suddenly bangs and muffled movement could be heard within the sanctuary. Grandin pressed his ear against the solid wood of the door.

“The Orcs move within. Sounds like they are barricading the doors!”

“Quickly - Raven do you know or recall any of the door words from our kin in the Northdowns?” asked Grundan.

“Haw-ha-ha! A dwarf asking me, a Raven, for dwarf spell words? You should know should you not Khazad?”

Grundan looked displeased at the birds retort. Screwing up his face with displeasure.

Gorgil raised a hand to quell Grundans reply to the bird just as a loud series of thuds like mining stone could be heard from within the cave, followed by a rubble and a falling of rocks.

Gorgils mind reeled, thinking of dwarvish words that would open the doors.

“Khuzsh” Gorgil spoke to the door. Nothing happened.

“Samman” Gorgil next spoke. Still nothing happened. The whole company sighed.

“Sagh” He said to the door and an audible click and grating noise was heard.

The dwarves all smiled and nodded their heads with determination. The door was cautiously opened ajar and Gorgil peered through. Dust was settling and no Orcs could be seen. The company followed their captain inside.

The hunt was on once more.



Random Setup

Roll a D6 for each room door.

Odds – The door is shut. Use the shut door table when in base contact.

Evens – The door is broken in or the doorway is clearly open. You can move freely in and out of the room as normal.

Shut Door Table

1	<i>The way is shut! The door will not give.</i>
2 - 4	<i>The door opens ajar and will open next turn!</i>
5 - 6	<i>You put your shoulder to the door and it swings open!</i>



Random Monster Generator

Roll a 2D6 for each room or corridor hub.

Consult the table below regarding your result.

Wandering Monster Table

2 - 3	<i>Silent dark! : No enemies, the way is clear</i>
4 - 6	<i>Goblins! : Place 3 Moria Goblins together anywhere in the room or corridor section.</i>
7 - 9	<i>Orcs! : Place 2 regular Orc warriors together anywhere in the room or corridor section</i>
10 - 11	<i>Cave Uruks! : Place 2 regular Uruk Scouts together anywhere in the room or corridor section</i>
12	<i>Spawn of Saenathra! : Place 1 Giant Spider in the room or corridor section</i>

Giant Cave Spider

M	F	S	D	A	W	C
6"	4/4+	5	5	2	2	3

Special Rule

Cave Hunter -Cave Spider are used to ambushing their prey swiftly. If they meet stout resistance they are likely to retreat to safety. Every time the spider is beaten in combat and not killed it must make a courage test. If the test fails the spider flees - the model is removed from play and counts as a casualty.

Roll a D6 for each room or corridor hub.

Odds – the room contains no treasure chest

Evens – The room contains a treasure chest/token, place randomly anywhere within the room.

Roll a D6 to see what you discover inside each chest.

Treasure Table

1	<i>A Trap! : Suffer a strength 3 hit. Your opponent rolls for the trap hit.</i>
2	<i>Empty! : The lid creaks open, but the chest is completely empty.</i>
3 - 4	<i>Mere Trinkets! : You open the lid of the chest and it reveals a handful of useful items, these should bring 2 gold coins when sold.</i>
5	<i>Gold! : You open the lid of the chest and it reveals a gold hoard. You receive 5 gold pieces.</i>
6	<i>Treasure! : You find 5 gold coins and a finely wrought weapon. Choose a weapon from the list available to your warband.</i>



Layout

In this scenario each warband starts from a different location having taken different entrance tunnels into the underground labyrinth. Both tunnels lead to a central chamber. The Trolls awake when the first model is fully inside.

When both warband are in the chamber, the doors shut behind them. There is no clear exit, but there are clearly TWO very annoyed Trolls. Use the rules below for the Trolls.

Once both Trolls are killed the exits open - *The Dying Troll stumble around and open a door way or fall against a wall collapsing it, allowing the warbands to get out.*



Irritated Troll

M	F	S	D	A	W	C
6"	6/6+	7	5	2	2	3



Awoken from its slumber, the Troll is peeved in the extreme and extra aggressive. The Troll does not distinguish between good and evil creatures in the gloom. All it knows is there are creatures in its cave!

Urgh, Orcsies! - On a roll of 1, 3, or 5 the Troll attacks the nearest evil model or moves towards it as close as its movement allows.

Argh, Beardlings! - On a roll of 2, 4, or 6 the Troll attacks the nearest good model or moves towards it as close as its movement allows.

Killing a Troll is no mean feat. The slayer of the beast must be a worthy warrior indeed. To "award" the slayer use the relevant rule below.

Troll Hide

Use this rule for a slayer not equipped with a bow.

The wearer has attached the thickly scaled pelt of the Troll to his hauberk, making it especially tough to pierce.

The wearer may avoid taking a wound on a roll of 6.

Troll Blood

Use this rule for a slayer equipped with a bow.

The archer dips the tips of his arrows in the spilt blood of the felled Troll.

If an enemy is taken out of action by the archer with a roll of 6, he is poisoned by the blood arrow. When removed from play his movement value is permanently reduced by 1".

No other injury is sustained.