



# COME INTO MY PARLOR

*A Scenario for The Lord of The Rings*

This scenario by Ross Watson pits Shelob against some desperate Orcs. Can the Orcs race through the dark tunnels of Shelob's lair before she attacks, or will the daughter of Ungoliant soon have nine tasty morsels waiting in her webs?



*With nowhere left to run, these Orcs must fight desperately for their lives against the insatiably hungry Shelob.*

## DESCRIPTION

Mordor Orcs are returning with a report for their master about Gondor's defenses. However, the patrol has lost its way in a storm and now has but one choice: to pass through Shelob's lair. If enough members of the patrol can make it through alive, the report will be delivered. However, avoiding Ungoliant's child will not be easy.

## PARTICIPANTS

"Good"

- 1 Orc Captain with Shield
- 6 Orc Warriors with Shields
- 2 Orcs Armed with Two-Handed Weapons

"Evil"

Shelob

## POINTS MATCH

If you want to play this scenario with alternate forces, then the Evil side should take one Hero. The "Good" side (yeah, these

guys aren't really good, but compared to Shelob...) should then choose a Hero worth no more than 50 points and enough Warriors to make the points equal on both sides. Complete equality isn't entirely essential, as you can add extra web barriers to even things out on Shelob's side. Also, you can stage other conflicts inside Shelob's Lair. For example, you could see if a single Cave Troll can make it through alive or pit the Fellowship against all nine Ringwraiths. We suggest that both players take turns as Shelob. You can compete to see who can devour the most Orcs!

## LAYOUT

For this scenario, we used Rick Smith's Shelob's lair table. Check out *Black Gobbo 15* at [us.games-workshop.com](http://us.games-workshop.com) to find out how he created it and learn how to make one of your own! If you are using a different table, we recommend one that measures at least 4' x 4' and that you include lots of terrain! At the very least, there should be six discernible entrances to the lair and at least four exits.



## STARTING POSITIONS

First, the Evil player sets up his web barriers anywhere in the tunnels. Next, the Evil player secretly nominates a starting position for Shelob in any tunnel within 18" of the exits of the lair and writes down this location (e.g., 6" from the left board edge and 8" from the bottom table edge) before the game starts. The Evil player will reveal her location in his 1st turn.

The Good player may divide his forces as he sees fit and place them near any number of tunnel entrances. However, he may not deploy his models further than 6" from the table edge.

## OBJECTIVES

If the Good player can get four or more models off the opposite edge of the board, he wins. If the Good player gets two or three models off the opposite edge of the board, the game is a draw. Any other result is a win for the Evil player.

## SPECIAL RULES

**The Winding Tunnels.** Shelob's lair is honeycombed with small tunnels in which the Mordor troops will likely have to split up if they want to have a chance of making it through alive. Models do not have to take Courage Tests for being on their own or when half of the force is destroyed.

**The Home of Shelob.** Shelob is still subject to her *Hunting Instinct* special rule, but she gains a +1 to all her Courage Tests, since she is on her home turf. In addition, Shelob knows the labyrinthine depths of her tunnels thoroughly and can find ways through. She can squeeze her bulk unhindered by the darkness and the webs. Thus, she can move in any direction inside her lair, regardless of intervening terrain (i.e., she can move through walls).

## WEB BARRIERS

At the beginning of the game, before either side places its models, the Evil player places up to eight web barriers. Each web barrier blocks movement and has 1 Wound. The web barriers may be charged, are automatically hit by any attacks, and cannot be destroyed by shooting. Web barriers have a Defense Value of 4 and are destroyed automatically if attacked in combat and a Might Point is spent. However, if a 1 is rolled while attacking the web barrier, the attacking model becomes stuck in the webs! To free himself from the web immediately, a model must spend 1 Might Point. Otherwise, roll a D6. Any result equal to or under the model's Strength allows the model to escape. A result of 6 always fails. On a failed result, the model is trapped in the web barrier and may not move or shoot. Either method of escape takes up a model's entire turn. If Shelob attacks a model trapped in the web barrier, Shelob's attack automatically hits.

There are many ways the Evil player can place the web barriers to improve his chances of victory. One recommended method is to use four web barriers to block the exits, which forces the Orcs to spend valuable time hacking through the barriers. Another tactic would be to place the web barriers along the corridors that the Evil player thinks the Orcs will use to avoid Shelob's movements, thus allowing Shelob to herd the Orcs through her lair at will!

## TUNNEL EXITS



## TUNNEL ENTRANCES



You can make web markers out of wire, hot glue, and a base. Check out Black Gobbo 15 for more details.



# TUNNELS OF TERROR

## A Battle Report for The Lord of The Rings



opponent. Perhaps I should hoard my Might Points for desperate situations. Well, on to battle!



### DEVIN MCKENZIE

**Devin:**  
There was only one word to describe me when I got the news that I was going

to play in a battle report for *White Dwarf* – thrilled. It was even more exciting to discover that I was going to play against one of the other store managers in my region (a little inter-store rivalry is always good!). The scenes with Shelob in the film of *The Return of The King* are among my favorites! Thus, when we chose sides, I went with Shelob. Ever since I was bitten by a brown recluse spider in high school, I've felt like Spiderman, and so Shelob was a natural

For months, we've wanted to do a battle report to showcase the great Shelob model, Ross Watson's cool Come into My Parlor scenario, and Rick Smith's fantastic Shelob's lair scenery (to learn how to make Shelob's lair, check out *Black Gobbo 15* at [us.games-workshop.com](http://us.games-workshop.com)). The time for this battle has finally arrived. We called on a pair of our dauntless Hobby Center managers to take on the roles of Shelob and the Orcs who are foolish enough to invade her dark, web-filled lair. John Thissel agreed to take control of the Orcs who are seeking to find safe passage through the very dangerous tunnels, while Devin McKenzie would control the awesome power of Shelob herself. Before the battle commenced, John and Devin studied the board, their models, and each other and made plans for the game. Below, you will find what each player had to say while we set things up.



### JOHN THISSEL

**John:** My biggest concern for this game is that I'm not sure which strategy will be the most effective. I could send my Orcs through in one big force or split them up into smaller groups. Each approach has its advantages and disadvantages. In the end, I think splitting my Orcs up into little groups of three will keep Shelob distracted long enough for me to sneak at least four Orcs off the board edge and win the game. Just in case, I'll match up my Orc Captain with two Orcs who carry two-handed weapons. The Orc Captain and his Might Points will be very important to my victory. With Might, I can call Heroic Moves at crucial times. I know that Devin is going to be a tough



*Shelob hunts the Orcs of Mordor in the Stygian darkness of her lair.*



choice! I knew that this scenario was going to be tricky from the beginning. John had nine Orcs and an Orc Captain, and for him to win, he needed to get four of those models off the other side of the table (or two for a draw). Thus, I would have to kill eight in order to win. My biggest fear was that John was going to split all nine of his Orcs up among the six tunnels. If he did that, I would not have enough time to get Shelob across the table and kill enough Orcs! Another thing to watch out for – Shelob must pass a Courage Test whenever she suffers a Wound, or she runs away! However, I had some sticky tricks up my sleeve. Shelob gains a +1 bonus to her Courage Tests, since she is defending her home. Also, she has spun several web barriers to block easy access to her lair. The web barriers will give me a chance to catch John's troops and slow them down so that I can devour them easily. Another advantage I'll have is Shelob's speed – she can zip around 10" a turn, and terrain doesn't slow her down in this scenario! Next, Shelob has rock hard Fight and Defense values of 7! As such, I should win just about every fight. Plus, Shelob fights like cavalry! With all of these things in my favor, killing eight Orcs didn't seem quite so hard anymore. Let's do it!

## SET UP

Before the battle began, Devin scattered his web barriers around the board and blocked off all six passages without putting extra protection in any one area. Secretly, he placed Shelob near the center of the board and got ready to react to John's

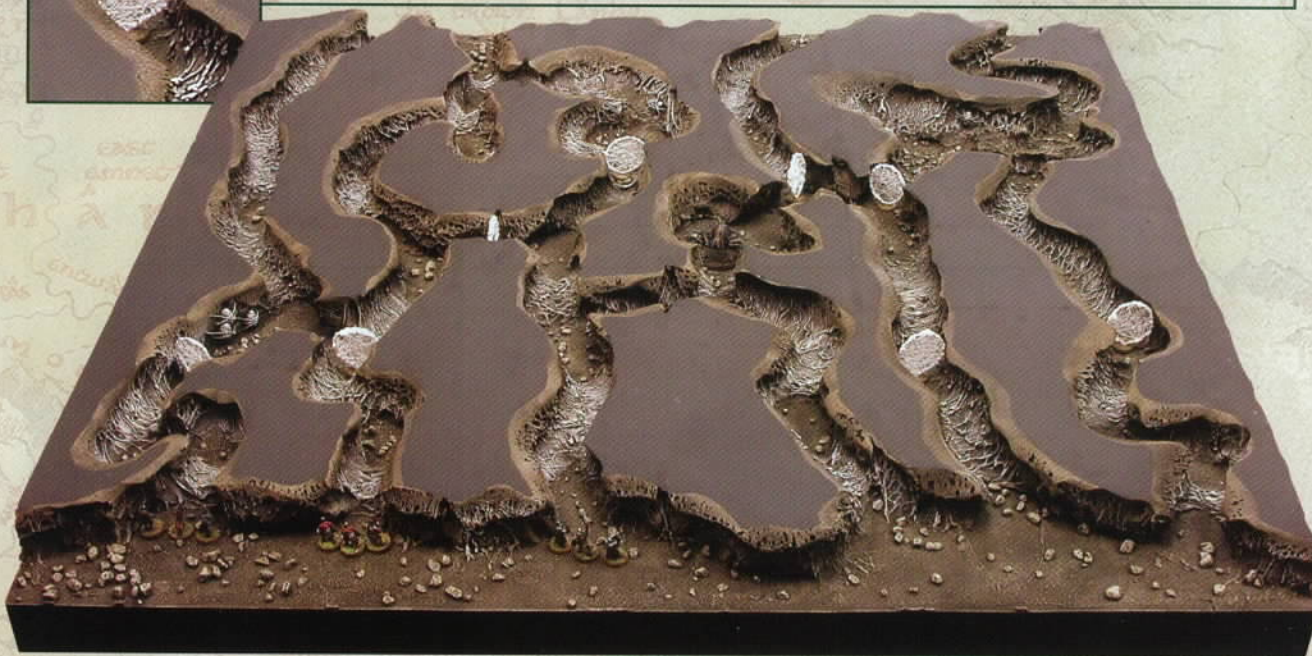
Orcs. John separated his Orcs into three groups of three. The rightmost group contained his "heavy hitters" – two Orcs with two-handed weapons and the Orc Captain. Clearly, John was counting on this group to deal with Shelob once she showed herself!



*Shelob has cunningly protected her home with barriers of thick webs to slow down any intruders.*



The special web markers used in this scenario are made from wire, super glue, and carefully applied hot glue. To create similar barriers, set your hot glue gun on its lowest setting and pull the hot glue strands across the wire framework. Check the URL below for more details.



Rick "Lobot" Smith created the amazingly detailed table that we used in this battle report. In fact, Rick has written a step-by-step guide on how to make one for yourself! You can find Rick's advice and instructions on the Games Workshop web site at [http://us.games-workshop.com/games/lotr/roth/hobby/terrain/shelobs\\_lair/default.htm](http://us.games-workshop.com/games/lotr/roth/hobby/terrain/shelobs_lair/default.htm).





## TURN 1

John, as the "Good" player in this scenario, had priority for the 1st turn and moved his Orcs forward into the tunnels. Meanwhile, Shelob scuttled into the center tunnel to face the Orc Captain, her mandibles dripping with vile anticipation of the slaughter to come.

## TURN 2

Devin won priority this turn, and Shelob considered the Orc Captain. Deciding to go after softer targets at the beginning, Shelob moved out of the center tunnel and into another toward the western edge of the board (tunnel 2). Since Shelob has intimate knowledge of her own lair, she can move from place to

place without difficulty. Terrain does not hinder her movement in this scenario, because she can slip through secret passageways over and under the main tunnels.

Meanwhile, John advanced his Orcs grimly toward the web barriers blocking his path. Both groups of Orcs attacked the thick sheets of webbing, and both groups easily tore the barriers to shreds! Each web barrier has Defense 4, meaning that John's Orcs needed a 5 or a 6 to destroy them. Luckily for John, he rolled 6's on his first try for each attack! With the passageways now clear, the Orcs grunted in satisfaction and prepared to continue toward the tunnel exits.

*The Orcs who stand the best chance of fighting off Shelob are the Orc Captain and his bodyguards who carry two-handed weapons.*



*The Orcs scurry down the nightmarish tunnel. Will they escape in time?*

## TURN 1



## TURN 2



*A web barrier blocks the Orcs' path and will have to be cut down before they can proceed.*





*Shelob attacks!*

### TURN 3

Devin won priority again this turn and decided, with an evil grin, to have Shelob charge the Orcs in tunnel 2. Not surprisingly, Shelob's devastating charge ripped the hapless Orc apart easily. The corridor was too narrow for more than one Orc to fight against Shelob, and John stoically continued moving his Orcs up the web-shrouded passageways.

### TURN 4

John wrested priority for the Orcs this turn. The Orcs in tunnel 2 attempted to charge Shelob to buy time for their comrades, but only the first Orc managed to pass his Courage Test. Although the Orc was brave, he was also foolish to face the wrath of Ungoliant's spawn, and he quickly fell under Shelob's fangs.

John's Orcs were almost halfway across the board now. Only two Orcs had been slain. So far, things were looking good for John.

### TURN 5

Devin dashed John's hopes by claiming priority for Shelob this turn. Shelob spun away from the final Orc in tunnel 2 and skittered across her webs into tunnel 1 to charge the straggler from the group of Orcs moving up that path. Shelob pounced on the Orc from behind in the Stygian darkness of her lair and easily

### TURN 3



### TURN 4





overpowered him. No doubt the Orc's dying screams only encouraged his brethren to greater efforts!

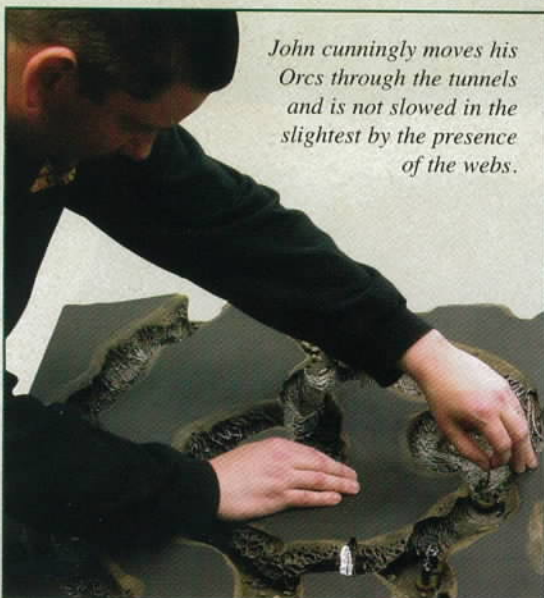
John was not ready to give up quite so easily. His Orcs moved as quickly as they dared through the tunnels – a glimmer of daylight began to be visible on the tunnel walls. The exits were close! The Orc Captain charged the web barrier blocking his advance and clove it in two with one sweep of his sword. Devin frowned – the web barriers hadn't slowed John down at all!

### TURN 6

The dice clattered on the table as both players rolled for priority. John let out a whoop as the results came out a tie! Because Devin had priority last turn, John won the tie, and the Orcs would move first. With the tunnel exits gaping ahead, John's Orcs made a break for it, while Shelob gave chase.

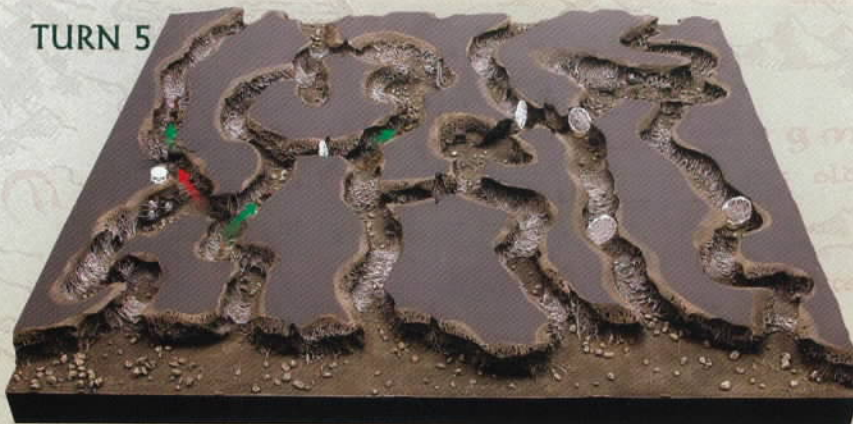


*Shelob chases the Orcs down the tunnel and pounces on the straggler.*



*John cunningly moves his Orcs through the tunnels and is not slowed in the slightest by the presence of the webs.*

### TURN 5



### TURN 6



*This web barrier presents no obstacle to the Orc Captain.*



## TURN 7

Devin snatched priority away from the Orcs this turn, and Shelob immediately charged the fleeing Orcs in tunnel 1. In a stunning turn of events, the Orc actually won combat against Shelob and pushed her back! The other Orcs rounded the final corners and stood close to the exits to Shelob's lair – escape and victory were almost within John's grasp!

## TURN 8

John won priority again this turn. The Orcs ran for the tantalizingly close board edge, and the final Orc from the group in tunnel 2 ended up only an inch or so away! The Orc who battled Shelob backed further away up the tunnel, and the Orc Captain and his two Orcs moved up the center tunnel to within sight of their goal.

Shelob charged the Orc once more, but the Orc managed to fight her off, and, against all odds, wounded the massive spider. Shelob's screech of pain echoed down the dark tunnels, and Devin began to sweat as he rolled for her Courage Test. Thanks to the bonus Shelob gets for being in her own lair, the test was passed, and Shelob stayed in the game.

## TURN 7

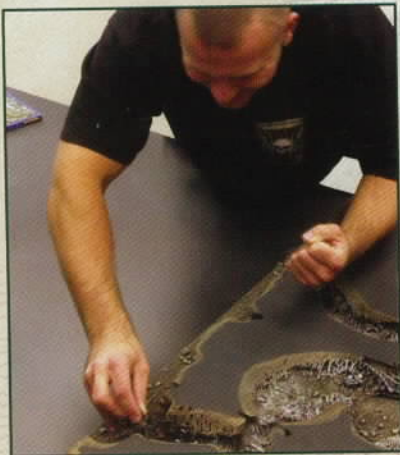


## TURN 8



*These Orcs are about to be consumed to satisfy Shelob's hunger.*





*In a startling move, Devin wins priority and shifts Shelob to block the tunnel exit!*

### TURN 9

Devin chanted "Priority, priority," and it seemed to pay off. Shelob won priority this turn. In a masterful move, Devin moved Shelob in front of the Orc Captain and neatly blocked off the exit to the tunnel. Four Orcs would now have to face Shelob before they could escape! John looked worried by this turn of events. However, he took heart when one Orc made it off the board via tunnel 3, and another ended up only centimeters away from freedom. The Orc Captain and his two Orcs with two-handed weapons managed to pass the Courage Test to charge Shelob, but their weapons were unable to wound her. Devin's brilliant maneuver might give him the draw and certainly put John's impending victory once more in question. This game was going to be close!

### TURN 9



### TURN 10



### TURN 10

John won priority and promptly got another Orc off the board! The Orc Captain spent a Might Point in order to pass his Courage Test and charge Shelob, but the other Orcs failed and cowered before her. In combat,

the Orc Captain proved his worth by winning the combat! Adding insult to injury, the Orc Captain's mighty blows inflicted another wound on the mighty spider! Devin's dice did not fail him, however, and Shelob passed her Courage Test to remain in



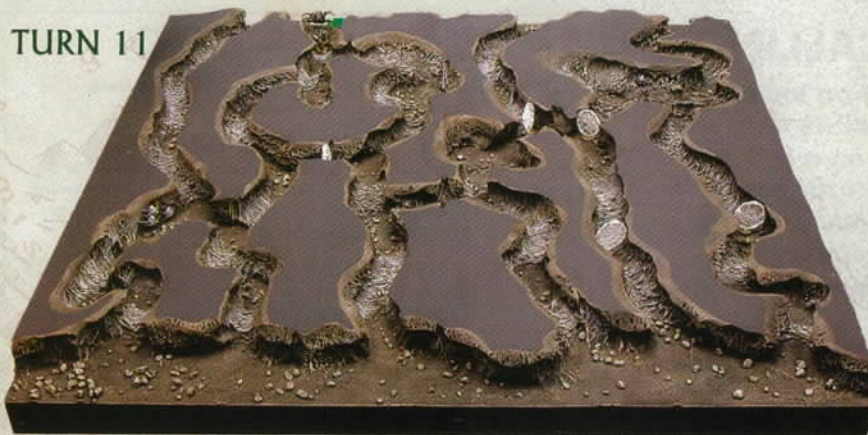
*Facing Shelob at the end of their journey, the Orcs have no choice but to fight.*



*The Orcs attack Shelob and manage to hold their own against her awesome power.*



## TURN 11



## TURN 12



play. For Devin, the worst result of this turn was the fact that Shelob had been pushed back by the Orc Captain's attacks, and there was just enough room for John's Orcs to sneak past her through the tunnel exit.

### TURN 11

This turn was going to be the deciding factor – if John won priority, it was almost certain that he was going to win. John beamed as the die came up with a 6 – priority belonged to the Orcs! Two more Orcs moved to the board edge, and another escaped the lair. If John could get one more Orc off the board, he would win! Shelob and the Orc Captain continued to battle, but despite the Orc Captain's bravery, he could not prevail.

### TURN 12

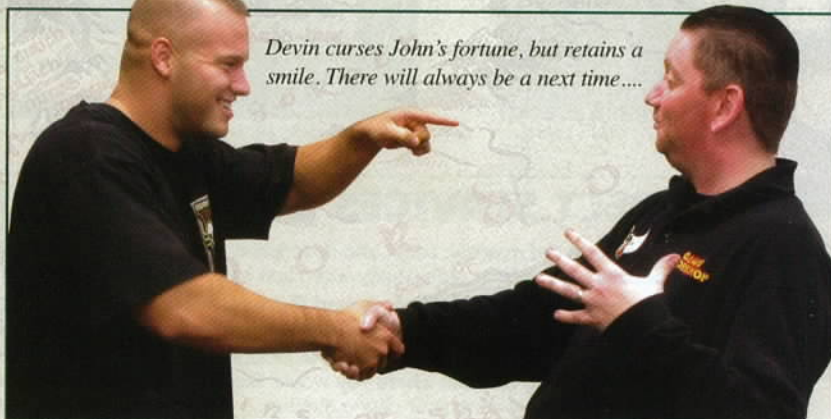
Devin won priority for Shelob this turn. Although all seemed lost, Devin was determined to make sure John's Orcs know they'd been hurt. Shelob poured forth her rage and frustration in a final assault against the Orc Captain. Although nearly overwhelmed, the Orc Captain spent his last point of Might in order to win the combat and shove Shelob back once more. The Orcs had won! No doubt, the survivors would have a harrowing tale to tell, but the absence of their commander would arouse little concern among Sauron's legions.



*Because Shelob lost the fight against the Orc Captain, she was pushed back, and the Orcs had enough room to move around her to the exit.*

**John:** My strategy worked – barely! Splitting up into smaller groups really helped out – Shelob never had the chance to slow down all my Orcs at once. Luck was really on my side this time around. I rolled more 6's in this game than I've rolled in the last month! In addition, keeping the Orc Captain's Might in reserve really worked for me. I was able to pass a Courage Test that otherwise might have cost me the game. Of course, Devin's move to block my Orcs' escape in Turn 9 was brilliant! After that happened, passing the Courage Test was critical. The Lord of The Rings dice we used have never worked for me when I used them with other game systems, but the bones rolled well for me in this game (naturally)! The lesson to be learned here is to use the right dice with the right system. All in all, Devin was a fantastic opponent, and the game was simply great.

**Devin:** Blast! I figured the web barriers would slow those Orcs down for at LEAST 1 turn, but it was not to be. The Orcs cut through my web barriers like a hot knife through butter. When I killed that first handful of Orcs, I was reassured, but with John's priority rolls and his ability to thwart my plans by hacking apart the web barriers, I soon dismissed that notion. The Orcs moved way too fast for me to catch all of them before they reached the exits. Also, Shelob's Defense of 7 failed me. She took 2 wounds this game! That was NOT in the plan! In the end, I thought I might be able to at least kill the Orc Captain, but all I did was get held up so that two more Orcs could get to safety. Curses! I think that my plan was solid, however. This game was all about the priority rolls! I guess Shelob will just have to wait and tend to her wounds until the next minions of Cirith Ungol travel through. Now, John can return to Virginia with a glorious victory. Cheers, John!



*Devin curses John's fortune, but retains a smile. There will always be a next time....*