A motley band of Games Workshop staffers in America combine to present a hobby feast representing one of the most tension filled scenes from The Lord of The Rings: The Fellowship of The Ring.

DON'T DISTURB THE WATER...

A new scenario and terrain building ideas

There are some action scenes in The Lord of The Rings movie that simply scream out to be turned into tabletop gaming scenarios. The Watcher in the Water is just such a dynamic moment - with horrible tentacles bursting forth from the darksome water and entangling Frodo. The rest of the Fellowship rush to free the Hobbit, with Aragorn and Boromir striding into the foul waters and severing the slimy appendages with mighty sword strokes while Legolas' bow provides covering fire. Can the Fellowship fight off this loathsome creature and escape through the hidden doors into the Mines of Moria?

Turning all this action into a fun and playable scenario has been a backburner mini-project for a small group of people for quite some time, but through sheer force of will at last the labour of love is done. The scenario was written by Matthew Ward, the special terrain built by Jason Buyaki and Jeremy Vetock, and the Watcher model and its many tentacles were converted by Dave Taylor. In addition to giving you the full scenario to try yourself, we have put together in this article some quick descriptions of how the terrain and conversions were done, and a quick report of a game fought on the table. If you are looking to game out the entire movie trilogy or just try a new fast-playing and brilliant scenario then you are in for a treat.

SCENARIO – THE WATCHER IN THE WATER

Defeated by the weather on Caradhras, the Fellowship have decided to journey through Moria, but the way into the fabled Dwarven realm is not without a guardian. As the Fellowship attempt to open the Hollin Gate of Moria, something evil stirs in the waters nearby. With the bulk of the Fellowship's attention on the door and what may lie inside, the be-tentacled Watcher awakes and attacks Frodo. Can the rest of the Fellowship rescue Frodo and escape into Moria?

Converting your own Watcher and building elaborate terrain is fantastic, but will involve no small degree of time and effort. We admit that we here at Games Workshop are pretty crazy and looked at the whole project as more of a labour of love than work, so the time went by very quickly. But keep in mind that the upcoming *Shadow and Flame* gaming supplement for The Lord of The Rings will be revisiting Moria. Having built the Hollin Gates for the Watcher in the Water scenario you will have even more use for your terrain recreating Balin, the Lord of Moria, and his ill-fated attempt to wrest the ancient Dwarven Kingdom from the forces of Evil. Just think about doughty well-armoured Dwarves pitting their axes against the tentacles of the Watcher! It's another reason for The Lord of The Rings gaming fans to stay tuned and keep checking to see if your sword is glowing blue - there could be Goblins near...

Thwarted in its attempt to capture the Ring, the Watcher vents its fury on the ancient entrance to the Mines of Moria.

PARTICIPANTS

The Good side consists of Frodo, Gandalf, Aragorn, Boromir, Gimli, Legolas, Sam, Merry and Pippin.

The Evil side has the Watcher in the Water, consisting of the Watcher's body and eight tentacles.

If you want to play this game with other forces, choose 700 points of Heroes for the Good side. The Evil side should always consist of the Watcher in the Water.

LAYOUT

The scenario is played on a board 24"/60cm by 48"/120cm. The main section of the board is dominated by the Watcher's pool, which is divided into shallow and deep areas (see map). The Hollin Gate is located 12"/28cm in from one board edge and stairs lead up from this to the board edge.

Outside, around the pool, there should be scattered dead and twisted trees, along with rubble and scree at various points. Inside the Gate and on the stairs there should be a small amount of rubble and numerous Dwarf and Goblin corpses.

STARTING POSITIONS

The Good player deploys Sam, Merry, and Pippin between 18"/42cm and 24"/60cm from the Moria board edge. He then deploys Aragorn, Boromir, Legolas, Gimli, and Gandalf inside Moria, at least 3"/7cm away from the Hollin Gate.

The Evil player may then deploy one tentacle and Frodo (Frodo begins the game enveloped – see below), anywhere on the shore of the pool (ie, not in the water), up to 24"/60cm in from the Moria table edge. He may then deploy the Watcher and the remaining tentacles anywhere in the area of deep water.

OBJECTIVES

The Good side wins if five members of the Fellowship escape the board through the Hollin Gate and up the stairway. One of these members must be Frodo.

The Evil side will win if five members of the Fellowship are slain, or if Frodo is slain.

SPECIAL RULES

Shallow and Deep water: Whenever a Good model starts its movement in the pool (even a heroic move or as part of a heroic combat), it must test to see whether or not it is hindered. Make a single roll for shallow water, and two rolls for deep water and choose the lowest. Legolas gets a +1 modifier to this roll.

1 The model loses its footing and falls down. The model may not move this turn.

2-5 The footing is unsteady but navigable. The model may move at half speed as if in difficult terrain.

6 The model is unhindered by the water and may move at full rate this turn.
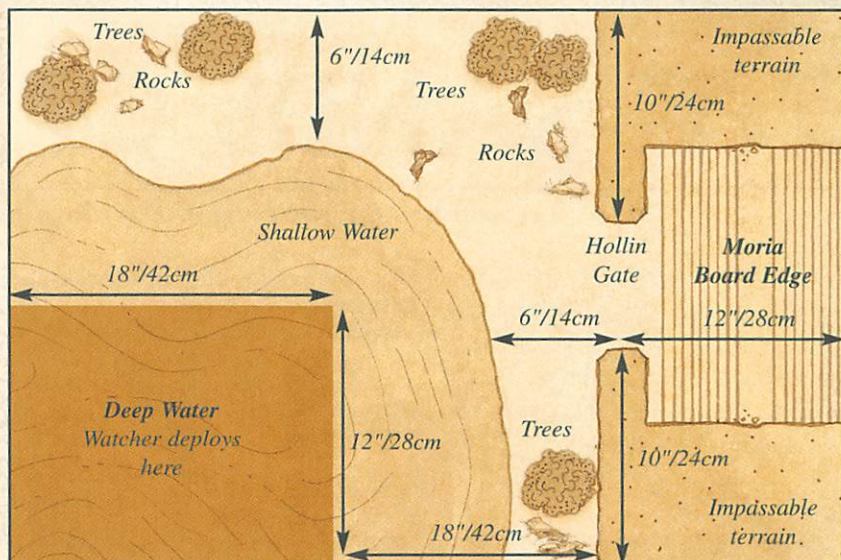
THE WATCHER IN THE WATER

The tentacles are mounted on 40mm round bases.

	F	S	D	A	W	C
Tentacle	4/-	5	5	1	–	8

The tentacles may move 6"/14cm per turn as if they were independent models and always ignore terrain. They can fight in combat normally. Should a tentacle win its combat, it will not try and deal any damage. Rather, it will envelope a single defeated model and instantly drag it D6" in a direction nominated by the Evil player. If there are multiple tentacles engaged in a single fight, the Evil player may choose which tentacle envelopes the loser. Represent which tentacle has enveloped which model by placing the enveloped model on its side on the base of the tentacle.

In successive Movement phases the Evil player may drag the Good model an additional D6". The enveloped model may not make any actions while enveloped. An enveloped model will only be freed if the tentacle is charged or is wounded by a ranged attack (see below). If an enveloped model is freed, the Evil player places it, knocked to the ground, within 1" of its former captor.

Tentacles may be charged as normal. If a tentacle is charged while it is enveloping a model, that model is instantly released as discussed above. If a tentacle is wounded, the tentacle drops any enveloped model and then is instantly moved to within base-to-base contact with the main body of the Watcher.

Tentacles that have enveloped a model may be targeted with ranged attacks without the enveloped model (or in fact any Good model) being considered to be 'in the way'. This is to represent the fact that the tentacles are actually flailing about high above the ground. *Sorcerous Blasts* aimed at tentacles with an enveloped model will not cause any damage to the enveloped model, although they will be moved back with the tentacle. Tentacles are never knocked to the ground.

	F	S	D	A	W	C	Might	2
Watcher body	0/-	8	6	0	–	6	Will	3 per turn
							Fate	0

The Watcher may move 3"/7cm per turn, but may not move out of the water for any reason whatsoever. Should the Watcher be engaged in combat it will be hit automatically unless any tentacles are fighting with it. If an enveloped model is in base-to-base contact with the Watcher at the end of the Fight phase, it will take D6 automatic Strength 8 hits as the Watcher tries to eat it.

The Watcher may use Might on behalf of any one of its tentacles (they are, after all, part of it).

If the body of the Watcher is wounded, it must immediately take a Courage test. If it fails, all tentacles drop any burdens they may have and are instantly moved into base-to-base contact with the main body. Tentacles are not affected by any magical power except *Sorcerous Blast*. If the main body is the target of a successfully cast *Immobilise* or *Command* spell, the effects of the magical power affect not only the main body, but the tentacles as well.