



Shelob stalks her prey with preternatural stealth.

The first part in a series of scenarios involving the nine Ringwraiths. This month the defenders of the west bank try to stop the Ringwraiths. Written by David Smith.

DESCRIPTION

The Dark Lord has spent every moment trying to find the One Ring since Isildur cut it from his hand, but through chance and desperate fortune, the Ring has remained hidden from his eye. Now, after many long centuries of searching, the whereabouts of the One Ring has been gleaned. In the dungeons of Barad-dûr, the creature known as Gollum has been tortured almost to death by the Dark Lord's servants. In his pitiful cries were two distinct words: 'Shire' and 'Baggins', and so Sauron is finally one step closer to tracing his quarry. Sauron sends his most faithful servants, the nine Ringwraiths, to retrieve the Ring. The Nazgûl are afraid of water, especially the large and swift river Anduin and so the Ringwraiths have to cross the bridge at Osgiliath. From the western bank they can then head off through Rohan to find the Shire and hunt for a Hobbit called Baggins. Unwilling to delay his war plans even for the search for the Ring, Sauron also uses this moment to test the resolve of the west bank defenders. Fortunately for the free

RIDE OF THE RINGWRAITHS

Part One – Osgiliath

peoples of the world, the Lord of Mordor has not counted on the sheer bravery of the Men who garrison the western bank.

PARTICIPANTS

On the Good side there are a 18 Men of Gondor led by a Captain, 12 Men led by Faramir and 12 Men led by Boromir (on foot) (for a total of 42 Men of Gondor). You can have any mix of weapons, but only up to 33% may be bow-armed.

On the Evil side there's the Witch King and 8 Ringwraiths (on horseback), a Troll, and 24 Orcs. You can have any mix of weapons, but only up to 33% may be bow-armed.

LAYOUT

Set up a 72"/180cm x 48"/112cm board with as many buildings and ruins as you have within the 48"/112cm x 48"/112cm city area.

A bridge needs to be made from card or wood about 24"/56cm long by 3"/8cm wide.

Put a barricade at the end of the bridge.

Make up to 4 boats or rafts from card about 3"/8cm x 6"/14cm long, just a top view template will do cut from cereal packets or make some rafts out of balsa wood.

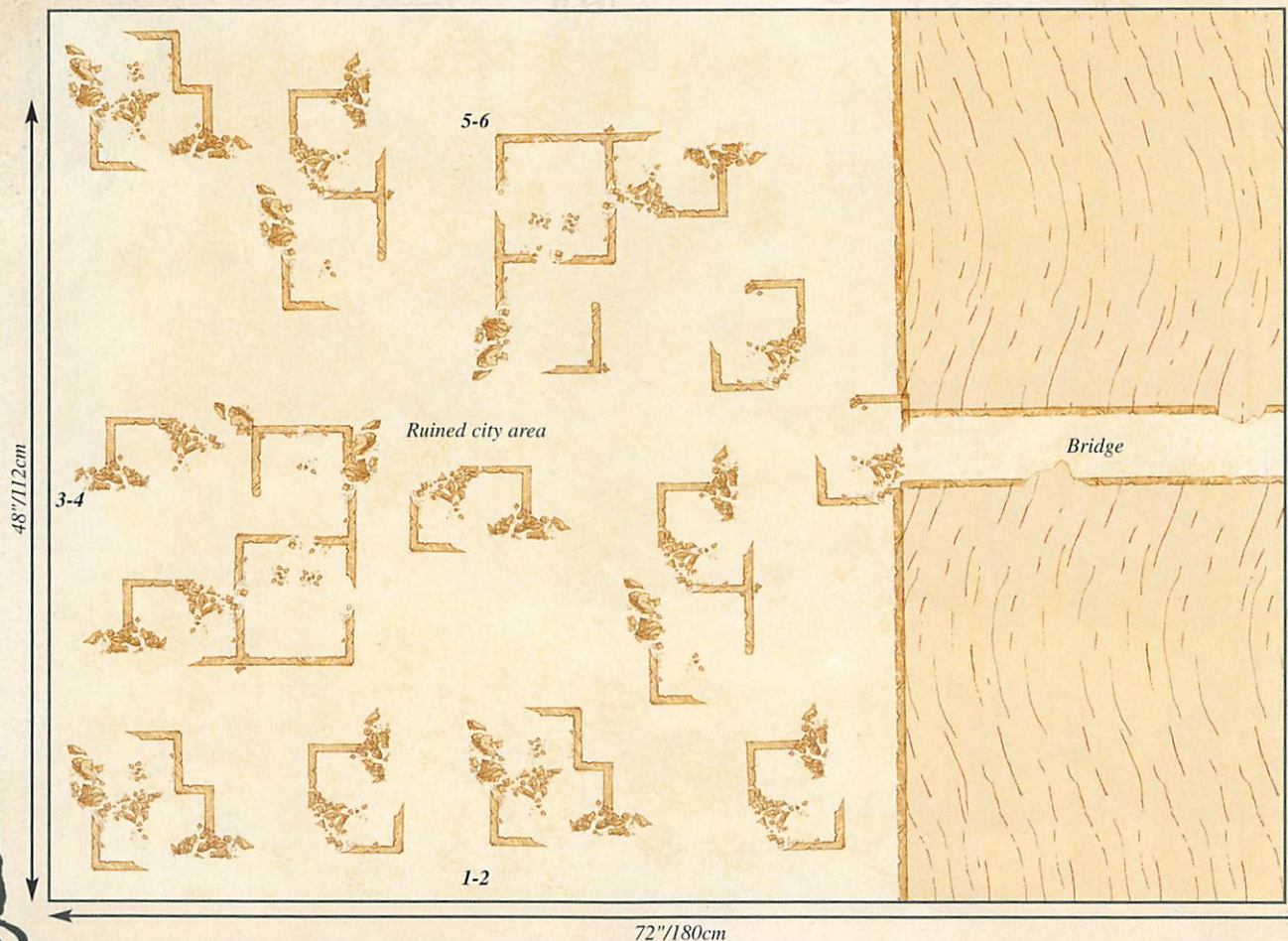
POINTS MATCH

If you want to fight this battle with other forces then the Good side gets 600 points; 200 points should start in the city while the other 400 pts come on as reinforcements, in two separate groups of 200 points each. A Hero should lead each of these groups; you could use Isildur and Elendil and fight a battle of the Second Age.

The Evil side gets 600 points of Heroes and 150 points of Warriors. Half of the Heroes must exit the table to win.

STARTING POSITIONS

The Captain of Gondor and his 18 Men set up anywhere in the city.





"They are the Nazgul. The nine servants of Sauron."

The Evil force set up at least 18"/42cm from the riverbank, either in a boat or on the bridge.

At the start of the Good player's second and subsequent turns Faramir and Boromir roll a die individually to see if they come on; they arrive on a 4, 5 or 6. If they arrive then roll a D6 to see where they come on, they then make a move in from the table edge and can shoot but may not charge.

Faramir's and Boromir's Men must be set up within 6"/14cm of the Hero.

OBJECTIVE

For Evil to win more than half the Ringwraiths must cross the bridge and exit the western edge and head for the Gap of Rohan.

The Good side must prevent this.

SPECIAL RULES

Surprise Attack. The forces of Good are caught wrong-footed after several days of relative peace. The Evil player automatically has Priority in the first turn.

Night. The battle takes place at night so visibility is down to 12"/28cm for the Good forces.

Boats. Each boat or raft can carry up to 12 Orcs; the Ringwraiths and the Troll cannot use the boats due to the Ringwraiths' fear of water and the instability of the boat to carry the Troll safely.

Orcs are certainly not the best mariners in Middle-earth and controlling boats is not one of their skills. At the start of their Movement phase roll a die for their boating skills:

- 1 The boat goes out of control. The Orcs spend the rest of their Move phase trying to regain control and may not move this turn.
- 2-5 The boat is under control. Move up to 6"/14cm.
- 6 Excellent seamanship. Move 6"/14cm + D6"/2D6cm.



The boat can move at full speed if there are 4 or more Orcs propelling the boat, if there are less than 4 then the speed of the boat is halved. If an Orc is propelling the boat then he cannot fire his bow.

Once the prow of the boat hits the bank the Orcs can then make a jump roll to disembark using the normal jump rules. If a 1 is rolled on the jump roll then the Orc falls into the Anduin and is swept away. Remove the model as a casualty.

The boat may turn side on taking one model, one move, to allow an easier exit from the boat by allowing more warriors to disembark in the same turn.

If there are any defenders at the bank then they fight as if defending an obstacle.

Boromir. Boromir has yet to be influenced by the power of The Ring; to represent this his Fate is increased to 3, he does not have a horse in this scenario.

Barricade. The barricade has a Defence of 7 and 3 Batter points; the barrier can only be attacked if the model is not fighting an enemy model. The Cave Troll is the exception to the rule in that if the Troll misses a model due to the barrier being 'in the way' then the barrier is hit instead, roll to damage the barrier as normal.

The second part in a series of scenarios involving the nine Ringwraiths. This month the Ringwraiths attempt to cross the Isen. Written by David Smith.

RIDE OF THE RINGWRAITHS

Part Two – The Gap of Rohan

DESCRIPTION

In this battle, the Ringwraiths are attempting to cross the Isen and ride into Eriador in search of the One Ring. All is not well in Rohan however, and the Nazgûl find the crossings of the Isen held against them, and many patrols in the outlying lands. Though the folk of Rohan are not alerted to the presence of The Nine, their vigilance presents an obstacle to the servants of Mordor. With time ever-pressing, and the possibility of interference from the White Council lingering, the Nazgûl are spurred into action. At the dead of night the Ringwraiths try and break through the Rohirrim force and into Eriador, but can they do so before the patrols are alerted and arrive to join the fight?

PARTICIPANTS

The Good side has two Captains of Rohan, six Royal Guard with throwing spear, 10 Warriors of Rohan with throwing spear and shield, 10 Warriors of Rohan with shield, five Riders of Rohan with throwing spear and five Riders of Rohan.

The Evil side has all nine Ringwraiths. All nine of the Ringwraiths are on horseback.

POINTS MATCH

If you want to play this game with other forces, choose 500 points of troops for the Good side and 800 points of Heroes of the Evil side. No more than 50% of the Good force may be spent on Heroes.

LAYOUT

This scenario takes place at the Fords of the Isen. The river Isen flows through the middle of the board and has several fords that can be crossed without penalty (see map). The river is shallow and slow flowing at this point in its course and can be crossed at any point but counts as difficult ground.

STARTING POSITIONS

The Good player deploys 10 Warriors of Rohan on foot (of his choice) in his deployment area (see map). To represent the fact that they are a piquet line they must be deployed at least

6"/14cm away from each other. The Royal Guard are deployed within 6"/14cm of the campfire. The two Captains of Rohan and the remainder of the Good force are kept on one side and may be used as reinforcements later in the game.

The Evil player then deploys all nine Ringwraiths in his deployment area (see map below).

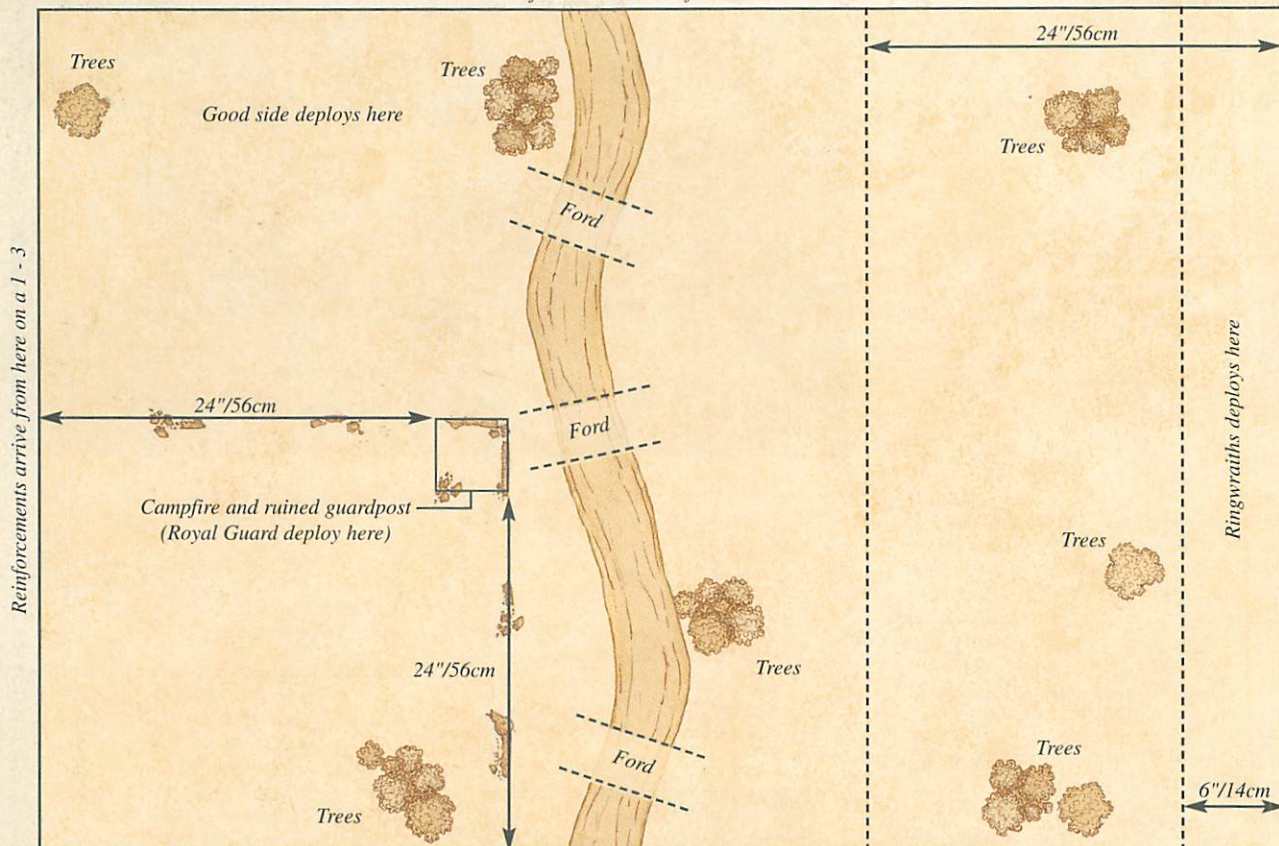
OBJECTIVES

The Evil side wins if five out of the nine Ringwraiths exit the board from the indicated table edge (see map). The Good side wins if it prevents the Evil side from accomplishing its objectives.

SPECIAL RULES

Darkness. It is the middle of the night and the Ringwraiths are advancing under a veil of darkness created by the dark will of Sauron. To represent this, the Ringwraiths cannot be seen from more than 6"/14cm away.

Reinforcements arrive from here on a 4



Reinforcements arrive from here on a 6



Riders of Rohan attempt to ambush the Ringwraiths.

Ringwraiths. The Ringwraiths are in the midst of their search for the Ring and Sauron's power is still growing. As such, use the profiles given for the Ringwraiths in *The Two Towers*, not those presented in *White Dwarf* 284.

Reinforcements. Once a model on the Good side has seen a Ringwraith the Good player may summon reinforcements. Once a Ringwraith has been seen, the Good player may roll a D6 at the end of his movement; this is how many models are available to him as reinforcements. The Good player may select his reinforcements from the models set aside at the start of the game (and from any casualties suffered since). The Captains of Rohan may not be selected as reinforcements unless the Good player rolls a 6. The Good Player must roll a D6 for each model received as reinforcements to determine which table edge they arrive on (this represents the hue and cry summoning the nearest warriors and not necessarily the most suitably positioned ones). The newly arrived models can move normally but cannot charge enemy models. Roll for each model separately until all reinforcements have been placed.

The Ride of the Ringwraiths. This scenario can be played as a stand-alone or as part of the Ride of the Ringwraiths campaign. If playing as part of a campaign, the Ringwraiths do not begin this scenario with their full complement of Will. Instead each Ringwraith carries over the amount of Will it had at the end of the previous scenario (Osgiliath) to which D3 points of Will are added. If a Ringwraith died during the previous scenario, it is returned to life but with only D3 points of Will. It is assumed that any horses that were lost in the previous scenario are replaced. In this way each Ringwraith will always start this scenario with at least one point of Will each and mounted on a horse.



Charging Ringwraiths

Adam O'Brien pens the third part in a series of scenarios chronicling the journey of the nine Ringwraiths from Barad-dûr to retrieve the One Ring from the Shire. This month the Nine's attempt to cross the Sarn Ford, located on the border of the Shire, is opposed by a band of Rangers of Gondor sent by Aragorn to guard the Shire.

RIDE OF THE RINGWRAITHS

Part Three – Slaughter at Sarn Ford

This scenario is set just before Frodo leaves his peaceful life behind to set out on the perilous journey to Rivendell. Whilst he was happily oblivious at this time to the approach of mortal danger, his wise friend Gandalf was not; knowing that the peaceful hills and fields of the Shire were woefully unprotected, the wizard requested Aragorn to set a guard of Rangers on the borders. One detachment of Rangers took up position by the Sarn Ford, on the southernmost edge of the Shire, skilfully

concealing themselves and watching with untiring vigilance for the least sign of danger. They didn't have long to wait before the agents of darkness revealed themselves, for the Ringwraiths had chosen Sarn Ford as their gateway into the Shire.

Participants

There are all nine Ringwraiths (use the rules from *The Two Towers* rules manual, not the new profiles in WD284) on the Evil side, while 20 Rangers of Gondor make up the forces of Good. Hideous odds for the Good player!

Points Match

If you want to play this scenario with alternative forces, then the Evil player gets four times the points total available to the Good player.

Layout

This scenario is played on a 48"/112cm x 48"/112cm table. The Brandywine, a slow, deep river, crosses the table from the southern table edge to the northern edge (see map). It can only be crossed at Sarn Ford. A road runs from the centre of the eastern edge to the ford, running on at the other side of the

river to leave the centre of the western table edge. Decorate your layout to taste; a nice way to show that this is the border of the prosperous Shire is to use lots of neat hedges and well-tended fields on the Shire side of the river, and wilder-looking woods and rocks on the other side.

Starting Positions

The Ringwraiths are not deployed at the start of the game but enter the table from the eastern table edge. They have special arrival rules (see below).



The Rangers of Gondor ambush the Ringwraiths.

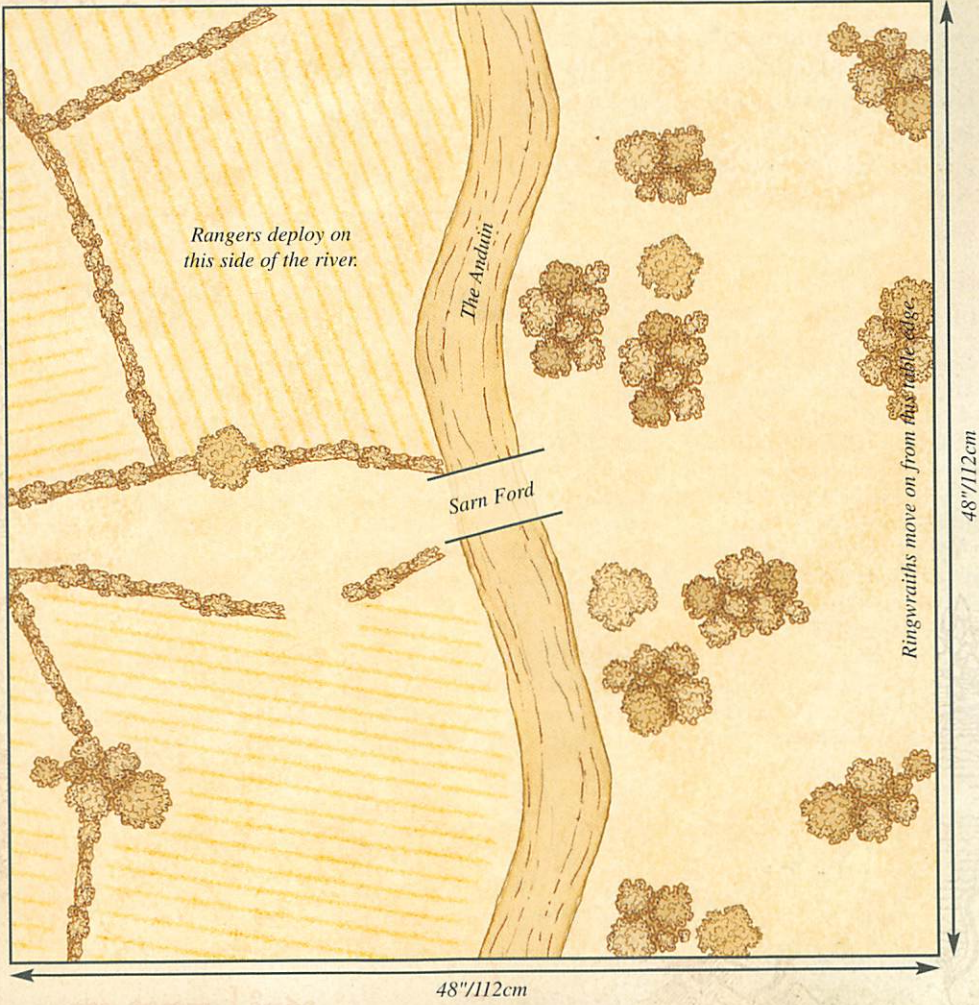
The Rangers start the game anywhere on the western side of the river, using their well-honed skills of field craft and concealment to stay all but invisible (all but invisible to mortal eyes, that is). Each Ranger must be placed on the table no more than 1 1/2cm from a piece of cover, be it a tree, wall or hedge. No standing about in the open for these wily woodsmen! Of course, their hiding places are immediately visible to the Ringwraiths, who can sense the inner light of their souls, but it's a characterful way of avoiding a classic 'serried ranks' deployment.

Objectives

The Ringwraiths are trying to break into the Shire to track down the One Ring. They win the game if at least three models – the minimum for a viable search of the Shire for the purposes of this game – exit the western table edge within 10 turns. The Rangers win if they can prevent this.

Special Rules

Divided Pursuit. In this game, the Evil player gets priority in the first turn, and can bring on D6 Ringwraiths from the eastern table edge. In the second turn, he rolls a D6 for each Ringwraith remaining off-table – for each score of 5 or 6,



The Rangers cross the wilderness.

one Ringwraith can enter from the east. On the third turn, a score of 4, 5 or 6 will allow a Ringwraith to enter the fray and on the fourth turn a score of 3, 4, 5 or 6 is needed, and so on. You will see that all Ringwraiths will therefore be able to enter the table by the beginning of the sixth turn.

The Ride of the Ringwraiths This scenario can be played as part of a mini-campaign, following on from Osgiliath and The Gap of Rohan. If you wish to do this, keep track of which Ringwraiths have been removed as casualties in the previous games and roll a D6 for each at the start of this game. On the roll of a 1 or 2, the Ringwraith has not had sufficient time to regain his full strength and starts the game at 4 Will rather than 7 (or 10 in the case of the Witch King). On the roll of a 3+, the Ringwraith is fully recovered and suffers no penalty. Regardless of whether any horses were slain in previous games, the Ringwraiths are assumed to have acquired new mounts.

RIDE OF THE RINGWRAITHS

Part four – Amon Sûl

In this, the fourth instalment of the Ride of the Ringwraiths saga, Gandalf hurries toward Weathertop, trying to save Frodo from the threat of the dreaded Nazgûl. Arriving at Amon Sûl, Gandalf finds the Ringwraiths lying in wait for him there...

Description

Delayed by treachery at Orthanc, Gandalf hurries back to assist Frodo and his companions. Arriving at Bree, he finds them already gone but rides off towards Weathertop in an attempt to catch them. Alas, he arrives at Weathertop before Frodo, and finds the Ringwraiths waiting for him. In an attempt to draw the Nine away, Gandalf prepares to fight. Wary of his power, and daring not to face him while the sun remains in the sky, the Nazgûl withdraw and encircle the hill. Though their mission calls to them, the chance to overwhelm

and destroy such a powerful foe as Gandalf is too tempting to resist. As night draws on, the Ringwraiths advance upon the hill...

Participants

The Good side consists of Gandalf the Grey. The Evil side consists of all nine Ringwraiths (all on foot). The Witch-king of Angmar does not carry a Morgul blade in this scenario.

Points Match

If you want to play this game with other forces, choose up to 200 points of Heroes for the Good

side and 700 points of Heroes for the Evil side.

Layout

The scenario is played on a board 48"/120cm by 48"/180cm. The remains of the watchtower of Amon Sûl is placed on a hill in the centre of the table – an open area of about 6"/14cm in diameter ringed with broken walls. The rest of the board should be scattered with occasional rocky outcrops and trees.

Starting Positions

The Good player deploys Gandalf within the remains of the watchtower.

The Evil player then deploys 3 Ringwraiths anywhere within 6"/14cm of any board edge. The Witch-king and remaining Ringwraiths are kept in reserve and will be available later in the game.

Objectives

The Good side wins if Gandalf survives and at least four Ringwraiths have been slain. The Evil force wins if Gandalf dies.

If both sides meet their victory conditions in the same turn, the game is a draw.

Special Rules

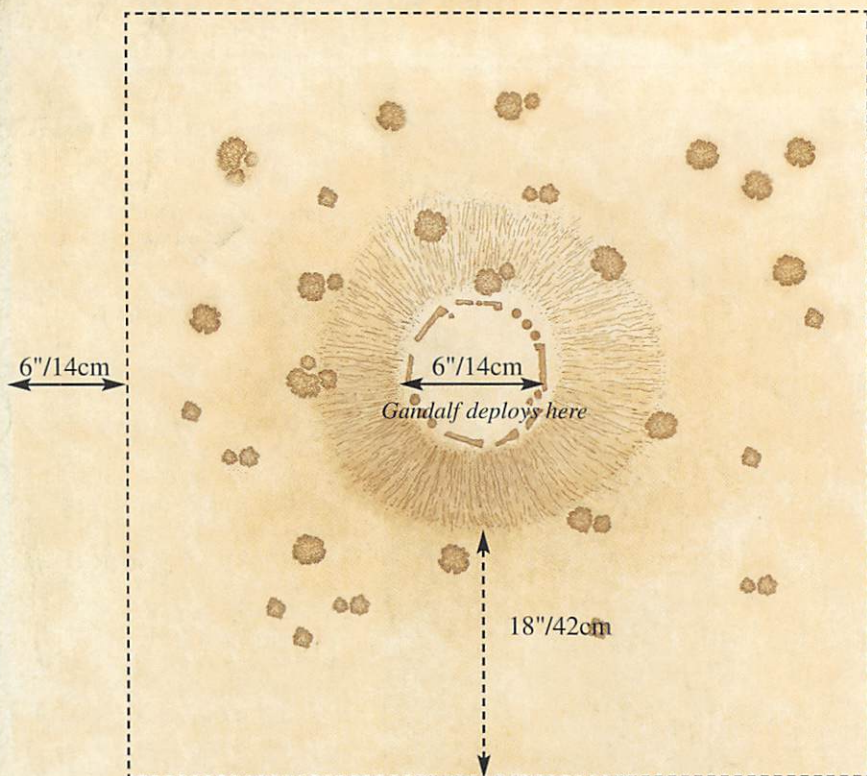
Servant of the Secret Fire. Gandalf has fortified his resolve as best he can for the coming confrontation and knows the natures of the terrors that he will have to face. Gandalf will automatically pass any Courage test required of him in this scenario. In addition, the Ringwraith's *Sap Will* power has no effect on him.

Gandalf begins the game with both *Terrifying Aura* and *Cast Light* in effect. In addition to the usual effects of these spells, when he wins a combat any surviving opponent must immediately retreat a full move, exactly as if they had failed a Courage test. As the mode will have already been beaten back 1"/2cm as a result of the combat this will place the model out of charge range in the next turn.

Seat of Power. The aura of nobility that surrounds the ruins of what was once a great fortress is a major deterrent to the Evil forces. Therefore, any Evil model in the circle at the start of its move must test its Courage in the same way as if it were alone.

The Night. Although the game takes place at night, Gandalf's *Cast Light* spell enables him to see normally up to 12"/28cm away. If *Cast Light* ends, Gandalf can only see a Ringwraith if it is within 6"/14cm. The Ringwraiths can see normally.

Ringwraiths. At the end of each of the Evil player's Movement phases he may roll a D6. On the

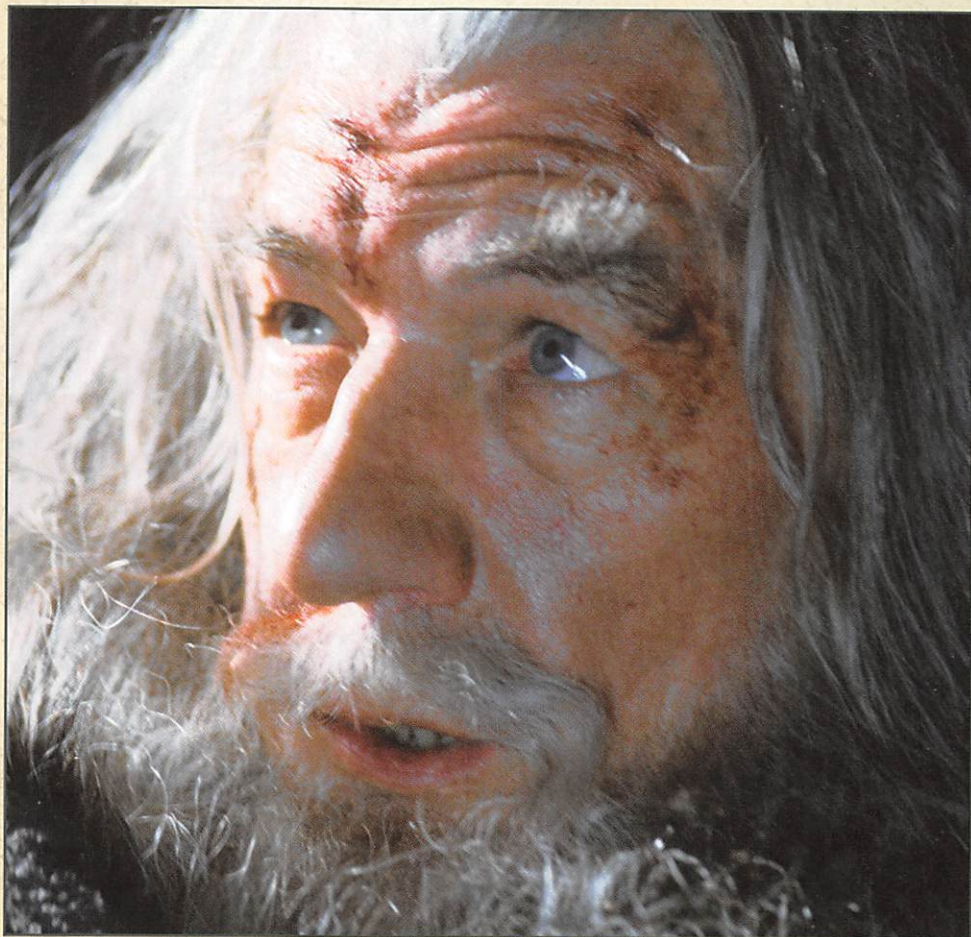


3 Ringwraiths start anywhere behind line up to 6"/14cm from the table edge.

oll of a 4+, one Ringwraith model
may move on from a table edge of
the Evil player's choice. You may
not bring on Ringwraiths which
were slain previously in the
scenario.

The Ride of the Ringwraiths.
This scenario can be played as a
standalone or as part of the Ride of
the Ringwraiths campaign. If
playing a part of a campaign, the
Ringwraiths do not begin this
scenario with their full
complement of Will. Instead each
Ringwraith carries over the amount
of Will he had at the end of the
previous scenario (Sarn Ford) to
which D3 points of Will are added.
If a Ringwraith died during the
previous scenario, it is returned to
life but with only D3 points of
Will. In this way each Ringwraith
will always start this scenario with
at least one point of Will each.

If you wish you can play the
Weathertop scenario from The
Fellowship of The Ring immediately
after this one. If you choose to do
so, the Evil force has as many
Ringwraiths as survive this
scenario. Each Ringwraith also
gains D3 points of Will. Note
that if a Ringwraith dies in Amon
Gul he does not regain D3 Will and
does not take part in Weathertop.



Gandalf steels himself for the ensuing attack.

RIDE OF THE RINGWRAITHS

Part Five – The Ford of Bruinen

The final part in a series of scenarios involving the nine Ringwraiths. This month the Názgûl attempt to stop Frodo reaching Rivendell. Written by Mat Ward.

Description

Frodo has been wounded, stricken by the bite of a Morgul blade. Aragorn hurries the Hobbits towards Rivendell ever-conscious that Frodo's time is short. The Nazgûl, scattered and dismayed by their battles upon Amon Sûl, are once more upon the trail of the One Ring. Thwarted by Aragorn's cautious route and skill, the Ringwraiths can only continue searching. As Frodo's fever deepens, his companions have their first good luck in many days. Elrond has not been idle and has sent out as many of his household as he can to find the wayward Halflings, and it is such a one, the mighty lord Glorfindel, who finds the weary travellers. Scant hours later, the Nazgûl sight their prey once more and launch a final desperate gambit. Alerted to their presence, Glorfindel instructs Asfaloth to carry Frodo through to Rivendell. Can the exhausted travellers keep Frodo safe from the clutches of the Ringwraiths and make it safely through?

Participants

The Good side consists of Aragorn, Frodo, Sam, Merry, Pippin, and Glorfindel. Frodo is riding Asfaloth (see below), all other models are on foot.

The Evil side consists all nine Ringwraiths. The Witch-king of Angmar does not carry a Morgul blade in this scenario.

Points Match

If you want to play this game with other forces, choose up to 500 points of Heroes for the Good side and 700 points of Heroes for the Evil side.

Layout

The scenario is played on a board 48"/112cm by 72"/180cm. The board is covered with trees and rocks as befits the wilderland near Rivendell (see map). The Bruinen river cuts through the board 18"/42cm in from one short table edge. The river is 4"/10cm wide and initially counts as difficult terrain, although there is a ford halfway along which counts as clear terrain.

Starting Positions

The Good player deploys Frodo anywhere up to 18"/42cm in from the Trollshaws table edge (see map). The Evil player then deploys at least 5 Ringwraiths anywhere within 8"/20cm of the Trollshaws board edge. Any remaining Ringwraiths may be kept in reserve (see below). The rest of the Good models are deployed in base contact with the Trollshaws board edge.

Objectives

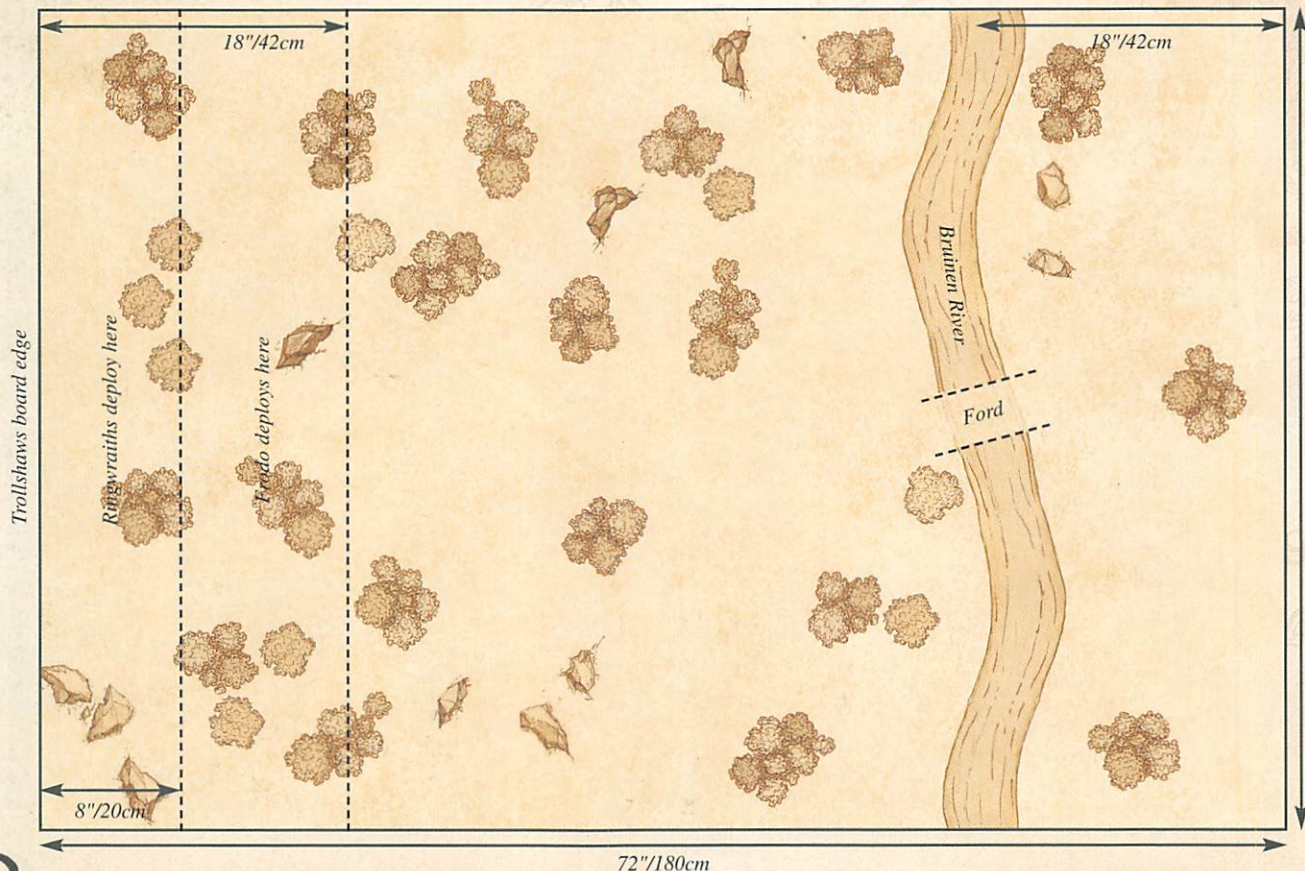
The Good side wins if all the Ringwraiths are driven off or slain.

The Evil force wins if Frodo dies.

If both sides meet their victory conditions in the same turn, the game is a draw.

Special Rules

Weakened by the Chase. Apart from Glorfindel, all of the participants have been on the road for days and are utterly exhausted. Aragorn, Sam and Frodo have no



Might for this scenario (although Aragorn may still use his free point of Might per turn, as normal). In addition, Frodo has no Fate remaining and begins the game under the effect of a Morgul blade (and so will lose a Wound at the start of each turn on the roll of a 1).

The Ringwraiths are also nearly spent, having recovered only slightly from their near defeats on Weathertop. Each Ringwraith starts this scenario with only 4 points of Will, while the Witch-king starts with 7 points of Will.

Asfaloth. Asfaloth is an Elven steed, swift and powerful. He has the same statistics as a normal horse. As he is under Glorfindel's instructions, Asfaloth can carry Frodo, even though Frodo is not normally permitted to ride a horse. To represent the fact that Asfaloth will not allow Frodo to misguidedly ride towards the Nazgûl, Frodo may always resist a spell as if he has a single point of Will (this can be used with his Resistant to Magic rule).

Ringwraiths. Several Ringwraiths have split off from the main group in an attempt to outflank their fleeing quarry. From the second turn onwards the Evil player may roll a D6 at the end of each of his Movement phases. On the roll of a 1, one of the Ringwraiths that was not deployed at the beginning of the game has met with an accident and is removed as a casualty. On a roll of a 2-3, no Ringwraiths turn up this turn. On the roll of a 4-5, one Ringwraith model may move on from a table edge of the Evil player's choice. On the roll of a 6, two Ringwraith models may move on from a table edge of the Evil player's choice. You may not bring on Ringwraiths that have been slain previously in the scenario.

The Ford of Bruinen. The waters of the Bruinen can rise up at Elrond's command in a torrent of floodwater, although it does take some time to prepare. Once Asfaloth steps foot in the ford, the Good player may roll a D6 at the start of the following turn. On the roll of a 4+, Elrond is ready and the waters can be unleashed in a subsequent Move phase of the Good player's choice.

When the waters are unleashed, a boiling and writhing torrent sweeps down the river sweeping away anyone caught in its path – remove any models in the river or on the ford as casualties (Good or Evil). For the rest of the game, the entire river counts as impassable terrain and the ford counts as difficult terrain.

The Ride of the Ringwraiths. This scenario can be played as a stand-alone or as part of the 'Ride of the Ringwraiths' campaign. If playing as part of a campaign, the Ringwraiths do not begin this scenario with their full complement of Will. Instead, each Ringwraith carries over the amount of Will he had at the end of the previous scenario (Amon Sûl/Weathertop). If a Ringwraith died during the previous scenario, it is not available in this scenario.



The Nine approach Bruinen Ford.



SCENARIO – THEY’RE HERE

DESCRIPTION

The fighting at Helm’s Deep and Isengard is over, Saruman’s army slaughtered and drowned. Rohan is free once more, but what of the larger cause? Faramir holds the Ringbearer and his companions in Osgiliath. Torn by duty, the young Captain of Gondor decides to send Frodo and his burden to Denethor, the Steward of Gondor but, before he can do this, a Nazgûl arrives and Faramir and his men dive for cover. As the Nazgûl searches for

the Ring, the Orcs on the eastern bank summon their courage and launch an attack. While Faramir’s men fight desperately to repel the Orcs, Frodo is overcome by the power of the Ring and is slowly but surely drawn towards the searching Ringwraith.

PARTICIPANTS

The Good side consists of Frodo (although Frodo is actually controlled by the Evil

player at the start of the game), Sam, Gollum, Faramir, Damrod, 6 Rangers of Gondor with bow, and 24 Men of Gondor (8 have shields and spears, 8 have shields, and 8 have bows).

The Evil side has a Ringwraith (mounted on a fell beast), 2 Orc Captains, 4 Warg Riders with shield and throwing spear, and 36 Orcs (12 with shield, 6 with bow, 12 with spear, and 6 with two-handed weapons).



Frodo is left helpless as he succumbs to the power of the ring.

POINTS MATCH

If you want to fight this battle with alternative forces, choose at least 400 points for each side. Both sides must include at least two Heroes. When playing a 'Points Match' game the Evil player chooses one Hero to take the role of Frodo – Frodo's deployment and all of Frodo's special rules for this scenario will apply to that Hero, as will any victory conditions normally bound to Frodo. Similarly the Good player can choose an Evil Hero to take the role of the Nazgûl.

It is recommended that Gollum is always used in this scenario.

LAYOUT

The scenario is played on a board 48"/180cm by 48"/120cm. The ruins of Osgiliath cover the entire board – the more ruins, the better.

STARTING POSITIONS

The Good player deploys Frodo, Sam and Gollum in deployment area A. Faramir is then deployed along with Damrod and the Rangers in deployment area B. The remaining Good models are then placed in deployment area C.

The Evil player then deploys an Orc Captain and 20 Orcs within 3"/6cm of the east board edge. The remainder of the Evil force is kept to one side and may be available as reinforcements later in the game.

OBJECTIVES

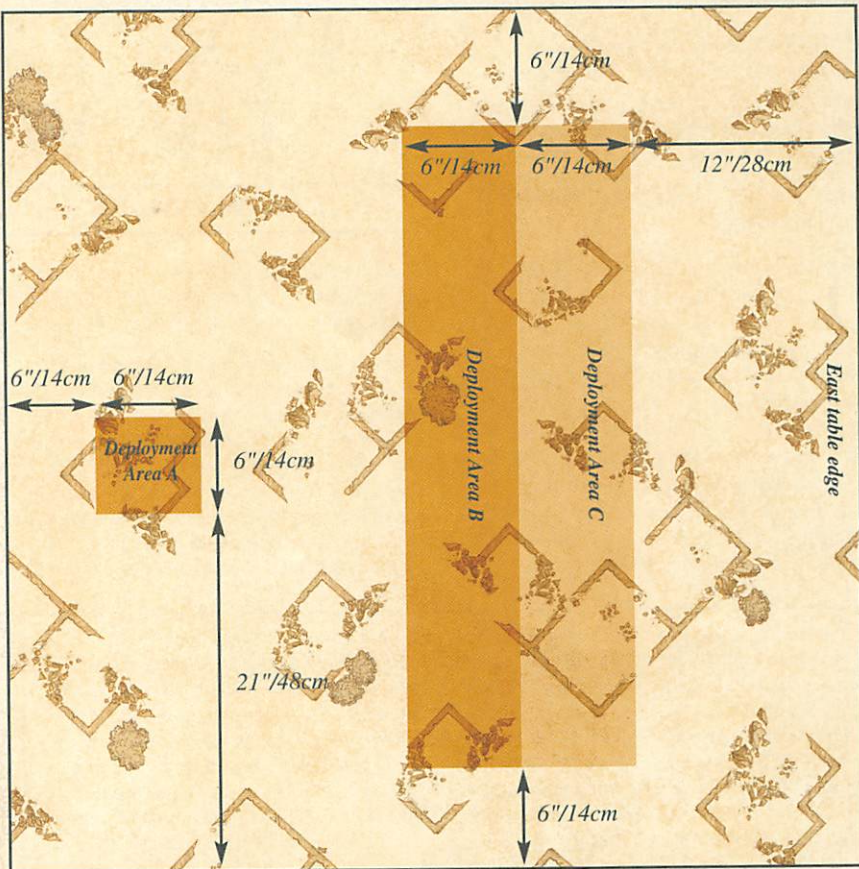
The Good side wins if the Evil force is reduced to 50% of its starting strength or less.

The Evil side wins if the Ringwraith is in base contact with Frodo at the end of any turn. If this happens Frodo is then carried away to Barad-dûr where he suffers a very unpleasant lingering death (Sauron also regains the Ring and covers the world in darkness, but that probably won't matter to Frodo at that point). The Evil side also wins if Frodo leaves the table from the eastern edge.

If both sides satisfy their victory conditions in the same turn or if Frodo is slain, the Evil side wins.

SPECIAL RULES

Tide of Darkness. As the Nazgûl flies across Osgiliath, more and more Orcs are drawn to his presence. From the second turn onwards, the Evil player may roll a D6 at the end his Move phase and place a number of Evil models equal to the dice roll move onto the board from the east table edge. These models may not charge, but may otherwise act as normal. The most expensive Hero (the Nazgûl) may



not be placed in this way until all other models have been placed. However, if the D6 roll is a 6, the Nazgûl has arrived early and may be placed as one of the six reinforcements if the Evil player wishes.

Heavy Armour. The troops defending Osgiliath are amongst the best equipped in all of Gondor. To represent this, all the Men of Gondor (not Faramir, Damrod, or the Rangers) are wearing heavy armour. The bowmen therefore have a Defence of 5 whilst the warriors with shields have a Defence of 6.

The Call of the Ring. Frodo has succumbed to the call of the Ring and is trying to reach the Nazgûl. To represent this Frodo is controlled by the Evil player at the start of the game. No Good model may shoot or attempt to strike Frodo. They may still charge Frodo (to represent them trying to prevent him reaching the enemy) but may not strike any blows. If the Nazgûl is slain, the call of the Ring diminishes and Frodo begins to reassert control of himself – from that time onwards Frodo is controlled by the player who loses Priority. The Ring may not be used in this scenario.

Bombardment. As the battle rages, the Orc siege engines continue to hurl boulders at the Men, heedless of their own troops. At the start of his Shoot phase, the Evil player rolls a D6. On the roll of a 5 or

6, the Orc catapults have found a target, shattering a building and sending out a wave of crushing shrapnel. The Evil player may nominate any Good model (remember that Frodo is actually an Evil model) on the board. That model and any other model, Good or Evil, within 1"/2cm takes a single Strength 6 hit as they are pumelled by rubble, and any survivors are knocked to the ground. If the Evil player rolls a 1 or 2, the same effect occurs, but the Good player may nominate the target instead. Either player may target a model in combat (this is an exception to the usual rule that Good may never shoot into combat – it is actually the Orcs who are firing, after all), but neither player may target the bombardment in such a way that Frodo is hit. If a cavalry model is hit both rider and steed take a Strength 6 hit, the rider is thrown and both models are knocked to the ground.

Gollum is as anxious to see the Ring out of the hands of Sauron as anyone, but daren't take it for himself while the Nazgûl still circles above. While the Nazgûl is still alive, Gollum is controlled like any other Good model and will not strike blows against Frodo if he wins a fight. If the Nazgûl dies, Gollum reverts to his normal rules.

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.

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.