

The offspring of Ungoliant, Shelob preys on any who are foolish enough to enter her domain. Be they good or evil, they all serve the same purpose: food.

Cirith Ungol, or Spider Pass, is a treacherous and sinister pathway through the mountain range that guards the western border of Mordor. It is the one passageway into the Dark Land without braving the Black Gate itself. Despite this, it is only scantily guarded, the Orcs who act as sentinels are only a token gesture of defence, for Sauron is unafraid of the risk that Spider Pass presents to his domains. He knows the secret that lurks within the twisting pathways and caves of that place, and he is all too willing to risk a few Orcs for the security that 'she' gives him.

She is Shelob, the terrifying child of Ungoliant. Throughout her long and evil lifetime she has preyed on all manner of living creatures. This day, however, it is the unfortunate Orc patrol led by Ufthak. Of all the loathsome duties the Orcs who watch over Cirith Ungol are cursed with, the most undesirable is the all too frequent patrol across the bleak landscape surrounding Minas Morgul.

SHE HUNTS

A The Lord of The Rings scenario

The Orcs fear to tread too far from the walls of the tower, for terrible evil stalks those unfortunates who stray near the lair of Shelob.

Ufthak has his orders. He is to lead his patrol along the mountain pass, keeping alert for intruders. Shelob is starving hungry. Spying Ufthak, and seeing his significant bulk, she recognises a hearty feast should she be able to slay him.

"Good"

- Ufthak (Orc Captain)
- 2 Orcs armed with bows
- 2 Orcs armed with spears
- 2 Orcs armed with shields
- 2 Orcs armed with two-handed weapons

Evil

Shelob

Layout

Set up a 48"/112cm x 48"/112cm board. Scatter as much terrain as you have which will suit the

imagery of the pass. The more rocks and boulders that you can place on the board, the better the game will be, and the more evocative the board will look. Take care, however, to leave a definite pathway to represent the pass.

Points Match: Hunt

If you want to play a Hunt scenario using alternate forces, then the Evil side should take one Hero. The Good side should then choose a Hero costing no more than 50 points, and enough Warriors to make the points equal. Being exact isn't important, as a few points either way won't really matter. You could, for example, have a Ringwraith hunting a Captain of Gondor through the ruins of Osgiliath if you wish to try an alternate 'Hunt'.

Objectives

Shelob must kill Ufthak and drag him off the board to win this scenario. Should Shelob flee or leave the board without Ufthak for any reason, Evil is considered to have lost the scenario. For Good to win the scenario, Ufthak must escape from the opposite board edge, alive and able to make his report to his masters.

Starting Positions

Shelob should be deployed within 12"/28cm of one table edge. This is the edge from which Ufthak is trying to escape. On the first turn, Ufthak and his Orc Warriors should move onto the table from the opposite edge.

Special Rules

Dragging Ufthak. When Ufthak loses his last Wound, do not remove him from play. Instead lie him on his side to represent him succumbing to the effects of Shelob's poison. To drag him, Shelob must move into contact with him. She may then complete her move normally, and moves as normal from that point onwards, taking Ufthak with her as she goes. If Shelob is engaged in a fight, she will immediately drop Ufthak to fight her opponent. When carrying Ufthak, Shelob is allowed to use her move to leave the playing area – thus winning the game.

The Patrol. Whenever an Orc Warrior is killed there is a chance that another will enter play, representing the laggards who have fallen behind the main patrol catching up. Each Good Move phase roll a D6 for each dead Orc Warrior. On a 4 or more the model may enter play from the same table edge as Ufthak. They may not charge on the turn they enter, but they may shoot as normal.

