

SCENARIO 5 – FOG ON THE BARROW-DOWNS

Description

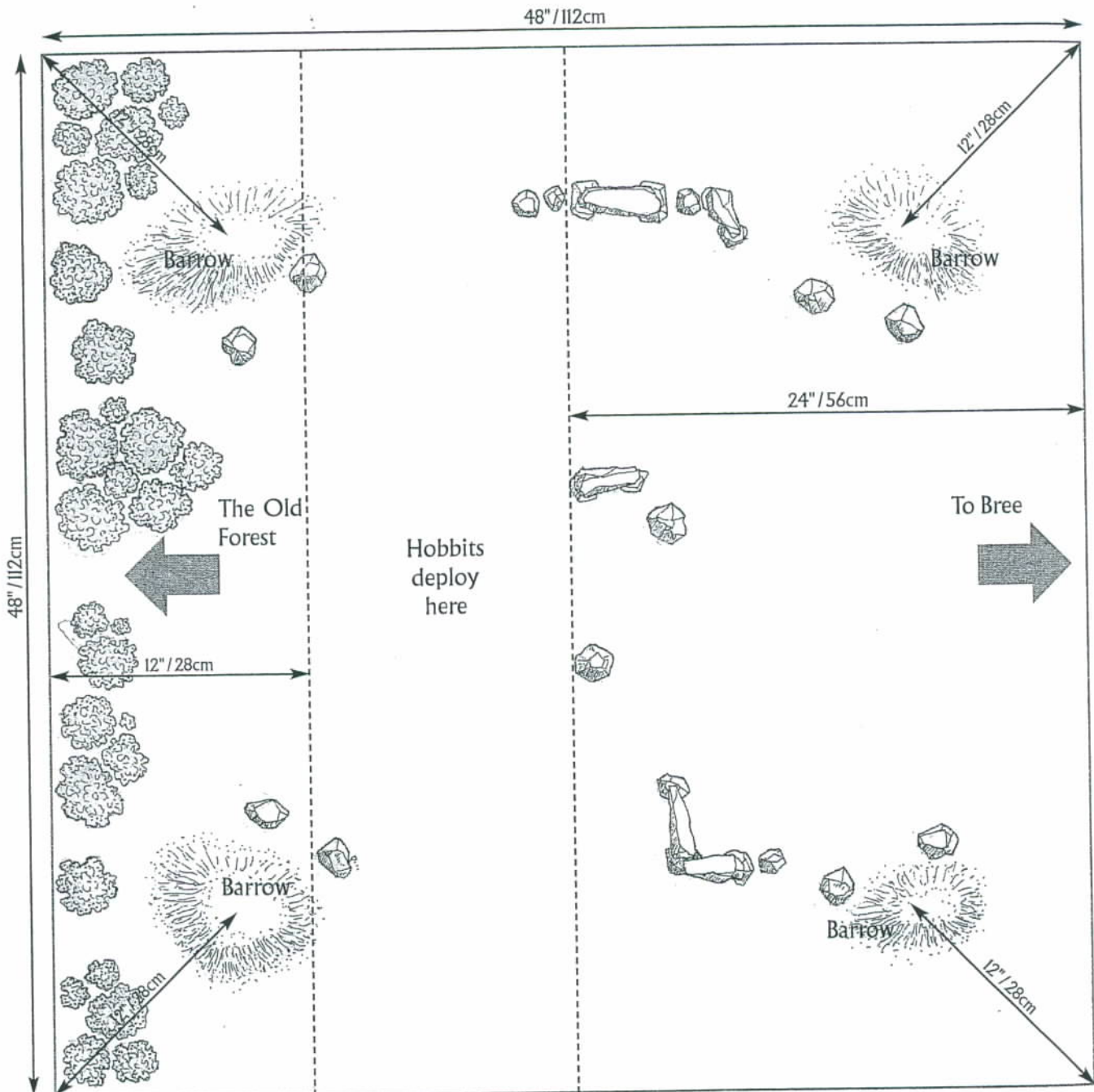
Upon taking leave of Tom Bombadil, the Hobbits travel through the Barrow-downs towards Bree. As night comes on, a chill mist comes down, and the Hobbits stray from the path, soon losing each other in the hills. Danger lurks within the mist as the dread Barrow-wights try to lure the Hobbits into their dank tombs and, there, slay them. Will the Hobbits realise their danger in time to call for help or will they be slain and their remains doomed to lie in ancient tombs for the remaining ages of the world?

Participants

On the Good side are Frodo, Sam, Merry, Pippin (no extra wargear options can be given to them) and Tom Bombadil. On the Evil side are 4 Barrow-wights.

Points Match

If you want to play this game with other forces, choose 200 points of characters for each side. As much of this Scenario relies on the special abilities of the Barrow-wights it is recommended that at least 1 Barrow-wight is included on the Evil side.



Layout

The Barrow-downs are a series of hills and valleys covered in ancient ruins and monoliths. Four Barrows should be placed on the table, one approximately 12"/28cm in from each corner. One edge of the board is covered in dense trees to represent the trailing edge of the Old Forest.

Starting positions

The Good player deploys the Hobbits at least 12"/28cm from the Old Forest Table edge and no closer than 24"/56cm to the Bree edge of the board (see map). In addition, as this scenario takes place after the Hobbits have become separated in the mist, no character may be placed within 6"/14cm of another. Tom Bombadil is set to one side and may be available to the Good player later in the game. If playing the game with different forces, the most expensive character is kept to one side and the others are deployed as above.

The Evil player deploys a Barrow-wight in each Barrow. If playing the game with different forces, the Evil player **must** deploy at least one character in each Barrow unless he has less than four characters in his force.

Objectives

The Evil player must sacrifice two Hobbits within a Barrow to win. The Good side wins if three Hobbits escape off the Bree table edge (see map).

The Good side automatically loses if Frodo is slain.

Special Rules

The Barrow. The powers of the Barrow-wights are deeply rooted within their Barrows and while they remain within their Barrow both their power and their resolve increase. To represent this, if a Barrow-wight is within a Barrow and loses its wound, the Evil player can roll a dice, and on the roll of a 3 or more the wound is recovered as the Barrow-wight draws upon the power in the tomb. In addition, as long as a Barrow-wight remains in a Barrow, it can expend 1 point of Will each turn without reducing its own Will store. Note that these rules only have effect whilst it remains within a Barrow. Should the Wight be forced to leave, these abilities are lost until it is within a Barrow once more.

Fog on the Barrow-downs. The chill mist on the Barrow-downs is magical in nature, woven by the Barrow-wights to help them ensnare their prey. In addition to causing the Hobbits to become separated at the start of the scenario, the following rules apply:

The mist reduces visibility to 6"/14cm. As such the Hobbits will not be aware of the Barrow-wights until they are within 6"/14cm of them whilst the mist is present. If the game is being played with different forces, no missile attacks, magical powers, or charges can be directed at targets more than 6"/14cm away while the mist endures. The only exceptions to this rule are Barrow-wights and Ringwraiths who do not see in the same way as mortal creatures.

Just before moving each character, the Good player rolls a D6. On a roll of 2-6, the Good player moves the character as normal, if a 1 is rolled the Evil player may move the character. The Evil player may not move the model into or out of combat in this way and the model cannot be forced to perform any actions that would cause direct harm to it (such as jumping down a cliff). Might may not be used to influence this roll.

The mist clears if Tom Bombadil enters the table.

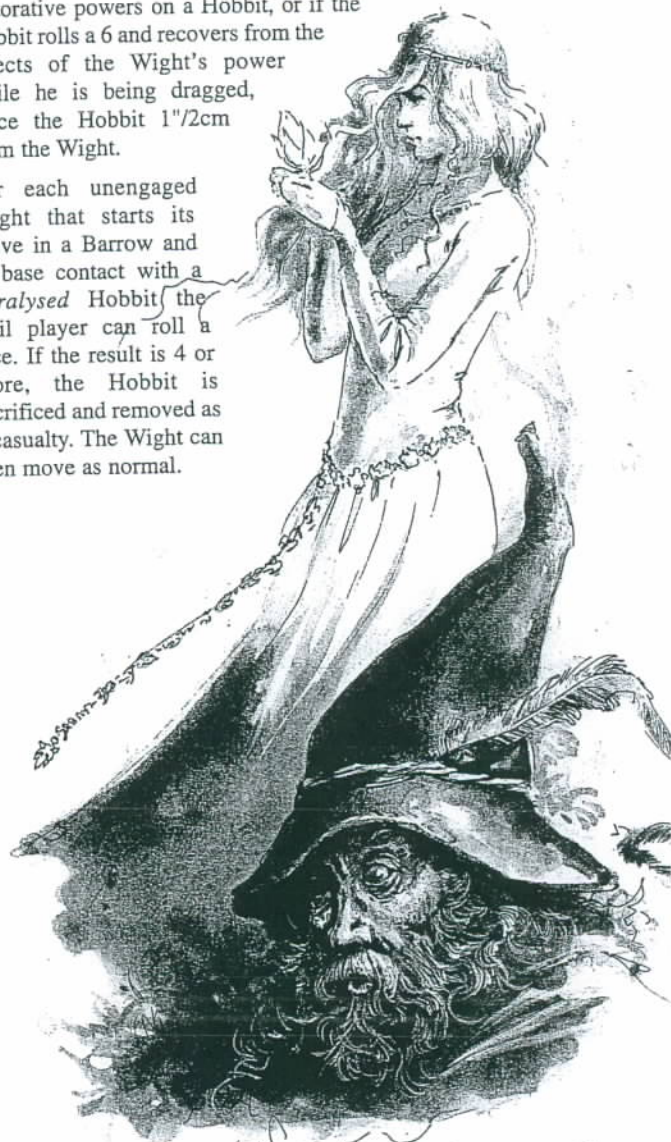
Ho! Tom Bombadil! When the Hobbits realise the seriousness of their plight, they can call Tom Bombadil to aid them. To represent this, from the turn a Hobbit first sees a Barrow-wight he can call Tom. He can do this once in every Move phase at any point during his movement. On a roll of 6, Tom has heard and moves on from the Old Forest table edge the following turn. Might may not be used to influence this roll.

It is important to make a note of which Hobbits have seen a Barrow-wight as a Hobbit can only call Tom Bombadil if he has seen a Barrow-wight.

Sacrifice. The Barrow-wights are not trying to kill the Hobbits in combat. Instead they intend to drag them back to a Barrow and ritually sacrifice them to dark powers. To represent this, rather than losing their last wound in combat, the Hobbits are instead *paralysed*, as per the *Paralyse* magical power (you could replace the captured Hobbit with a Paralysed Hobbit model if you wish).

A Barrow-wight may drag a single *paralysed* Hobbit by moving into base contact with it. Once a Barrow-wight is in base contact with a *paralysed* Hobbit, it can complete its move normally, dragging the Hobbit alongside. A Barrow-wight dragging a Hobbit will automatically release the Hobbit if engaged in combat. If Tom uses his restorative powers on a Hobbit, or if the Hobbit rolls a 6 and recovers from the effects of the Wight's power while he is being dragged, place the Hobbit 1"/2cm from the Wight.

For each unengaged Wight that starts its move in a Barrow and in base contact with a *paralysed* Hobbit the Evil player can roll a dice. If the result is 4 or more, the Hobbit is sacrificed and removed as a casualty. The Wight can then move as normal.



Tom Bombadil! Ho! Tom Bombadil! Ho! Tom Bombadil! Ho! Tom Bombadil!