

THE DEAD MARSHES

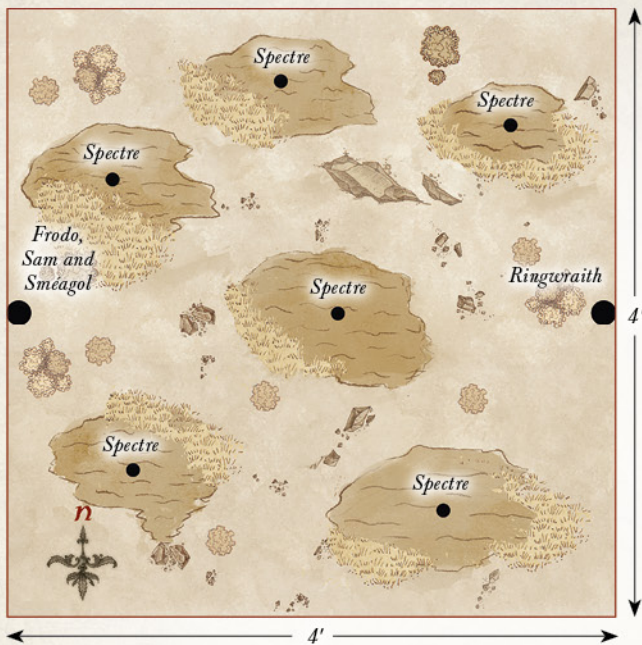
Their encounter in Eryn Muil with the creature Gollum has presented Frodo and Sam with something rather unexpected: a guide. With Sméagol pledging himself to serve Frodo as the 'Master of the Precious', Frodo asks him to lead them to the Black Gate of Mordor so that they may find a way into the accursed lands to try to rid Middle-earth of the Ring.

Agreeing to do so, Sméagol leaps off ahead to show the Hobbits the way to Mordor, first leading them through the labyrinth of hills that make up Eryn Muil and into more open terrain. However, they next come to what seems to be a huge bog. An ancient battlefield of long ago that has since become waterlogged and filled with the corpses of Men, Elves and Orcs – the Dead Marshes.

Sméagol knows the safe passage across the marshes, one that even the Orcs of Mordor do not know and so is relatively safe from the eyes of the enemy. Yet as they cross the foetid marshland, the dead things in the water begin to stir, trying to lure the unwitting Hobbits into the water with lights so that they may light little candles of their own.

As Frodo, Sam and Gollum cross the Dead Marshes, their hearts become filled with dread as the sound of screeching can be heard above piercing through the air. Upon the back of its Fell Beast, one of the nine Ringwraiths has tracked the Hobbits to the marshes and now circles above to try to find its quarry below and retrieve the One Ring.





LAYOUT

The board represents the Dead Marshes. There should be six areas of marshland around the board, one of which is in the centre. The rest of the board should have a selection of bushes, hedges and rocky outcrops dotted around.

STARTING POSITIONS

The Good player deploys Frodo, Sam and Sméagol touching the centre of the western board edge. The Evil player deploys one Dead Marsh Spectre in the centre of each piece of marshland, and then deploys the Ringwraith touching the centre of the eastern board edge.

OBJECTIVES

With the Ringwraith overhead, Frodo and his companions must cross the Dead Marshes without being noticed if they wish to keep the Ring away from the Nazgûl.

The Good player wins if Frodo can escape the board via the eastern board edge. The Evil player wins if Frodo is slain.

SPECIAL RULES

Hunt the Ringbearer – *The exact whereabouts of the Hobbits is unknown, and they must try to sneak past the Nazgûl and Spectres if they are to escape.*

All Evil models start the game as Sentries. However, if a model would normally spot a Good model, they will not raise the alarm. Instead, only that model will have been alerted to their presence and may act normally, the others will remain as Sentries.

Don't follow the Lights – *The Spectres of the Dead Marshes are trying to lure the Hobbits into the marsh and to their doom.*

If a Good model is moved into any of the marshland as a result of a Spectre's 'A Fell Light is in Them' special rule, they must roll a D6. On a 1 or 2 the model succumbs to the powers of the Spectres and falls into the marsh; they are now Prone. A model that has succumbed to the Spectres cannot act in any way, and if they remain in the marsh during the End phase of the following turn, they are removed as a casualty. A friendly model can rescue a model that has succumbed by ending their Move in base contact with them; the rescued model may then act as normal.

Call of the Ring – *If Frodo uses the Ring then the Ringwraith shall surely find him.*

If Frodo puts the Ring on then the Ringwraith will no longer be a Sentry and will act as normal.

PARTICIPANTS

Good: Frodo Baggins with Sting, Mithril Coat and Elven Cloak; Samwise Gamgee with Elven Cloak; Sméagol.

Evil: Ringwraith on Fell Beast with 0 Might, 10 Will and 0 Fate; 6 Dead Marsh Spectres.

