

FOG ON THE BARROW-DOWNS



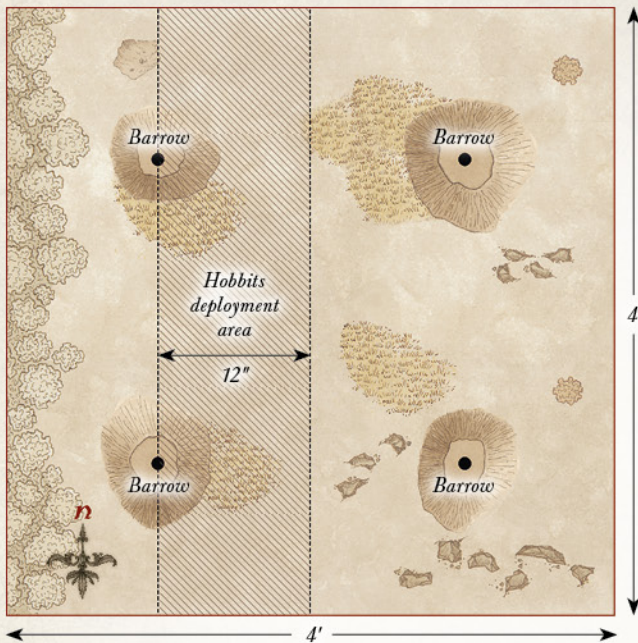
Following their ordeal within the Old Forest, the Hobbits have been rescued by the jolly Tom Bombadil. Having freed the Hobbits from the clutches of Old Man Willow, Tom has led them to his home to meet his wife, Goldberry, eat and sing merrily to raise their spirits, before sending them off to bed to get a good long rest.

Waking refreshed and in as high spirits as they have ever been, Frodo and his companions head away from the homestead of Tom Bombadil filled with good food and a merry heart, setting out once more. Continuing along the forest paths they come to a clearing, one with a series of strange looking mounds around it. As they venture forth, fog quickly descends upon the clearing reducing visibility to mere feet.

From within the barrows, long-dead beings drift into the clearing; the spirits of forgotten kings and noblemen of old. These dread Barrow-wights have come forth from their barrows to claim a sacrifice in order to perform an ancient ritual, and the Hobbits who are completely unaware of their spectral presence are seemingly easy targets.

Lost within the fog that has descended upon the Barrow-downs, the Hobbits must try to find their way through the fog for safety. If Frodo and his companions quickly realise the danger they are in, they will need to call to Tom Bombadil and Goldberry for help once more, yet should they realise too late the severity of the peril they are in, they may well soon rest with the spirits of the dead within the barrows.





LAYOUT

The board represents the Barrow-downs, and as such should have four barrows each one 12" from the corner of a different board edge. The western board edge should be dotted with trees representing the edge of the Old Forest, and the rest of the board should have the odd rock or bush dotted around.

STARTING POSITIONS

The Hobbits deploy anywhere between 12" and 24" of the western board edge. Each Barrow-wight then deploys touching a different barrow.

OBJECTIVES

Lost in the swirling mists, the Hobbits are aware that something is not right. They must try to escape the clearing before whatever evil lurks in the fog can reach them.

The game lasts until one side completes their objective.

The Good side wins if three Hobbits, including Frodo, move off the board via the eastern board edge. The Evil side wins if they can sacrifice any two Hobbits. Additionally, if Frodo is sacrificed then the Evil side wins.

SPECIAL RULES

The Barrow – *These ancient burial sites are the key to the strange powers the Barrow-wights still hold.*

Whilst within 3" of a Barrow, a Barrow-wight may spend a single point of Will each turn without reducing their store of Will.

Fog on the Barrow-downs – *The mists that have descended on the Barrow-downs make it hard for the Hobbits to see and they are likely to get lost.*

Hobbit models can only see up to 6". Additionally, whilst the fog remains on the board, before each **Hobbit** model moves, roll a D6. On a 2+ the Good player may move them as normal. On a 1, the Evil player will move them instead, though they cannot make them Charge an enemy model. Might may not be used to influence this roll.

Ho! Tom Bombadil! – *When the Hobbits realise the seriousness of the danger they are in, they will not hesitate to call for Tom Bombadil to assist them.*

During each **Hobbit** model's Move phase, if that **Hobbit** has seen a Barrow-wight, they may call for Tom Bombadil; even if they are in combat. Whenever a **Hobbit** calls for Tom, roll a D6. On a 5+, Tom Bombadil will enter the board from the western board edge at the start of the next Good Move phase. As soon as Tom Bombadil enters the board, the fog lifts. At the end of each turn after Tom has arrived, roll a D6. On the roll of a natural 6, Goldberry enters the board in the same manner as Tom.

Sacrifice – *The Barrow-wights are not trying to simply just kill the Hobbits, instead they are intending to use them as a sacrifice to perform some ancient ritual with.*

Any **Hobbit** that suffers its last Wound and would be slain will instead be paralysed rather than being removed as a casualty. Treat the model as being under the effects of the Paralyse Magical Power. A Barrow-wight may drag a paralysed **Hobbit** at full speed, but will immediately drop them if Charged. Should a **Hobbit** recover from paralysis whilst being dragged, the Good player may place them within 1" of where they were. Should a Barrow-wight start its move in base contact with both a Barrow and a paralysed **Hobbit**, they can attempt to sacrifice them. Roll a D6, on a 4+ the **Hobbit** has been sacrificed and removed as a casualty. The Barrow-wight may then act as normal.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Tom Bombadil; Goldberry.

Evil: 4 Barrow-wights.

