

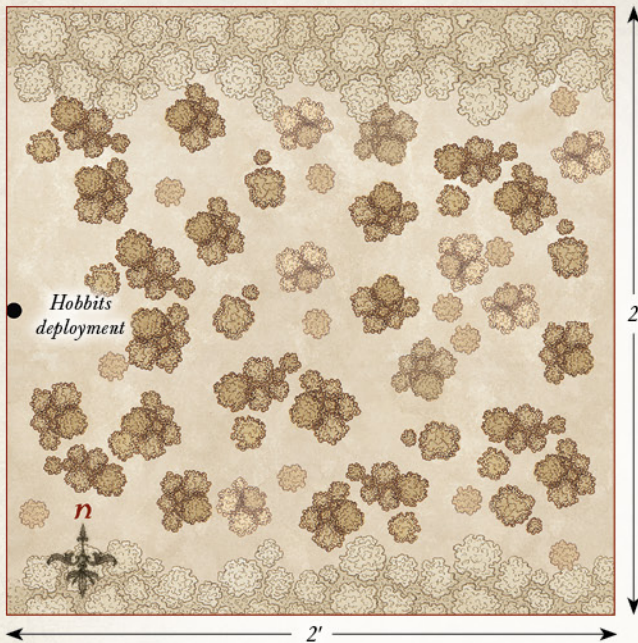
THE OLD FOREST

Having evaded the Black Riders for the time being, the Hobbits have reached Frodo's new home of Crickhollow. Stopping for the night to sleep, stock up on provisions, and above all, have a large well-earned meal, Frodo and his companions are in good spirits as they leave the comfort of Crickhollow in the hands of their friend Fredegar Bolger, and set off east once more.

Yet the Hobbits push on anyway, for surely whatever terrors the forest may hold cannot be worse than another encounter with the Black Riders. As they go deeper into the forest, the Hobbits get an uneasy feeling about their surroundings, and soon have become lost in the shrouded gloom. Unsure of the way to go, the Hobbits can hear the sounds of snapping twigs and creaking boughs, and begin to realise that some of the old stories may have more truth than they ever imagined...

Upon their journey, the Hobbits decide to venture through the Old Forest on the edge of Buckland, for the Black Riders will not be able to traverse the thick undergrowth and so the Hobbits can potentially shake them off their tail. Yet there have long been tales about the Old Forest in old Shire stories; some say that those who venture into it seldom return, whilst others say that the trees themselves are full of danger and can come alive. Regardless of what actually may be true, the Old Forest is a scary place to walk, and no Hobbit would go there if they did not have to.





LAYOUT

The board represents the Old Forest, and as such should be densely packed with trees and other woodland terrain.

STARTING POSITIONS

The Hobbits deploy touching the western board edge as close to the centre as possible.

OBJECTIVES

The trees of the Old Forest have started to awaken; the Hobbits must try to make their way through the forest safely without falling into the traps of these malicious trees.

The Good player wins if all four Hobbits can escape the board via the eastern board edge in the same turn. The Evil player wins if at the end of any turn all four of the Hobbits are unconscious.

SPECIAL RULES

The Trees are Alive! – *It has long been said that the trees of the Old Forest could come alive; something that the Hobbits are about to discover.*

At the start of each turn, the Evil player rolls a D6 to see how many of the trees are moving this turn. During the Evil player's Move phase, they may move a number of trees up to the number rolled at the start of the turn. Trees move D6" per turn, have no Control Zone, and use the following profile:

Mv	F	S	D	A	W	C
6"	2/5+	3	3	1	1	2

Trees that lose a fight can still be struck, but will not be slain if they suffer any Wounds. Instead, for each Wound a Tree suffers, it will Back Away 1" from its attackers (if able).

Knocked Unconscious – *The trees are not actually trying to kill the Hobbits, rather they are trying to drive them from their lands.*

Any **Hobbit** that suffers its last Wound and would be slain will be knocked unconscious rather than being removed as a casualty. Treat the model as being under the effects of the Paralyse Magical Power.

PARTICIPANTS

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

Evil: None. No, really!

