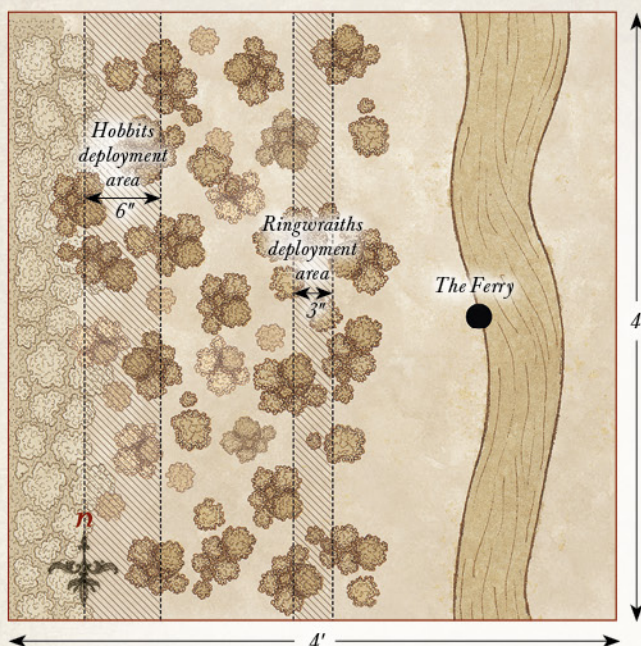# BUCKLEBERRY FERRY

Having once evaded the Black Riders, and spent some time resting with Gildor and his Elves, the Hobbits find themselves back on their journey towards Crickhollow. Once more heeding Gandalf's words to stay off the road, the Hobbits are travelling through the densely wooded areas of Buckland just in case any more of these mysterious riders in black may yet be tracking them.

As they near the Brandywine River, the Hobbits' fears are realised. Ahead they are aware of some of the Black Riders hunting for them and fear once more begins to creep into their minds. However, the Nazgûl have not yet noticed the presence of the Hobbits, and are searching the surrounding area as they seek for whoever carries the Ring of Power.

The Hobbits know they must escape the Black Riders and quickly, and the only way to put some meaningful distance between them and their pursuers is to cross the Brandywine river using the Buckleberry Ferry. However, the Nazgûl stand between them and the relative safety of the ferry, so to reach it the Hobbits will have to use every ounce of stealth, and no small amount of luck, to make it to the ferry undetected.

LAYOUT
The board represents the Brandywine River and the surrounding area. The Brandywine runs from north to south 6" away from the eastern board edge and should be 6" wide. The Buckleberry Ferry should be in the centre of the western bank. The area of the board at least 18" from the eastern board edge should be densely packed with trees, hedges and bushes.

STARTING POSITIONS
The Ringwraiths are deployed within 3" of the centreline of the board that runs from north to south. The Hobbits are then deployed anywhere between 6" and 12" from the western board edge.

OBJECTIVES
Frodo must not let the Ring fall into the Ringwraiths' hands, and must escape them using the Buckleberry Ferry to cross the river.

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
The Search – *The Nazgûl have not found the Ringbearer, and are relentlessly searching for the Ring.*

The Nazgûl follow the rules for Sentries as detailed in the Middle-earth Strategy Battle Game rules manual. If Frodo puts the Ring on, the alarm is immediately raised and each Nazgûl will move up to 6" towards Frodo if able.

The Ferry – *In order to cross the Brandywine, the Hobbits must use the ferry to row to safety.*

The Ferry can be moved at a rate of D6" per turn, and must have at least one model on it to move. Models on the Ferry whilst it moves cannot then move themselves, unless as part of a Heroic Action or Magical Power. The Ferry cannot be moved as part of a Heroic Action.

The Brandywine – *The Hobbits are naturally fearful of water, but are more scared of the Nazgûl and will brave the river if necessary.*

The Brandywine is Deep Water. Additionally, any **Hobbit** in the water must make a Courage test before rolling on the Swim chart. If the test is failed, the **Hobbit** must try to swim towards the nearest bank during that turn. The Nazgûl may not enter the water under any circumstances.

Cry of the Nazgûl – *The piercing cry of the Nazgûl is enough to freeze the hearts of all that hear it.*

Once per game, after the alarm has been raised, the Evil player can use this special rule. After Priority has been determined, the Evil player can unleash the screech of the Nazgûl. Until the end of the turn, all Good models reduce their Courage value by 3.

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

Evil: 3 Ringwraiths with no additional Might, Will or Fate.