

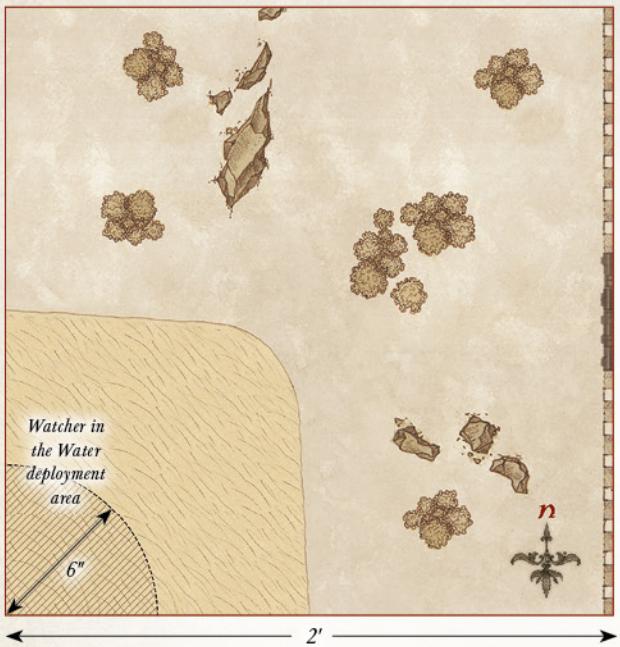
THE GATES OF MORIA

After surviving the attack from the Wargs, the Fellowship finally makes it to the walls of Moria. Upon the shores of the dark and sinister pool that is before the walls, the moon's light reveals the doors of Durin before the Fellowship. Using every spell and password he can remember, Gandalf tries to open the entrance, but to no avail. The Fellowship stands at the edge of Moria as Gandalf tries to remember the secrets to entering the mountain.

The wait is long, and soon some members of the Fellowship start to get bored. Merry and Pippin begin to see who can throw stones furthest into the pool, before being stopped by Aragorn telling them not to disturb the water. After what feels like an eternity, it is Frodo that manages to jog Gandalf's memory, realising that the text upon the doors of Durin is a riddle and solving it himself.

As Gandalf speaks the Elvish word for friend, the doors creak open revealing the truth about what happened within Moria. No more is it the grand halls of Durin's folk and a great kingdom steeped in history and grandeur, but rather a tomb for countless Dwarves who perished at the hands of Goblin hordes. Deciding to make for the Gap of Rohan instead, the Fellowship turns back outside. Yet as they do, Frodo is grasped by a long, slimy tentacle as the Watcher in the Water reveals itself.





LAYOUT

The board represents the walls outside Moria and the pool that contains the Watcher in the Water. The walls of Moria run along the eastern board edge, with the gates in the centre of the eastern board edge. The south-western corner of the board is the Watcher's pool. The rest of the board should have the odd tree and pile of rocks dotted around.

STARTING POSITIONS

The Evil player deploys the Watcher in the Water within 6" of the south-western corner of the board. The Good player then deploys Frodo anywhere touching the pool. The other Hobbits are deployed 6" away from Frodo, but not within the pool. The remaining Good models are deployed touching the gate to Moria.

OBJECTIVES

The Fellowship must escape the clutches of the Watcher in the Water by entering the Mines of Moria. The Watcher is simply after its next meal and will attempt to devour any members of the Fellowship it can get its tentacles on.

The game lasts until one force achieves their objective. The Good player wins if at least five members of the Fellowship escape the board via the gates to Moria, including Frodo. The Evil player wins if five or more Good models are slain. Additionally, if Frodo is slain, the Evil player automatically wins.

SPECIAL RULES

Caught by Surprise – *The Watcher in the Water has caught the Fellowship offguard as it tries to find its next meal.*

The Evil player has Priority on the first turn. Additionally, Good models cannot use Magical Powers, or declare a Heroic Move or Heroic Shoot during the first turn.

It won't Die! – *The Watcher is a huge creature determined to eat anything it can latch onto, it will keep unleashing its tentacles at the Fellowship until they can escape, though it will retreat slightly if wounded.*

Whenever the Watcher in the Water suffers a Wound, it will immediately retreat D3" away from the model that wounded it in a direction chosen by its controlling player. Wounds caused in the Shoot phase whilst the Watcher in the Water is in combat will force the Watcher in the Water to leave combat. Additionally, the Watcher in the Water cannot be slain in this Scenario; whenever it would suffer its final wound it will instead retreat D6" away from the model that wounded it in a direction chosen by its controlling player.

The Shallows – *The Watcher has attacked the Fellowship in the shallows of its pool, and its writhing and splashing makes it difficult to traverse.*

The Pool is shallow water. However, each time a Good model starts its Move within the Pool, they must roll a D6. On a 1, the model is knocked Prone and cannot move any further that turn. On a 2-5, the model counts as moving through difficult terrain. On a 6, the model may move as normal. Legolas gains a bonus of +1 to this roll. Additionally, as the water is too shallow, the Watcher in the Water may not use its Dragged to the Depths special rule.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

Evil: The Watcher in the Water.