

THE TAMING OF SMÉAGOL

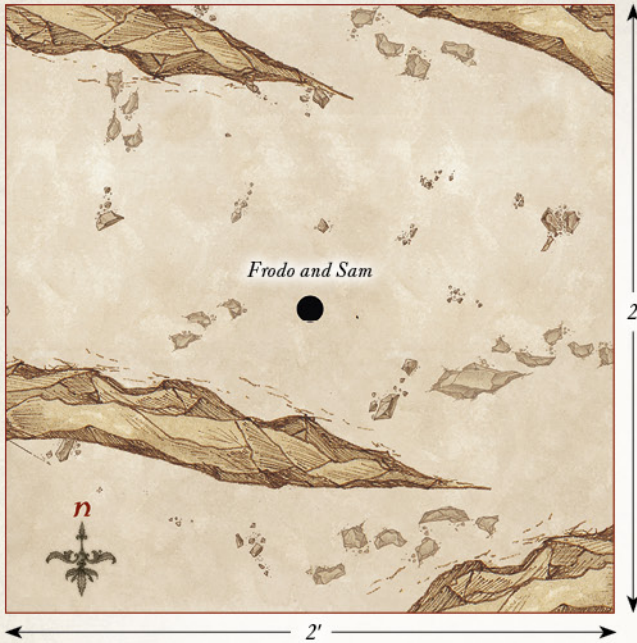


When he left the Fellowship on the banks of Amon Hen, it was Frodo's intent to travel to Mordor alone so as not to watch as his companions fall victim to the power of the Ring as he had seen Boromir start to do. However, seeing his friend crossing the Anduin and guessing his intent, Sam has decided to wade out and go with Frodo to Mordor, and nothing Frodo can say will deter Sam from breaking the promise he made to Gandalf back in the Shire to accompany Frodo to the very end.

Yet, although they seem lost within Eryn Muil, the Hobbits are aware that they are not alone within the hills. The creature Gollum has been following the Ringbearer since at least the Mines of Moria, if not longer, and now nears his quarry. The lure of the Ring is too much for Gollum to resist and, under the cover of darkness, he attempts to sneak up on the sleeping Hobbits and take the Ring for himself. Should Gollum kill the Hobbits and claim the Ring then all may well be lost. However, if the Hobbits can subdue Gollum, they may find themselves with an unlikely ally.

Since then Frodo and Sam have made slow progress to Mordor. The journey is difficult and has forced the two Hobbits to traverse the wilderness around Amon Hen before venturing into the labyrinth of razor-sharp rocks known as Eryn Muil. The hills of Eryn Muil are covered in fog, making navigating them difficult and the chance of getting lost ever increasing.





LAYOUT

The board represents the rocky terrain of Eryn Mui, and so should be covered with rocky outcrops, some large and some small.

STARTING POSITIONS

The Good player deploys Frodo and Sam in the centre of the board. The Evil player then deploys Sméagol (though he is very much Gollum at this point) anywhere touching the eastern board edge.

OBJECTIVES

Gollum has tracked the Hobbits since Moria, and now has the opportunity to strike and steal the Ring. If they become aware of Gollum, the Hobbits will try to subdue him.

The Good player wins if Gollum is subdued. The Evil player wins if Gollum kills Frodo and reclaims the Ring. If Gollum is subdued but Sam has been slain, the game is a draw.

SPECIAL RULES

Sleeping Hobbits – *The Hobbits are asleep and are unaware of the creature sneaking up on them as they rest.*

The Hobbits start the game Prone and may not move until they are disturbed. As Gollum approaches, there is a chance he will wake the Hobbits. Roll a D6 before Gollum moves. If the number rolled is higher than the distance between him and the Hobbits, or a 6 is rolled, he has disturbed them and the Hobbits immediately stand up and act normally from this point onwards. If Gollum attacks a sleeping Hobbit, the Hobbits have been woken and may act normally from this point onwards.

Subduing Gollum – *The Hobbits are not trying to kill their attacker, but instead intend to subdue him.*

If Gollum suffers his last Wound then he is subdued rather than slain. However, Gollum cares not for the wellbeing of the Hobbits and will try to kill them as normal.

Sting – *Gollum has encountered Sting before and rightfully fears it.*

Each time Gollum loses a Fight against Frodo, he must make a Courage test. If the test is failed, Gollum surrenders to the Hobbits and is automatically subdued.

PARTICIPANTS

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

Evil: Sméagol.

