

NAZGÛL IN BREE

Having made their way out of the Old Forest, the Hobbits find themselves at the gates to the village of Bree where they are questioned by the aging gatekeeper, Harry Goatleaf. Convincing Harry to let them pass, Frodo and his companions make straight for the inn at the Prancing Pony where Gandalf has said he will be waiting for them.

However, upon entering the inn and talking to the kindly landlord, Barliman Butterbur, the Hobbits discover that Gandalf is not there and they have no idea what to do next. Deciding to rest, eat and sample some of the ales the Pony has to offer, the Hobbits enjoy the warmth and comfort of the inn; until the raucous goings-on of Pippin cause Frodo to fall and the Ring to slip onto his finger, making him disappear in front of the very eyes of the other guests.

Such an act caused much discussion among the residents of Bree, but none was more drawn to Frodo's accident than the strange hooded figure that had been sitting in the corner of the inn watching the Hobbits. Fortunately, the Ranger revealed himself to be a friend of Gandalf, something backed up by a letter left at the Prancing Pony for Frodo.

However, this mysterious Ranger, going by the name of Strider, is more than he seems at first. Strider is aware of the dread truth of what now stalks Frodo and his companions, and that the Hobbits are not nearly as frightened as perhaps they should be. If Frodo is to avoid the clutches of the Ringwraiths, he must trust in Strider who himself must get the Hobbits out of Bree before the Nazgûl can find them.





LAYOUT

The board represents the village of Bree. Along the western board edge runs the walls of the village, with the gates in the centre of the western board edge and a wall 12" from the gates. In the centre of the board are the doors to the Prancing Pony facing towards the western board edge. The rest of the board should have plenty of buildings, walls and other things you may find around the village.

STARTING POSITIONS

Aragorn, the Hobbits and Barliman start the game inside the Prancing Pony, and so do not start on the board. Harry Goatleaf is deployed 3" from the centre of the western board edge. The Ringwraiths will enter the board during the first turn.

OBJECTIVES

The Nazgûl's hunt for the Ring has brought them to Bree, and they will tear the village apart to find it. Frodo must escape Bree if he is to prevent the Ring falling into the hands of the Ringwraiths.

The Good side wins if Frodo, Aragorn and at least two other **Hobbit** models escape the board via the eastern board edge. The Evil side wins if Frodo is slain.



SPECIAL RULES

Move Quietly – *Aragorn and the Hobbits must move quietly without drawing attention to themselves if they are to remain hidden from the Ringwraiths.*

Good models may not declare a Heroic March in this Scenario. The Good models within the Prancing Pony exit the inn via the door during the Good player's first Move phase.

Hunting the Ringbearer – *Whilst the Nazgûl know the Ring is in Bree, they do not know its exact location.*

The Ringwraiths enter the board at the start of the Evil player's first Move phase via the gates; they may Charge on the turn they arrive. From the second turn onwards, roll a D6 for each Ringwraith before they move. On a 1-3, the Evil player moves that Ringwraith and on a 4+ the Good player moves that Ringwraith. This condition ends immediately if the Heroes have been spotted.

Spotting the Heroes – *The Nazgûl are scouring the streets of Bree in search of the Ringbearer.*

If, after both sides have moved, a Ringwraith can draw Line of Sight to a Good model within 12" (with the exception of Harry Goatleaf) then the Heroes have been spotted. If the Line of Sight is obscured, the Ringwraith must roll a D6 to determine if they can see the model. On a 5+, that model has been seen and the Heroes have been spotted.

Lure of the Ring – *The Ring wants to be found and, knowing that the Nazgûl are close, it will try to tempt Frodo to put it on.*

Before Frodo tries to move, he must make a Courage test. If he passes, everything is fine; however, if he fails, he must put the Ring on. Frodo suffers an additional -1 to this Courage test for each Ringwraith within 12" after the first. Frodo gains a bonus of +1 to this test for each friendly model in base contact. If Frodo puts the Ring on, the Heroes immediately count as being spotted and each Ringwraith may immediately move towards Frodo if able.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Barliman Butterbur; Harry Goatleaf.

Evil: 4 Ringwraiths on horse with no additional Might, Will or Fate.