

# SHORT CUTS MAKE LONG DELAYS

Frodo and his companions have departed the Shire; unaware of the danger they are actually in. Merry has gone ahead to prepare Crickhollow and meet Frodo later on, leaving the others to make their way towards Buckleberry Ferry. As they walk the forest paths, the Hobbits encounter a rider in black and instinctively hide from it after feeling a sense of dread wash over them.

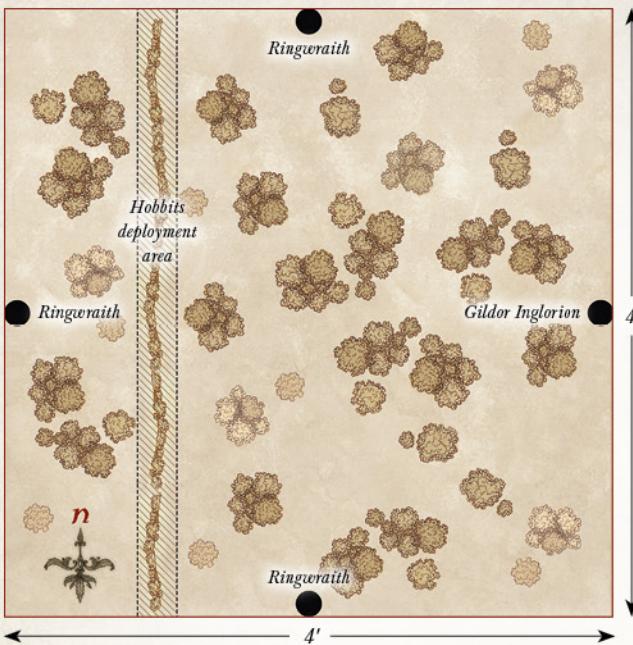
Having evaded the mysterious Black Rider, the Hobbits continue on their way through the woodlands of the Shire. Along one of the many forest paths, they encounter a group of Elves led by Gildor Inglorion. The Elves provide the Hobbits with some much-needed rest, food and advice on the Black Riders they have encountered, before Frodo and his companions continue on their way.

*As the Hobbits leave the company of Gildor and the Elves and make their way through the forest, they make sure to heed Gandalf's words and stay off the roads as much as possible.*

*Yet even as night begins to fall, the Hobbits begin to feel fear once more seeping in. They cannot shake the feeling of dread that the mysterious riders in black are not far away and constantly a threat to them.*

*In truth, the riders in black are far closer than Frodo and his companions realise, constantly stalking the paths of the forest in their search for the one who carries the Ring. Should the Nazgûl's search prove fruitful and they find the Baggins that carries their master's prize, they will not hesitate to kill him and take the Ring for Sauron.*





## LAYOUT

The board represents a section of the wooded area in the Shire's Eastfarthing. The board should have plenty of trees and bushes dotted around it so as to give the impression of a densely wooded area, as well as provide plenty of places for the Hobbits to hide from the Ringwraiths. A hedge runs across the board from north to south 12" from the western board edge.

## STARTING POSITIONS

The Hobbits start in base contact with the hedge. Gildor is deployed touching the centre of the eastern board edge. One Ringwraith is then deployed touching the centre of each of the northern, southern and western board edges.

## OBJECTIVES

Frodo is being hunted by the Black Riders, and must slip past them so as to escape them. The Ringwraiths are hunting Frodo, and if they find him they will not hesitate to kill him and take the Ring.

The Good player wins if Frodo escapes the board via the eastern board edge, or if all the Ringwraiths are slain. 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 Ringwraiths follow the rules for Sentries as detailed in the Middle-earth Strategy Battle Game Rules Manual. Additionally, as the Ringwraiths are not well suited to seeing in daylight, all Good models gain the Stalk Unseen special rule. If Frodo puts the Ring on, the alarm is immediately raised and each Ringwraith will move up to 6" towards Frodo if able.

**Lost in the Woods** – *The Hobbits are apprehensive after their run-in with the Black Riders and are now scared and lost in the woods.*

Until the alarm has been raised, at the start of each of the Hobbits' move they must take a Courage test. If they fail, the Evil player may move them instead. Once the alarm has been raised, the Hobbits are aware of the danger they are in and may act as normal.

**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.

## PARTICIPANTS

**Good:** Frodo Baggins; Samwise Gamgee; Peregrin Took; Gildor Inglorion.

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

