

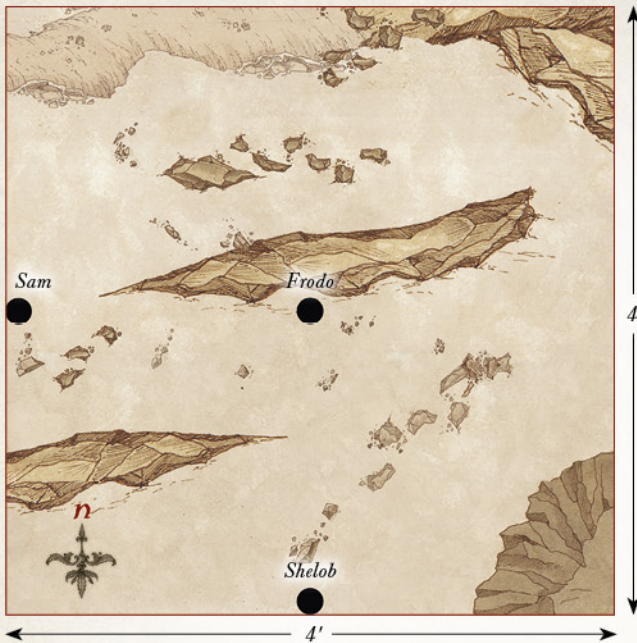
SHELOB'S LAIR

Gollum's plan to remove Sam from Frodo's side has succeeded; Frodo has believed Gollum's whispers in his ears that Sam wants the Ring for himself and has sent his friend home. With Sam gone, Frodo continues to climb the Winding Stair above Minas Morgul towards the pass of Círieth Ungol and the unknown danger that lies within its dark and cobwebbed tunnels.

As Frodo climbs upwards, Sam begins the long descent down the stairs filled with regret that he has failed his master and the promise he made to Gandalf to not leave him. However, as Sam descends, he finds the remains of the Lembas bread he was accused of stealing scattered down the mountain, and quickly realises the deception of Gollum and the ulterior motives the creature has for his friend.

With anger bubbling up inside him, and the fear that Frodo may be in great danger, Sam climbs back up the stairs and into the pass of Círieth Ungol. Yet Frodo is in more peril than either Hobbit realises, for Círieth Ungol is home to Shelob, the spawn of Ungoliant. This huge, spider-like creature stalks the tunnels ever in search of tasty morsels that have crept into her lair; and few that ever enter her domain ever leave...





SPECIAL RULES

Samwise the Brave – *With his master in mortal danger, and now wielding the Phial of Galadriel, Sam will face anything to ensure he protects Frodo.*

Sam will automatically pass all Courage tests in this Scenario. Additionally, as Sam carries the Phial of Galadriel, he causes Terror.

Not here, not so close to the Eye! – *Frodo wouldn't risk putting the Ring on so close to Sauron.*

Frodo may not put on the Ring in this Scenario.

Shadowed Hunter – *Shelob seeks defenceless and tasty morsels, not ones that fight back.*

Shelob may not spend Will points to pass Courage tests in this Scenario.

Sting – *The bitter spike of this ancient sword can cause Shelob great harm if it can be set against her flesh.*

Strikes from Sting will automatically Wound Shelob. If Frodo is slain, place a 25mm marker where he fell. If Sam moves into base contact with this marker, he may pick up and wield Sting from that point after.

LAYOUT

The board represents part of the high pass of Cirith Ungol, and as such should be covered in various rocky outcrops, rock piles and large rocks that are impassable.

STARTING POSITIONS

The Good player deploys Frodo in the centre of the board, and then deploys Sam touching the centre of the western board edge. The Evil player deploys Shelob touching the centre of the southern board edge. They then deploy Sméagol anywhere on the board at least 12" away from any other model.

OBJECTIVES

To survive, the Hobbits must somehow fend off the vile creature or they will soon find themselves as Shelob's next meal.

The game lasts until one side has completed their objective.

The Good player wins if Shelob is slain or, more likely, flees the battlefield. The Evil player wins if both Hobbits are slain.

PARTICIPANTS

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

Evil: Shelob; Sméagol.

