

CIRITH UNGOL

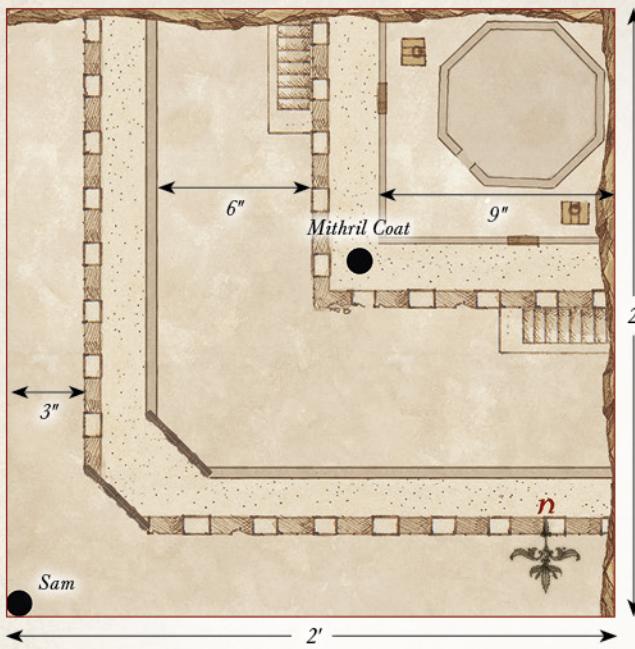
The encounter with Shelob has left Frodo limp and lifeless, and Sam believes his friend to have fallen victim to the vile creature. As Sam mourns the loss of Frodo, Sting begins to glow near him signaling the imminent arrival of a band of Orcs and Uruk-hai from the nearby Tower of Cirith Ungol. From a hiding place within the rocks, Sam overhears one Orc say that Frodo is not dead but just paralysed, and will be taken to the tower to be tortured.

Distraught that he didn't realise his friend was still alive and that he had let Frodo be taken to Cirith Ungol, Sam grips Sting, vows to rescue Frodo from the clutches of the Orcs and Uruk-hai that had captured him and makes his way down the stairs towards the tower.

Within Cirith Ungol, the leaders of the Orcs and Uruk-hai have begun to squabble over the Mithril coat that was worn by Frodo, each wanting to claim the trinket for themselves. Tensions within the garrison are already frayed, and what started as a mere disagreement soon becomes an all-out brawl that engulfs the entire fortress. Orcs and Uruk-hai now fight against each other in a battle of bitter resentment that has been brewing for months and only needed a slight push to begin.

In order to find Frodo, Sam must fight his way through the swirling melee of Cirith Ungol, though luckily for him the Orcs and Uruk-hai are paying little attention to him and more on killing each other. This is Sam's chance to sneak through Cirith Ungol relatively unnoticed and rescue his friend.





LAYOUT

The board represents the Tower of Cirith Ungol. The board is made up of two fortress walls, one outer and one inner, and the tower itself. A rock face runs along the northern and eastern board edges. The outer wall is 3" wide and runs 3" away from the western and southern board edges and the gates to Cirith Ungol should be in the south-western corner (see map). The inner wall should be 3" high, 3" wide and 6" away from the outer wall; it should have a selection of stairs up to it from the ground. On top of this inner wall should be the main tower, the base of which should be 9" wide, and 9" long (as shown on the map) and should have two doorways in the side that are accessible from the inner wall. The top of the tower base should have two trapdoors on it that the doors will lead to. The main tower is placed atop the tower base (see map), and should have a door on it facing towards the south-western board edge.

STARTING POSITIONS

Sam is deployed touching the south-western board edge. A marker representing the Mithril Coat is placed on the inner walls as close to the centre of the board as possible. The players then alternate placing a model anywhere within the walls of Cirith Ungol, starting with the Evil player. Models may not be placed within 2" of another model, or within 1" of the Mithril Coat.

OBJECTIVES

The Orcs and Uruk-hai have descended into rioting over the Mithril Coat, both wanting to claim the shiny shirt.

The game lasts until either Sam is slain, or he reaches Frodo at the top of the tower. Whichever side is in possession of the Mithril Coat at the end of the game is the winner. If no one possesses the Mithril Coat, the game is a draw.

SPECIAL RULES

The Mithril Coat – *The Uruk-hai and Orcs are vying for control of the Mithril coat.*

The Mithril Coat is a Light Object. Models carrying the Mithril Coat cannot wear it and so do not gain any bonus from it. Sam may never carry the Mithril Coat.

Controlling Sam – *Sam is hurriedly trying to find Frodo and is not concerned by the petty squabbles of those within Cirith Ungol.*

Sam is controlled by whichever side has Priority as if he was a model in their force. He must abide by the following rules:

- Sam must always move his full Move allowance if he is not charging, and must always try to move closer to reaching Frodo.
- Sam may move through models belonging to the player that controls him, though he cannot finish his move in their Control Zone.
- Other models can never benefit from Heroic Actions declared by Sam.

That's for my old Gaffer! – *Sam is distraught by the capture of Frodo, and will do anything to save his friend.*

Sam carries Sting in this Scenario, and also increases his Attacks characteristic to 2. Sam may spend a single point of Might each turn without depleting his own store, even if he has no Might remaining. Additionally, Sam causes Terror in this Scenario.

Doorways – *The Tower of Cirith Ungol has many doorways leading to other areas of the fortress.*

Any model that starts its Move in base contact with a doorway on the inner wall, or a trapdoor on the base of the tower may spend their entire Move allowance to move through them. If moving from a trapdoor, place the model in base contact with the nearest door. If moving from a door, place the model in base contact with the nearest trapdoor. If Sam begins his move in base contact with the door on the main tower, he may move through it to reach Frodo. It will take Sam until the end of the following turn to climb the tower, at which point he will reach Frodo and the game will end.

PARTICIPANTS

'Good': Shagrat, Captain of Cirith Ungol;
15 Mordor Uruk-hai.

Evil: Gorbag, Orc Captain; 24 Orc Warriors:
8 with shield, 8 with spear, 4 with Orc bow and 4 with two-handed weapon.

Extra models: Samwise Gamgee with Elven Cloak and Sting.