

FARMER MAGGOT'S CROP



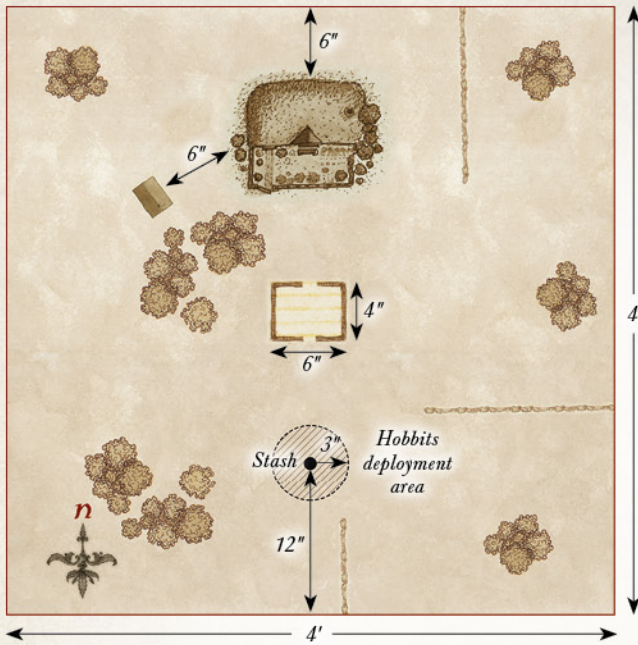
Farmer Maggot is a well-respected member of the Shire community; a stubborn and practical fellow who devotes his time to the crops that he grows rather than to the other goings-on in the Shire. It is said that Maggot's crops are the best in all the four Farthings. His carrots are without peer, his cabbages tastier than any others, but it is his mushrooms that are the pride of Maggot's crop; envied across the Shire, especially as all Hobbits are rather fond of mushrooms.

As a direct result of having the best crops, Maggot's farm is often subject to raids for his produce. Not the violent and aggressive raids that happen in other reaches of Middle-earth, but instead the mischievous antics of youthful Hobbits who see pinching the odd batch of mushrooms as a

thrilling rite of passage in the Shire. Certainly, these raids are not the kind to cause a larger skirmish or fight, but should Farmer Maggot catch those younger Hobbits in the act then he will not hesitate to administer a swift thrack with his hands or set his dogs upon the intruders. Many has been the young Hobbit who has returned home empty handed and sporting the odd bruise and dog bite.

As Frodo and Sam set out to Bree they wandered into one of Maggot's fields, and it just so happened to be the one that Merry and Pippin were intent on raiding themselves. Upon joining up together, the Hobbits decide to try to gather some extra provisions for themselves, however, should Maggot's dogs alert him to the actions of the Hobbits, then the farmer will no doubt race out to protect his crop.





LAYOUT

The board represents the area of Maggot's farm immediately surrounding his house. Farmer Maggot's house should be placed 6" from the centre of the northern board edge, with his hounds' kennel within 6" of the house as shown on the map. A fenced field 4" long and 6" wide should be in the middle of the board, with a couple of exits to the field around the edges. A Stash Marker should be placed 12" from the centre of the southern board edge. The rest of the board should be dotted with a few hedges, trees and bushes.

STARTING POSITIONS

Grip, Fang and Wolf are deployed touching the kennel. Frodo, Sam, Merry and Pippin are then deployed within 3" of the Stash Marker. Farmer Maggot will be available later.

OBJECTIVES

The Hobbits are out for quick and tasty plunder and are hoping to get it from Maggot's crop. Farmer Maggot, however, does not take kindly to those that steal from him and will do what he can to fend off any would be thieves.

The 'Evil' side wins immediately if they can gather five Plunder Tokens at the Stash Marker. The Good side wins if all the Hobbits flee before this can happen.

SPECIAL RULES

Definitely not Life or Death – Hobbits are not naturally violent, and scrumping some crops is not worth losing life or limb over. Likewise, while Maggot will guard his crop, he will never administer more than a well-deserved wallop to any Hobbit.

In this Scenario, the Hobbits are wounded in a special way. Frodo, Sam, Merry and Pippin have 3 Wounds each, but no Might, Will or Fate. If one of the Hobbits suffers 3 Wounds, the amount of dog bites and bruises they have gathered is enough to make them flee – remove them from the board. Frodo may not use the Ring in this Scenario.

Farmer Maggot – Should Maggot hear his dogs barking, he will quickly go outside to see what the commotion is all about.

If any dog suffers a Wound then Farmer Maggot has been alerted. At the end of each Good Move phase after this condition has been met, and after all other Good models have moved, roll a D6. On a 3+, Farmer Maggot is placed touching his house. Farmer Maggot may not Charge on the turn he arrives, but may otherwise act normally.

The Farmer and his Hounds – Whilst they may be stealing from him, the Hobbits do hold a high degree of respect (and fear) for Farmer Maggot and his dogs and will not seek to harm them.

No Hobbit may make Strikes against Farmer Maggot or target him with stones. The Hobbits may also not make Special Strikes. Should a dog suffer a Wound, it will not be slain; instead it is removed from the board and placed touching the kennel. A dog sent to the kennel in this way may do nothing else unless Farmer Maggot touches the kennel, at which point the dog can act as normal. Additionally, Farmer Maggot and his dogs have the Terror special rule in this Scenario.

Loot and Plunder – The Hobbits are hoping to find carrots, cabbages, mushrooms and all manner of other good food in Maggot's fields.

If, during the End phase of any turn, any of the Hobbits are within Maggot's field and did not fight or shoot that turn, they immediately gain a Plunder Token – this is a Light Object. If a Hobbit carrying a Plunder Token is charged, or charges, it will immediately drop the token within 1" of itself. Hobbits may only carry one Plunder Token at a time, and may only voluntarily drop them when in base contact with the Stash Marker.

PARTICIPANTS

Good: Farmer Maggot.

'Evil': Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took.

Whilst the Hobbits definitely are not Evil, the fact they are stealing crops from Farmer Maggot means they will play the role of the Evil force in this Scenario.

Designer's notes: This Scenario can be played with five people if you wish. In this situation, one player plays as the Good force, and the other players each control one of the Hobbits. When deploying the Hobbits, players will take it in turns to deploy their Hobbit anywhere at least 12" from the crop, and 6" from each other. When deployed, a Hobbit will place their own Stash Marker that they will be trying to get Plunder Tokens to. The first Hobbit to get three Plunder Tokens to their Stash Marker wins. If all the Hobbits flee before this can happen then Farmer Maggot wins.