

THE PASS OF CIRITH UNGOL

A small force of Elves has dared to enter Mordor to confirm the White Council's worst fears - that Sauron has returned. Having seen the newly occupied Dark Tower of Barad-dûr, the Elves now seek to return through the pass of Cirith Ungol. But the garrison of Orcs stands alerted, as does Cirith Ungol's most infamous denizen.

The White Council, the greatest Elven leaders and wizards of the age, had, after long debate, united to drive out the Necromancer from his Mirkwood fastness of Dol Guldur. Immediately following this victory a small force was dispatched by the White Council to gather information. A small complement of Elven Warriors, led by Elladan and Elrohir, had swiftly set off and entered the Black Lands. Witnessing the obvious signs of the open return of Sauron, the Elven band chose to return as directly as possible, risking the ominous pass of Cirith Ungol.

The bastion of Cirith Ungol was built after the Last Alliance. It was the furthest Guard Tower of the defence of Ithilien - made by men to stand watch over Mordor, where numerous foul creatures dwelt, even after the Dark Lord's supposed downfall. But year by year evil multiplied and the watch grew slack. So it was that the Ringwraiths took control while Sauron was still regathering his strength veiled beneath the guise of the Necromancer of Dol Guldur.

Sauron's chief purpose for the tower of Cirith Ungol was primarily to ensure that none escaped, for he had more slaves than servants. Orc Trackers, always on the alert for deserters spied the Elves soon after they entered the pass. Uruk-hai and Orcs were mustered to block the road, their coarse chants echoing through the mountains. More dangerous still, Shelob, the dread terror that lurks within the caverns around the rocky pass has begun tracking the Elves too.

PARTICIPANTS

GOOD

- Elladan and Elrohir with heavy armour.
- Up to 350 points worth of models chosen from the Rivendell or Lothlorien army list. Up to 33% of the models selected may carry a bow.

EVIL

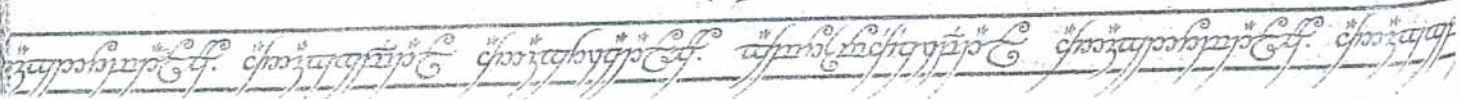
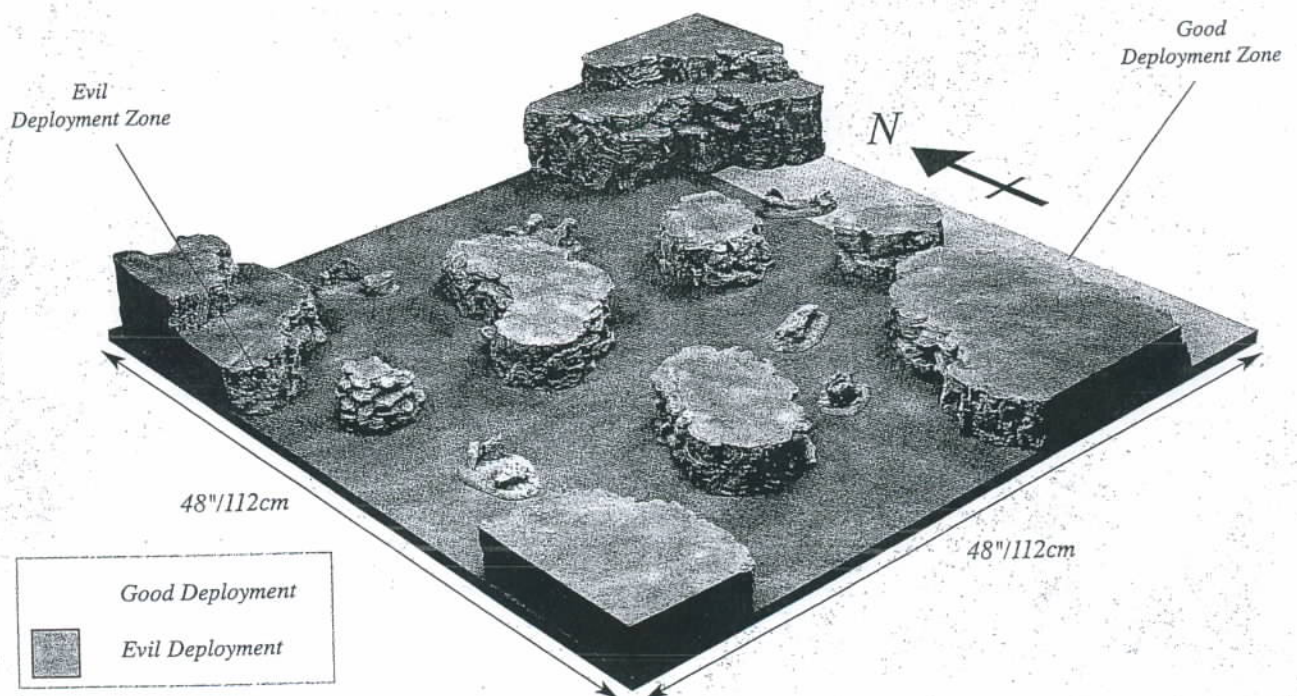
- Shagrat, War Leader of Cirith Ungol
- Shelob
- Up to 450 points of models chosen from the Cirith Ungol army list. Up to 33% of the models selected may carry a bow.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the Pass of Cirith Ungol. There is a pathway, approximately 10"/24cm wide running through the centre of the board (see map). The remainder of the board is made up with a patchwork of narrow, twisting pathways.

STARTING POSITIONS

The Good player deploys his force within 6"/14cm of the eastern board edge. The Evil player then places all of his models, except Shelob within 6"/14cm of the opposite edge. Shelob is not placed on the board at the start of the game, but will become available for use later.





Trapped between Shagrat's cohorts and the fearsome bulk of Shelob, the Elves make their stand.

OBJECTIVES

Having had their worst fears confirmed – the dark tower of Barad-dûr raised and occupied again, the Elven force must now make their way back out of Mordor and return to Lothlórien. But the pass of Cirith Ungol has been alerted and is held against them. The Good side wins if 25% of their total force, including at least one Hero can exit the board by the western board edge. The Evil side wins if they can prevent this from happening.

SPECIAL RULES

The Red Eye of Sauron. See page 59.

Shelob. An ancient and peerless hunter, Shelob chooses her prey with the greatest of care. At the end of any Evil move phase, the Evil player may bring Shelob into play. She may enter the board from any point along any edge. Shelob may not charge in the turn that she arrives, but may otherwise act normally.

Caverns and Tunnels. The rocky terrain around Cirith Ungol is a latticework of small, dark tunnels. Models may move through these passageways as normal, but may not climb onto the top of the rocky outcrops – it is assumed that there is a cavern roof preventing them from doing so. The only exception to this is Shelob, who knows all the hidden ways throughout Cirith Ungol, and can move freely, even across the rocky areas.

RECOMMENDED PARTICIPANTS

GOOD

- Elladan and Elrohir with heavy armour
- Erebor
- Elven Captain with heavy armour and Elven Blades.
- 34 Elf Warriors with heavy armour: 12 with Elven blades, 12 with Elf bows, 9 with shield and spear and one with banner.

EVIL

- Shagrat
- Gorbag
- Orc Drummer
- Shelob
- 25 Orc Warriors; 8 with shield, 8 with spear, 4 with Orc bow, 4 with two-handed weapon and one with banner.
- 12 Mordor Uruk-hai; 6 with two handed weapon.
- Mordor Troll
- 6 Orc Trackers
- 6 Warg Riders; two with shields, two with Orc bows and two with throwing spears and shields.