

# THE HUNT FOR GOLLUM

A New Scenario for *The Lord of The Rings*, by Mat Ward

Before the Fellowship was assembled to destroy the One Ring and break Sauron's hold on Middle-earth, Gandalf the Grey was charged with discovering its whereabouts. That trail led to one creature: Gollum.

The hunt is on for the One Ring. Sauron, the Dark Lord of Mordor, knows that it has been found and years to reclaim it. Similarly, the members of the White Council have bent their efforts to learn all they can about this chief talisman of their greatest enemy. Gandalf the Grey has his suspicions about where the Ring can be found. Wary of the risk should its whereabouts become common knowledge, Gandalf travels the land of Middle-earth in search of confirmation of his theories. Most important in his search is the whereabouts of the creature known as Gollum, for only he can answer many of Gandalf's questions. Aware that this slinking creature will be difficult to find and even harder to trap, Gandalf recruits Aragorn, a ranger of unparalleled skill, to the cause. Over several years, the winding trail of Aragorn and Gandalf finds them in Mirkwood, Rhovanion, Rohan, and a dozen other lands. Consistently, their quarry evades them. Finally, Gollum is found on the fringes of the Dead Marshes, but by then, it is too late – Sauron has taken the knowledge he needs from Gollum's mind.

## PARTICIPANTS: GOOD

Aragorn (does not carry Andúril or wear armor of any kind)  
Gandalf the Grey

## EVIL

Gollum  
12 Orcs with shields  
4 Orcs with spears  
4 Orcs with Orc bows  
4 Orcs with two-handed weapons  
4 Mordor Uruk-hai with hand weapons  
2 Mordor Uruk-hai with two-handed weapons  
3 Orc Trackers  
6 Warg Riders

## LAYOUT

This scenario is played on a board 48"/112cm x 48"/112cm. As the scenario can be set at any time during Gandalf and Aragorn's 8-year journey, the board can represent any kind of landscape you wish, including the fringes of the Dead Marshes. The important thing is to have plenty of cover and areas of Difficult Terrain scattered across the board.

## STARTING POSITIONS

The Good player may deploy either Aragorn or Gandalf in the exact center of the board. The other model is kept in *Reserve* and may become available later in the game. The Evil player may then deploy eight Warriors of his choice anywhere on the board, no closer than 6"/14 cm to each other or the Good Hero. All other Evil models (including Gollum) are kept in *Reserve* and may be available later in the game.

## OBJECTIVES

The Good player must attempt to capture Gollum (see *Special Rules*) and exit the board with him. If the Good player achieves this goal, he wins. If Aragorn and Gandalf are slain before they can leave the board with Gollum, the Evil player wins.

## POINTS MATCH

If you want to play this game with other forces, choose two Heroes for the Good side (preferably two with a strong bond, such as Theoden and Gamling) to take the roles of Gandalf and Aragorn, and an Evil force of the same points value. The Evil side must include a single Hero. No more than 50% of the models on either side may be armed with bows or other missile weapons.

## SPECIAL RULES

**Reserves.** The second Good Hero, Gollum, and the other Evil Warriors start in *Reserve*. Starting on the 2nd turn, each player rolls a die at the end of his Move Phase for each of his models in *Reserve*. On a roll of 4+, that model has arrived and may be moved onto the table from the edge of the controlling player's choice.

**Gollum.** Gollum is always under the control of the Evil player in this scenario. To capture Gollum, one of the Good Heroes must defeat him in combat. If Gollum is defeated, the Good player may declare that his model is knocking Gollum unconscious and may not strike blows that turn. Either Good Hero may drag Gollum by moving into base contact with him. Once in base contact, the model can complete its move normally, dragging Gollum alongside. A Hero dragging Gollum must automatically release him when an enemy model engages the Hero in combat.

