

THE LORD OF THE RINGS

TRADEABLE MINIATURES GAME

Shelob Premium Line Figure

Below are the rules and abilities for what was to be the next in our series of Premium Line figures for the LoTR TMG – Shelob. We know a number of you were hoping for the rules and abilities so that you could convert your own, so we pulled a few strings and got them for you. Feel free to convert your own and use them in your future games, she was originally intended to be on a similar sized base to the Balrog and the Fellbeast. In addition, the set was going to include a new version of Samwise Gamgee to fight the monster, so he's in here too!!

- The STG Team

PL18 – Shelob™ (400pts):

Attacks: 4

Toughness: 5

Move: 8

Wounds: 6

Action Points: 8

Unique Number: 33

Faction: Evil

Abilities:

Large

Poison Sting 1

Sneak 2

Web 1

Web - Enemy models adjacent to this model may not move. Activate when an enemy model attempts to leave its hex. This ability will even prevent movement via the Sneak Special ability.

Poison Sting - Enemy models damaged by this model lose an AP. Activate after the damage roll.

PL19 – Samwise Gamgee™ (400pts):

Attacks: 4

Toughness: 5

Move: 3

Wounds: 5

Action Points: 7

Unique Number: 12

Faction: Good

Abilities:

Battle Awareness

Dread 1

Fast 1

Fast Strike 2

Invigorate

Rage 1