

FINAL FATE OF THE WITCH-KING

The Witch-king's arrival has been swift and deadly, and the attack upon Théoden has left the King of Rohan broken upon the fields of Pelennor, mortally wounded and staring into the face of death. At the command of the Witch-king, his dread mount slowly stalks towards the body of the king, intent on feasting upon him in his final moments.

Unwilling to just watch as the evil creature approaches her fallen king and uncle, Éowyn moves to stand alone between the Lord of the Nazgûl and his prey. Seeing naught but another meal in front of it, the Fell Beast lunges towards the figure; its outstretched maw gaping, revealing razor-sharp teeth that will tear flesh from bone. Yet as the beast lunges forth, Éowyn swiftly steps aside before cleaving the beast's head from its neck.

Even as the creature writhes in its death throes, the Witch-king slowly rises from the dust; seemingly unphased by the warrior of Rohan that stands defiant before him. Raising an enormous flail in a single hand, the Witch-king of Angmar comes face-to-face with the Shield Maiden of Rohan – an encounter that will resonate throughout history.

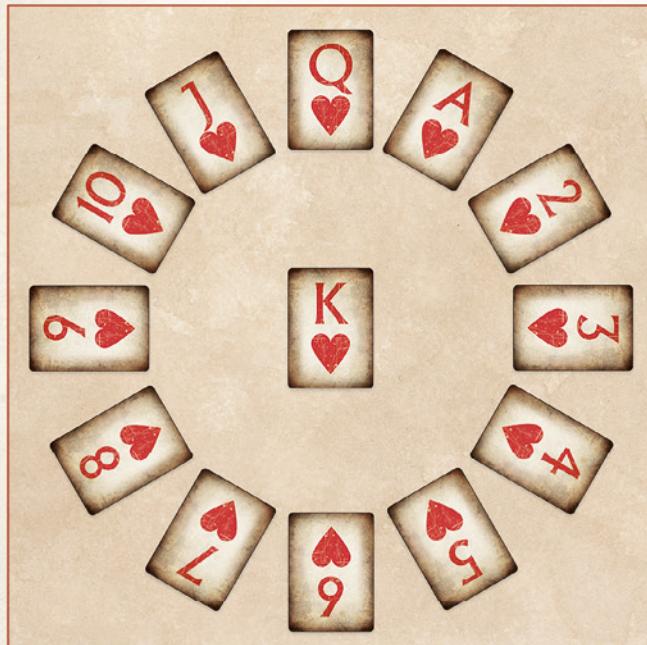


This Scenario is represented by a mini-game, and as such does not follow the usual rules for the Strategy Battle Game. Instead, it uses the series of unique rules provided here to help capture the feel of the scene in question.

SET-UP

For this mini-game, you will require a deck of ordinary playing cards, Éowyn, Merry and the Witch-king of Angmar. Split the deck of cards into the four suits. Lay the Hearts out in a circle on the board as shown below, and then give all of the Spades, except the King, to the Evil player. The other two suits are not used.

The Good player places Éowyn and Merry on the Ace of Hearts, then the Evil player places the Witch-king on the King of Hearts.



OBJECTIVE

The Good player wins if they can slay the Witch-king. The Evil player wins if they can slay Éowyn.

GAME TURN

At the beginning of each turn, the Evil player places one card from their hand face-down – this is where the Witch-king is attacking with his flail. The Good player then rolls a D6 and moves Éowyn around the board in either direction that number of cards; note that she must move the full amount in a single direction.

The Evil player then reveals their card and places a token on the corresponding card to show where the Witch-king has attacked with his flail – it also looks better if you rotate the Witch-king to face the direction he attacked. The card is then discarded. In the unlikely event that the Evil player has no more cards remaining, collect the discarded cards and continue the game.

If the Witch-king has attacked the same card as where Éowyn is standing, Éowyn suffers a wound. If the Witch-king has attacked a card that is adjacent to Éowyn, roll a D6. On a 4+, she suffers a wound. The Witch-king's token remains in place until he next attacks. Neither Éowyn nor Merry may move through the token – this may force Éowyn to move in a certain direction if she cannot move her full amount in a particular direction.

The Good player then rolls another D6 and moves Merry around the board in either direction. Note that, unlike Éowyn, Merry does not have to move the full amount. If Merry lands on the card that is opposite to where the Witch-king has just attacked, roll a D6. On a 4+, the Witch-king suffers a wound.

The turn then ends and the next turn begins.

EXTRA RULES

If Éowyn suffers three Wounds, she has been slain by the Witch-king and the Evil player is the winner.

If the Witch-king suffers three Wounds then Merry has managed to bring the Lord of the Nazgûl to his knees, allowing for Éowyn to deliver the death blow – the Good player is the winner.

