

# THE WITCH-KING'S ARRIVAL

**A**midst the swirling battle that has engulfed the lower levels of Minas Tirith, news of Denethor's madness has reached Gandalf. Upon hearing the Steward's plan to burn himself alive and Faramir with him, Gandalf lifts Pippin onto the back of Shadowfax and makes haste to the hallows of Minas Tirith.

*As Gandalf and Pippin ride through the streets to rescue Faramir, a piercing shriek fills the air around them, heralding the arrival of Sauron's deadliest servant. Swooping down upon his dread Fell Beast onto the battlements of the White City, the lord of the Nazgûl blocks Gandalf's and Pippin's path, determined to end the power of the White Wizard for good.*

*Gandalf and the Witch-king are now locked in a battle of sorcery and wits. If Gandalf can drain the Witch-king of his power then the Nazgûl shall be banished. However, if the Witch-king is victorious in this duel of magical ability, he will be able to break the staff of the White Wizard, and loose his Fell Beast to feast upon him – unless something more important draws him away...*





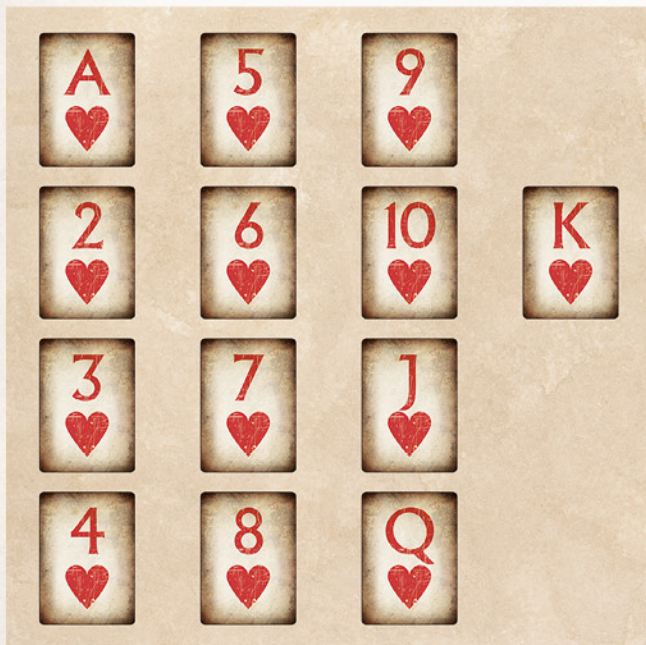
*This Scenario is represented by a mini-game, and as such does not follow the usual rules for the Strategy Battle Game. Instead, it uses the series of unique rules provided here to help capture the feel of the scene in question.*

### SET-UP

For this mini-game you will require a deck of ordinary playing cards, Gandalf the White, Pippin and the Witch-king of Angmar. Separate the cards into the four suits and then give the Diamonds to the Good player and the Spades to the Evil player. Next, lay out the Hearts as shown below. Finally, shuffle the Clubs and place them in a pile face-down.

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

Both players will also each need to have a pile of 20 Power tokens. These can be represented by anything from dice to coins to markers – whatever you have to hand.



### OBJECTIVE

The first player to reduce their opponent to 0 Power tokens immediately wins the game.

### GAME TURN

At the beginning of each turn, both players simultaneously play one card from their hand face-down. The Good player reveals their card and moves Gandalf to the card on the grid with the same value (e.g., if Gandalf plays a 4 then he will move to the 4 on the grid, etc). The Good player then applies the effect that is associated with the value of the card they moved to, as described in the table below.

The Evil player then follows the same process with the Witch-king.

After the Evil player has finished their turn, the Good player then flips over the top card from the Clubs deck and places Pippin on the card on the grid with the corresponding number. Note that when Pippin moves, he does not apply the effects of any card.

The turn then ends and the next turn begins.

### EXTRA RULES

If, at any point, Gandalf and the Witch-king are on the same card, and Pippin is not also on the same card, Gandalf immediately loses half of his remaining Power tokens.

If, at any point, Gandalf, Pippin and the Witch-king are all on the same card, the Witch-king immediately loses half of his Power tokens.

If, at the end of any turn, Pippin and the Witch-king are on the same card, and Gandalf is not also on the same card, Pippin is slain and is removed from the game – players no longer flip over a card from the Clubs deck.

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| A  | You gain 3 Power tokens.  |
| 2  | Your opponent loses 1 Power token.  |
| 3  | Your opponent loses 1 Power token. If your opponent is adjacent (including diagonal) to you, they instead lose 3 power. |
| 4  | You gain D3 Power tokens.   |
| 5  | Steal D3 Power tokens from your opponent.   |
| 6  | Roll a D6. On a 3+, you gain 2 Power tokens; on a 1-2, you lose 2 Power tokens.   |
| 7  | Your opponent loses 1 Power token; you may then move them to any adjacent space.  |
| 8  | Your opponent discards a card from their hand at random.  |
| 9  | Roll four dice; your opponent loses 1 Power token for each 4+ you rolled.   |
| 10 | Roll a D6. On a 1-3, Gandalf loses 2 Power tokens; on a 4+, the Witch-king loses 2 Power tokens.                        |
| J  | Your opponent loses 2 Power tokens.   |
| Q  | Gandalf ignores all card effects until the end of the turn.   |
| K  | Your opponent loses D6 Power tokens.  |