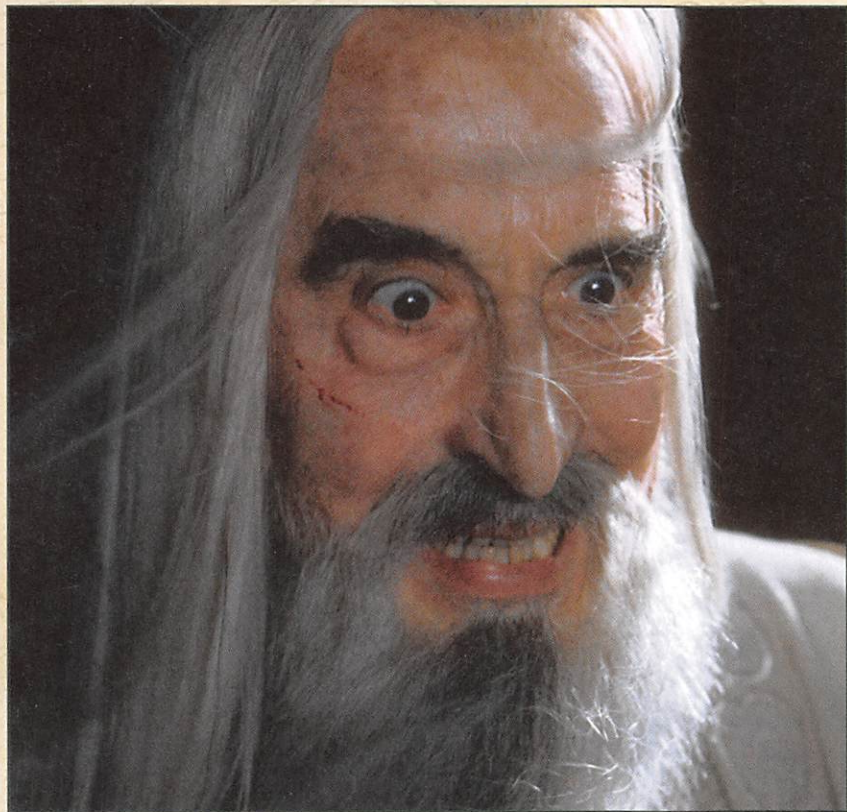


Alessio Cavatore has designed a The Lord of The Rings mini-game recreating the epic struggle between Saruman the White and Gandalf the Grey.

WIZARDS' DUEL

Gandalf versus Saruman inside the tower of Orthanc!



Saruman – crazed with power – enslaved to the will of the Dark Lord.

This mini-game recreates the sorcerous duel between Saruman the White and Gandalf the Grey in the main chamber of the Tower of Orthanc.

It is best played with the models from the 'Escape from Orthanc' boxed set, but any model of Gandalf and Saruman will do.

SET-UP

To begin, each player takes a spell chart (one spell chart for each player and the board for this game are printed on the fold out section at the back of this compilation) and then places his model on the hex marked with the initial of his wizard's name

– G for Gandalf and S for Saruman. Next, if you have the Escape from Orthanc box, place the Palantir's stand model in the centre of the gaming area. Now you're ready to play (easy, wasn't it?).

THE GAME TURN

Game turns follow this sequence:

1. Priority
2. Move
3. Select Attack and Defence
4. Execute Attacks and Defences

PRIORITY

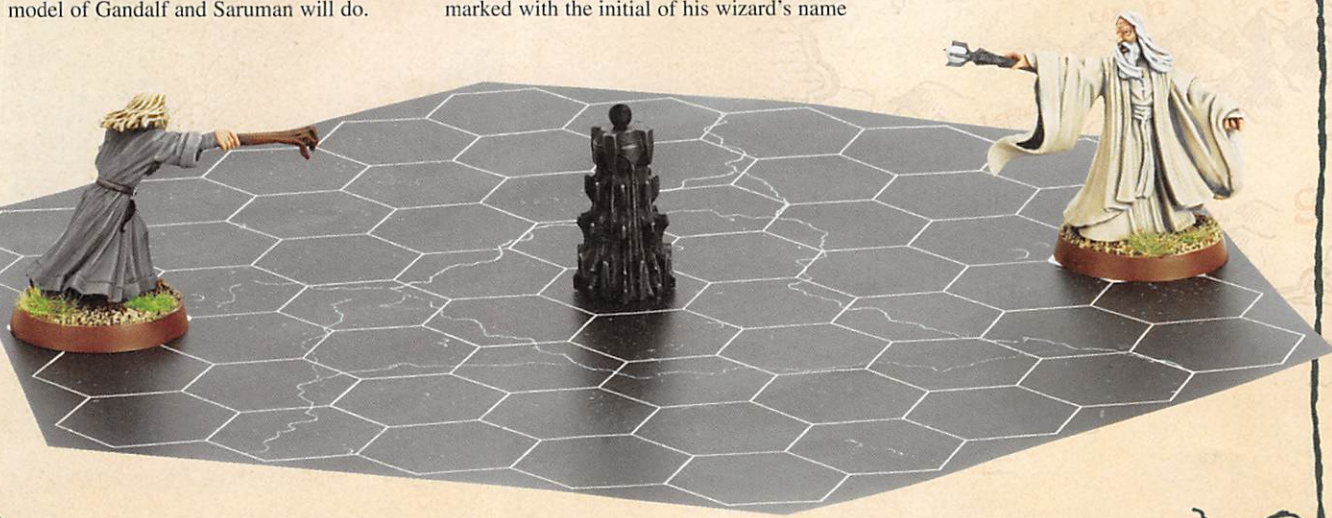
In the first turn, priority automatically goes to Saruman.

In subsequent turns both wizards roll a dice in the Priority phase at the start of the turn. The wizard that scores highest has priority for that turn. If the dice rolls are equal, priority automatically changes from one wizard to the other – the wizard that had priority in the previous turn will always lose it on a tie.

It is important to remember which wizard has priority each turn. You can use a token such as a coin or a distinctive model, passing it from one wizard to the other to indicate which has priority (if you have the Escape from Orthanc box, you can use Gwaihir).

MOVE

The wizard who has priority for that turn can now move to any adjacent hex. The moving wizard cannot enter a hex containing the other wizard or the Palantir's stand.



The wizard who does not have priority cannot move at all in this phase.

SELECT ATTACK AND DEFENCE

Now both wizards secretly choose an Attack and a Defence from their spell chart. This can be done by placing a token such as a dice on one Attack box and one Defence box of your spell chart. Make sure you do this behind the cover of a small screen to stop your opponent from seeing your selections.

Magical Attacks are made of two components: *Push* and *Crush*. Push moves the enemy wizard away (a horizontal telekinetic blast), while Crush damages the target by flattening him on the floor (a vertical telekinetic blast). Each Attack is made of different proportions of these two components, representing the magic blast coming at different angles (see the spell chart). For example, a spell can Push 1 and Crush 2, or it can Push 3 and Crush 0, and so on.

Defences can completely stop only one of the two components (cancelling all Push or all Crush), or protect the wizard against both, but to a lesser degree (-1 Push and -1 Crush).

The Palantir: If a wizard is in a hex adjacent to the Palantir's stand and his opponent isn't, he benefits from the precognitive powers of the Seeing Stone. This means that his opponent must tell him one of the Magical Attacks that has NOT been selected this turn before he makes his choice of Defence. If both wizards are adjacent to the Palantir's stand, the powers cancel out and there is no special effect.

EXECUTE ATTACKS AND DEFENCES

Both players remove their screens simultaneously, revealing their Magical Attacks and Defences, and they must loudly shout the magic word attached to the chosen Attack (*this is very important, according to Alessio - Ed*).

Starting with the wizard with priority, compare the Attack chosen with the Defence chosen by his opponent. Modify the Push and Crush components of the Attack with the protection offered by the Defence and then apply the result. Each point of Push that makes it through the opponent's Defence moves him one hex away in a direction chosen by the attacker (see the diagrams overleaf) and each point of Crush that makes it through the opponent's Defence causes a Wound.

If a wizard is Pushed into an obstacle (ie, cannot complete a Push back movement because of a wall or the Palantir's stand) the wizard suffers a number of Wounds equal to the number of hexes he should

have moved back, regardless of how many hexes he has moved before hitting the obstacle.

Let's see a couple of examples:

1. *Gandalf chooses an Attack with Push 2/Crush 1, and Saruman chooses the No Push Defence. The result is that Saruman is Crushed for 1 point of damage, but he's not Pushed at all. At the same time Saruman has chosen a 3 Push/0 Crush Attack and Gandalf has chosen a -1 Push/-1 Crush Defence. This will result in Gandalf being Pushed back two hexes and suffering no Crush damage.*

2. *Gandalf chooses an Attack with Push 0/Crush 3, and Saruman chooses the No Crush Defence. The result is that Saruman is not affected at all! At the same time Saruman has chosen a 3 Push/0 Crush Attack and Gandalf has chosen a -1 Push/-1 Crush Defence. This will result in Gandalf being pushed back two hexes and suffering no Crush damage. This time Gandalf is standing one hex away from the wall and so he cannot complete his movement away from Saruman. He is therefore slammed against the wall and suffers 2 Wounds.*

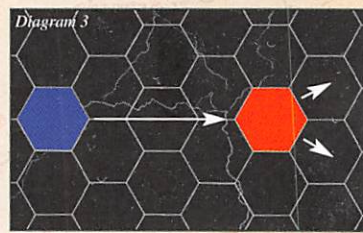
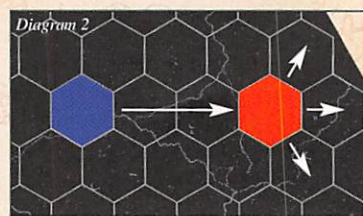
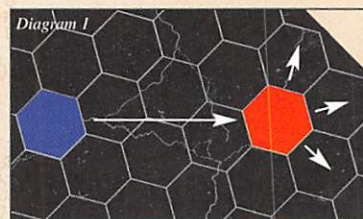
WINNING THE GAME

When one wizard loses his last Wound, he is knocked out, allowing his opponent to take his staff away and win the game!

This happens immediately, so if a wizard loses priority and the opponent's Attack causes him to lose his last Wound, he won't be able to complete his Attack. This effectively means that the game cannot end in a draw.

EXAMPLES OF PUSHING BACK

Normally a successful Push allows the attacker to move back the defender in a straight line in any of the three hexes 'behind' him (see diagrams 1 and 2). Note that sometimes it will happen that the two models are positioned so that the number of hexes 'behind' the defender is reduced to only two (see diagram 3).



Gandalf the Grey