

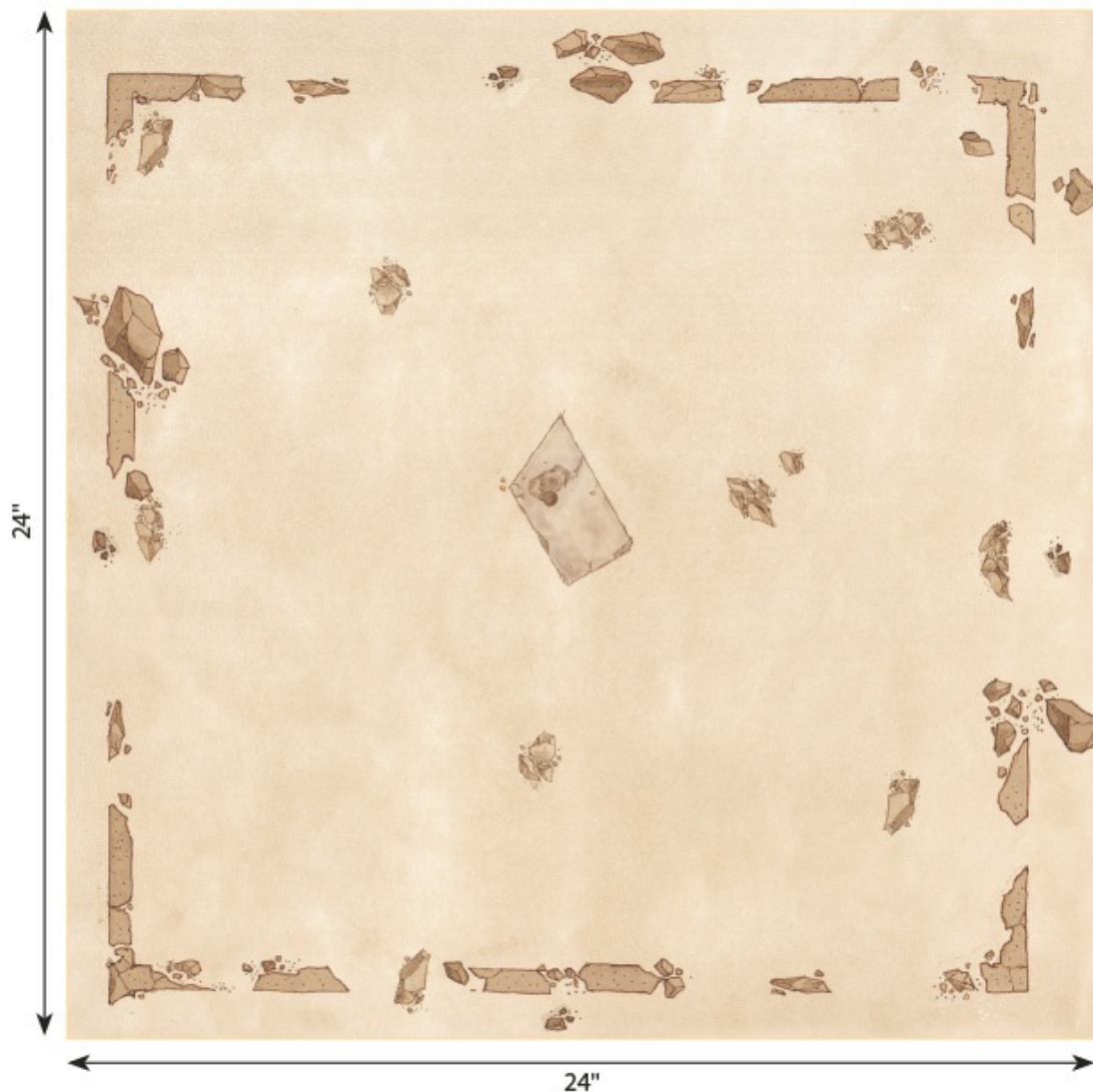
RULES OF ENGAGEMENT

With the release of The White Council this week, and with *Gandalf the Grey* on the verge of *death in Dol Guldur*, we thought it was time to give The White Council the chance to live up to their name and vanquish The Necromancer of *Dol Guldur* in this exclusive scenario.



The fall of the NECROMANCER

Gandalf the Grey lies broken by Sauron's terrible power and, were it not for the timely intervention of Galadriel, the Grey Pilgrim would doubtless have perished. But as the Lady of Lothlórien carries the tortured form of the Wizard to safety, she is beset by the dreaded Nazgûl. The Necromancer of Dol Guldur, it seems, is unwilling to give up his prize so easily...



LAYOUT

This battle is fought on a 24" x 24" board that represents a dark, oppressive cloister at the heart of Dol Guldur, the Necromancer's malevolent stronghold in the south of Mirkwood. Though quite large, the area is sparse, with the notable exception of an ornate statue on a plinth near its centre, which bears one of the lost Palantíri.

STARTING POSITIONS

Gandalf the Grey is placed prone in the centre of the board, with Galadriel, Lady of Light

standing next to him in base contact. All other models are held in reserve and will be available later in the game as reinforcements. Players are free to move these models onto the board from any table edge. The Evil player begins the first turn of this scenario with Priority.

OBJECTIVES

The White Council are seeking to rescue Gandalf the Grey and rid Mirkwood of the Necromancer's evil presence once and for all. If the White Council is able to destroy the Necromancer before they are wiped out and escape the board with Gandalf the Grey on the back of Radagast the Brown's sleigh, then the Good player wins. If the Good player is able to achieve only one of these objectives, then the game is a draw. Any other result is a victory for the Evil player.

PARTICIPANTS

Good Models: *Elrond*, Lord of the West; *Galadriel*, Lady of Light; *Saruman* the Wise; *Gandalf the Grey* and *Radagast the Brown* on sleigh.

Evil Models: The Necromancer of *Dol Guldur*; the Witch-king of Angmar and 8 Ringwraiths.

Designer's Note: Profiles for the Good models can be found in *The Hobbit: An Unexpected Journey*™ Strategy Battle Game and *The Hobbit: The Battle of the Five Armies*™ expansion, whilst profiles for the Evil models can be found in the *Mordor* sourcebook.

SPECIAL RULES

A Gathering of Might. The Evil player may bring on D3 Ringwraiths each turn until all nine have entered play. The Necromancer of *Dol Guldur* arrives the turn after the last Ringwraith. The Good player may bring on *Elrond*, Lord of the West on Turn 2, *Saruman* the Wise on Turn 3 and *Radagast the Brown* on Turn 5.

By a Thread. Gandalf the Grey's life hangs in the balance. He is unable to move or perform actions of any kind, nor can he be targeted or attacked by the Evil player. Only *Radagast the Brown* can move *Gandalf the Grey*, treating him as a Heavy Object as described in the main rules manual. He may drag his fellow Wizard onto his sleigh, at which point *Gandalf the Grey* will count as Radagast the Brown's passenger. The Evil player may still target *Radagast the Brown* with close combat strikes or magical powers.

The Will of the Necromancer. Empowered by their master's presence, the Nazgûl can maintain a strong grip on their corporeal forms. The Witch-king of Angmar begins the game with no Might points, 20 Will Points and no Fate points. Each Ringwraith begins the game with no Might points, 12 Will points and no Fate points. These models may expend their Will points in the same manner as Fate points.

One of Purpose. See page 195 of *The Hobbit: An Unexpected Journey* rules manual.

DESIGNER’S NOTES

This Scenario pits some of Middle-earth’s greatest heroes against its deadliest villains in a battle that will rule the fate of many. This clash can be made all the more cinematic by calling plenty of Heroic Duels for added drama.

