



Middle-earth:

## a solitaire scenario

# WormSlayer

"But there were dragons in the wastes beyond; and after many years they became strong again and multiplied, and they made war on the Dwarves and plundered their works." — *The Return of the King*, p. 440

BY MICHAEL LORIGAN II

The great worms of the North have awakened from a long sleep, greedy for golden wealth and the sport of town-baiting. Blackened ruins, scorched bones, and empty treasuries—signs of a dragon's passage—mark the sites where Men or Dwarves once dwelt. When will a hero arise to stem the tide of carnage?

A few stalwarts must depart Rivendell to seek Fram Framson, descendant of the legendary slayer of Scatha the Worm. Fram's mighty sword and steadfast courage may be the only counter to the ever-widening devastation spawned by Middle-earth's dragons.

Middle-earth: Wormslayer is a solitaire scenario using many cards from *Middle-earth: The Dragons*, along with cards from other Middle-earth sets, as you see fit. You control a company facing the challenges of a deck of dragon hazards. Your goal is to slay five unique Dragons without getting Fram Framson slain in the process. If an aspect of the rules is not addressed below, then it is to be interpreted as it is written in the

Unlimited Edition rulesbook of *Middle-earth: The Wizards*.

### Card Layout and Set Up

In a row, lay out the following regions in the order listed: Rhudaur, Angmar, Gundabad, Anduin Vales, Grey Mountain Narrows, Withered Heath, and Northern Rhovanion.

In a row beneath these regions, place the following sites (each below its own region):

Rivendell, Zarak Dûm, Mount Gundabad, and Framsburg. Additionally, for each unique Dragon you include in your hazard deck (see below), place its lair site. You will place four additional sites in this manner (three if Scorba is one of the included Dragons). No other sites may be placed. [See box at left.]

This layout of regions and sites is called the *adventure route*. Movement will be handled by moving a counter (a penny, die, glass bead, or anything small) along the cards of the adventure route. This is called the *location counter* and it represents your company's



location—whether in a particular region or site. To begin the game, place the location counter at Rivendell.

Your starting company can have two minor items and up to five characters with a maximum of 20 mind. Fram Framson cannot be included—he is placed off to the side and will come into play when your company arrives in Framsburg.

For this scenario, you have only one company. Characters cannot split off from the company for any reason.

In addition to the adventure route, you will have: a resource deck, a resource discard pile, a hazard deck, a hazard discard pile, a creature row, an area for events, an area for your company, and a victory pile.

**Resource Deck.** Construct a resource deck of exactly 29 resources, plus one Wizard of your choice. You

may not include any characters, so the ones you start with, plus Fram, are all you have. You may not include Favor of the Valar. If you include Vilya, note from the new errata that



Dragon	Lair (site)	Lair's Region
Agburanar	Caves of Ûlund	Withered Heath
Bairanax	Ovir Hollow	Grey Mountain Narrows
Daelomin	Dancing Spire	Withered Heath
Itangast	Gold Hill	Withered Heath
Leucaruth	Irerock	Withered Heath
Scatha	Gondmaeglom	Grey Mountain Narrows
Scorba	Zarak Dûm	Angmar
Smaug	The Lonely Mountain	Northern Rhovanion



Elrond can only use it to recycle resources at Rivendell, and that he can only recycle 3 resources in this way.

**Hazard Deck.** Construct a hazard deck of exactly 30 hazards. Among these must be exactly four different unique Dragons (Smaug, Itangast, Scorba, etc.)—any manifestation of each may be used (normal creature, Ahunt, or At Home). A manifestation of Eärcaraxë may not be included. In addition, the hazard deck must contain two Doors of Night, two Incite Denizens and two Dragon's Desolations. The remaining 20 hazards must be non-unique creatures. If a creature can also be an event, it may only be used as a creature. No more than three of any creature may be included.

## Turn Sequence

To start the game, draw a hand of five cards from your resource deck. Your hand size is unlimited for this scenario. Each turn, use the following turn sequence phase by phase. If an aspect of the turn sequence is not addressed below, then it is to be interpreted as it is written in the *Unlimited Edition* rulebook on pages 68-70.

**1) Untap phase.** If the company is at any site (not just at a haven), untap all tapped characters and move all wounded characters to the tapped position. If the company is in a region at the start of the turn, skip this phase.

**2) Organization phase.** If the company is at a site at the start of the turn, you may move the location counter to an adjacent region. If the company is in a region at the start of the turn, the company may move to a site contained in that region (located under the region) or to an adjacent region. A company may opt to not move the location counter. Location cards are not discarded during this scenario. The company can feel free to "back up" to any site.

**3) Long-event phase.**

**4) Movement/Hazard phase.** The company faces the potential attack of any Dragon Ahunt manifestation already in play. You choose the order when the company faces multiple ones.

Then, the company faces any hazard creatures that are showing face-up in the creature row, that can be keyed to the company's location card. Eligible creatures are to be faced in the order they were drawn.



Following these encounters, draw a hazard card. If it is a creature that can be played keyed to the company's location, it attacks the company.

If the drawn hazard is a creature that cannot be keyed to the company's location, place it face-up on the table in a row called the creature row. Place creatures in the creature row showing the order in which they were drawn during the game.

If the drawn hazard is a unique Dragon manifesta-

tion, see below.

If the drawn hazard is Doors of Night, it takes effect immediately, as normal. If the drawn hazard is Incite Denizens or Dragon's Desolation, place it face-up off to the side. Using these events as described below—do not use them as their card text dictates.

If the company is in a region or moved to a region, draw and

resolve a second hazard card in the same manner.

If the company moves to Grey Mountain Narrows, Withered Heath, or Northern Rhovanion, draw and resolve a third hazard in the same manner. If the company began the turn in any one of these three regions and chose not to move, a third hazard is not drawn.

If the company is in a site or moved to a site, you will only draw the one hazard.

No cards are drawn at the end of this phase (unless dictated by a card).

**5) Site phase.**

**6) End-of-Turn phase.**

Draw one resource card. You will always draw one and only one resource card a turn via the normal turn sequence. Your hand size is unlimited so you do not have to discard. Unlike the normal rules of play, you may not play a resource card during this phase.

## Special Rules for Hazards

There is no hazard limit for this scenario. Anything that affects the hazard limit has no meaning.

**Dragon manifestations.** If the normal creature manifestation of a unique Dragon is drawn, treat it as any other creature. If an Ahunt manifestation is drawn, put it into play as a long-event, as normal—it takes effect immediately and attacks the company if eligible. An Ahunt manifestation stays in play for two long-event phases, not one.

For example, if you draw Scorba Ahunt on the first turn, he will stay in play until the long-event phase of the third turn (or until

defeated). If the At Home manifestation of a unique Dragon is drawn, put it into play as a permanent-event, as normal—it takes effect immediately.

If a Dragon manifestation is defeated, place the Dragon's card in your victory pile. Remove all other defeated creatures from play. Discard other hazards, as normal.

Dragon's Desolation has no effect on play until possibly the end of the movement/hazard phase.

If any Dragon manifesta-

tion is in play at the end of the movement/hazard phase (either as a creature in the creature row, an Ahunt or an At Home manifestation), discard Dragon's Desolation. The Dragon manifestation immediately attacks the company regardless of the normal requirements for an attack. Use the stats printed on the manifestation's card for the attack. If multiple manifestations are eligible to attack with Dragon's Desolation, you choose the one that does.

Incite Denizens has no effect on play until you choose to enter a Dragon's lair at the start of the site phase. If Incite Denizens is in play when you choose to enter a Dragon's lair, discard it (discard only one if both are in play). Apply Incite Minions to the automatic attack.

Deep wilderness creatures may only be played keyed to Withered Heath, Grey Mountain Narrows, and Northern Rhovanion.

Triple wilderness (or more) creatures can only be keyed to Withered Heath.

A creature drawn from the hazard deck that cannot attack the company for any reason, is placed in the creature row. If a resource card prevents creatures from being played on the company that is in a region or moved to a region, two (or three) cards are drawn from the hazard deck anyhow.

When the hazard deck is exhausted, shuffle the hazard discard pile; it becomes the new hazard deck.







### Special Rules for Resources & Characters

Fram Framson automatically joins the company during the organization phase, following the first time it enters Framsburg. No influence is required to control him. The company must enter Framsburg before it can enter Gray Mountain Narrows and go beyond.

Your Wizard is a very powerful card. Unlike in the regular game, where he is played as a character, in

**To achieve an Historic Victory, play against the following hazard deck:**

#### 6 Dragons

(your choice of manifestations):

Agburanar  
Bairanax  
Itangast  
Scatha  
Scorba  
Smaug

#### Events

Doors of Night (x2)  
Dragon's Desolation (x2)  
Incite Denizens (x2)  
Non-unique Creatures  
Ice-drake (x3)  
True Cold-drake (x3)  
Cave Worm (x3)  
Land-drake (x2)  
Light-drake (x2)  
True Fire-drake (x2)  
Winged Cold-drake  
Morgul-rats  
Slayer

this scenario he is played as a special item by one of your characters at a Dragon's lair. Once your "Special Item Wizard" is in play, he can be discarded as a short-event to automatically defeat any one attack against the company. If a Dragon manifestation is defeated in this way, place it in your victory pile. Otherwise, your Wizard acts like a character, can use spells, etc.

If you have the choice, untapped characters must choose to take strikes before any strikes are assigned to tapped and wounded characters.

To determine which character will take a strike under circumstances when an opponent would normally determine this, the character with the highest mind is selected first. For this purpose, a Wizard's mind is 12. If there is a tie, select the character with the most direct influence. If there is still a tie, select the character with the lowest body. If there is still a tie, select the character with the lowest prowess. If there is still a tie, randomly select the character.

Marshalling points do not count for this scenario.

### Basic Victory

You can claim victory during any organization phase if you have four defeated Dragons in your victory pile.

You lose if Fram Framson or your Wizard is eliminated. You lose if you draw the final card from your resource deck—your resource deck acts as a clock, counting away the days until Dragons ruin the lands.

### Variants & Advanced Victory

Because you have freedom when choosing the 19 non-unique creatures in the hazard



victory to three. If you want more of a challenge, raise the number of Dragons to five. If you want even more of a challenge and a situation where success will be very dependent on the dice, play with six Dragons!

**Here are the requirements for claiming each of four types of victory:**

Type of Victory	max. # of creatures in creature row	# of Dragons in victory pile
I. Local Victory	unlimited	3
II. Essential Victory	10	4
III. Campaign Victory	6	5
IV. Historic Victory (see below)	2	6

deck, a good way to aid in victory is to choose these creatures in such a way that they never attack the company. For example, you can choose 3 Corsairs of Umbar, 3 Sand-drakes, 3 Carrion Birds, 3 Wolf-riders, 3 Sea Serpents, 3 Pick-pockets, and 2 Fell Turtles. With these creatures chosen, you would have upwards of 17 creatures on average in the creature row when you eliminate the fourth Dragon.

There are several variants which you can adopt for the

Wormslayer scenario. Foremost, is adding a requirement that a maximum number of creatures be in the creature row (in addition to defeating the four Dragons) for you to claim victory. This would require that you purposely choose creatures for the hazard deck that can attack you.

Another variant is to change the number of unique Dragons in the deck, adding or subtracting non-unique creature slots to maintain 30 hazards. If you have trouble defeating four Dragons after a few attempts at this scenario (while choosing easy creatures), lower the number of Dragons required for

## OFFICIAL ERRATA FOR MIDDLE-EARTH

The following card errata is effective on October 24, 1996, for sanctioned Council of Lórien tournament purposes.

From *Middle-earth: The Wizards*

- Thorough Search (errata)—Replace "...to play any item normally found at its current site." with "...to play a minor or major item normally found at its current site."
  - Rescue Prisoners (errata)—This card gives 2 marshalling points (not 3). Add "You receive the marshalling points for this card only when it is stored."
  - Great Ship (errata)—Add "Tap a character in target company during the organization phase to play Great Ship on that company." [This makes the complete text of Great Ship: "Tap a character in target company during the organization phase to play Great Ship on that company. If company's current site path contains a coastal sea region and no consecutive non-coastal sea regions, until the end of the turn any character in the company may tap to cancel the effects of one hazard that targets the company."]
  - Vilya (errata)—Replace "If your play deck has at least 5 cards in it, you may take 5 resource cards..." with "If Elrond is at Rivendell and your play deck has at least 5 cards in it, you may take 3 resource cards..."
  - Tolfalas (errata)—Playable: Items (minor, major, greater) \* Scroll of Isildur only
  - Lucky Search (errata)—Add at the end of the first paragraph: "Discard item if scout is wounded by this attack."
- From *Middle-earth: The Dragons*
- Cruel Caradhras (errata)—Replace "Minas Morgul" with "Imlad Morgul."
  - Dragon's Hunger (errata)—Replace "Otherwise, the attack is cancelled." with "Otherwise, the attack is cancelled and opponent must reveal his hand."