

# Dol Guldur

## Multi-player scenario for ME:TW using only hazard creatures



**D**ol Guldur simulates infighting amongst the Sauronic forces of Dol Guldur during a brief period when the Necromancer is away, making his preparations in Mordor. With their master absent, none of the leading personalities of Dol Guldur have any reservations about removing political competition in any manner deemed expedient.

Each player assumes the roll of one of these personalities. Ultimately, the winning player will receive the title, "the Keeper of Dol Guldur" and gain control of all of Sauron's armies based out of Dol Guldur. The leading figure in Dol Guldur, besides Sauron himself, is Khamûl the Easterling. Khamûl bears the title of Gonon-u-



Kazgûmhoth or "Great Commander of the Horde of the Silent Shadow". The next leading figure is The Mouth of Sauron, who bears the title Khaunûlor-u-Thrûng Burlauga or "Chancellor of Dol Guldur". The other major figures of Dol Guldur are: Gothmog, briefly the Gonon-u-Kazgûmhoth; Celedhring, known as the Gothtûl or "Master Smith"; Andalônîl, known as the Snagagoth or "Slave Lord";

and The Grimguroth, known as the Imga Urdânuk or "First High Commander". The personalities and the plot of this scenario are inspired by the game supplement, Dol Guldur™ published by I.C.E.

### Set-up

Each player comes to the table with a pre-designed deck. The scenario focuses more on tactical decisions made during play than on deck construction. Each player rolls a 2d6. After breaking any ties, note the results. The player with the highest roll chooses as his identity one of the six listed personalities of Dol Guldur. The player with the next highest roll picks his identity from the five remaining personalities. The next highest rolling player chooses his identity from the remaining four, and so forth until all players have an identity. No player has a card associated with his identity (e.g., The Mouth of Sauron does not need the Mouth of Sauron card). Additionally, this scenario does not use the Dol Guldur card or any location cards.

The following restrictions apply to each player's deck:

- The deck is comprised solely of hazard cards (maximum of 3 a piece).
- The minimum number of cards is 30.
- No unique cards may be included.
- All text given on each hazard creature card is ignored except for: its prowess, its number of strikes, if the creature gains a bonus for attacking following another attack (e.g., Orc-warband), and if the creature chooses defending characters (e.g., Cave-drake).

To begin the game, each player draws a hand of a number of cards equal to 3 plus the number of players in the game (e.g., 5 cards in a 2-player game). This is the hand size. The player who rolled lowest, i.e., chose his identity last, goes first. The player who rolled second lowest goes second, etc.



### The Arena

This scenario is played out through four fixed imaginary zones on the playing surface.

- Dol Guldur is located at the center of the playing surface. It is a Dark-hold. Imagine it as a circle. Surrounding it are three concentric ring-shaped regions.
- The innermost ring, i.e., the region immediately encircling Dol Guldur, is a Shadow-land.
- The middle ring is a Wilderness region.
- The outermost ring is another Wilderness region.

For this scenario, creatures remain in play indefinitely. The position of your creatures on the playing surface will show where they are located. Each player will station each of his creature cards in one of four rows laid out in front of him. Each player should use six-sided dice or some other means to indicate the rows in front of him.

- Creatures located in the row closest to each player (row 1) are considered to be in the outermost ring surrounding Dol Guldur, i.e., a Wilderness.
- Creatures in the next row away from each player (row 2) are considered to be in the middle ring, i.e., a Wilderness.
- Creatures in the next row (row 3) are in the innermost ring, i.e., a Shadow-land.
- Creatures in the fourth row away from each player (row 4) are considered to be in Dol Guldur itself, i.e., a Dark-hold.

### Play

The normal turn sequence of play as given in the Middle-earth: The Wizards rulebook is not used for this scenario. It is replaced with the following turn sequence. Use the ME:TW rulebook for any rule not covered here. At the start of the game, no players have any creatures in play.



- 1) Untap phase. At the start of his turn, each player untaps all of his creatures.
- 2) Movement phase. [Each player skips this phase on his first turn.] The player may advance or retreat (i.e., move) any or all of his creatures to an adjacent row. If a creature moves to an adjacent row of a higher number than its row of origin, it is advancing. If a creature moves to an adjacent row of a lower number than its row of origin, it is retreating. The creature need not be playable at the region type of the row to which it moves (though its prowess will suffer, see





Combat below). A creature may not be advanced to Dol Guldur, i.e., to the fourth row, if it is not playable at a Dark-hold.

3) Attack phase. The player may attack one at a time with any or all of his untapped creatures. The player chooses the order of attacks. A creature so attacking must tap and choose an opponent's creature in its row to

attack. Combat between the two creatures immediately takes place (see below).

4) Creature phase. Following all attacks, the player may bring one creature card from his hand into play at one of the four rows. To be brought into play as such, a creature must be playable at the row. The options are:

- Wilderness (row 1), where single Wilderness creatures may be brought into play;
- Double Wilderness (row 2), where double Wilderness creatures may be brought into play;
- Shadow-land (row 3), where Shadow-land creatures may be brought into play; and
- Dark-hold (row 4), where creatures playable at a Dark-hold may be brought into play. The player may also bring into play "as such" a number of additional creatures equal to the number of opponents' creatures he killed during his attack phase—to a maximum equal to the number of players in the game minus two.

5) End-of-Turn phase: Each player may discard one creature from his hand. Each player then discards or draws to his hand size. The next player's turn begins.

- When your deck is exhausted, shuffle you discard pile and it becomes your new play deck.
- A creature that has a number of strikes equal to the number of defending characters (e.g., Crebain), instead, for this scenario, has a number of strikes equal to the number of strikes of the creature with which it is in combat. If both creatures in combat have this ability, each has one strike.
- If a creature attack is modified when it follows another attack (as stated on a card), it receives this modification only when it is attacking, not defending. The attack it follows must have been declared earlier in the same turn and in the same row.
- If a creature has the ability to choose defending characters, this ability instead allows the creature to tap when an attack is declared on it to cancel the attack.

## Combat

Combat occurs between two creatures controlled by different players. Note that a creature must tap to declare an attack against another creature (meaning it must be untapped to declare the attack). A creature may only declare one attack per turn.

To resolve combat, the creatures involved will compare prowess. After all modifications to prowess are applied, the creature with the lowest prowess is discarded, and combat is concluded. If the prowess are tied, both creatures are discarded. Any single strike from a creature in combat can be used in one of two ways:

- to give a +1 modification to that creature's prowess for that combat, or
- to give a modification to that creature's prowess equal to the result of a six-sided dice roll. Only one dice roll can be added to a given creature's prowess for each combat. If a player chooses for more than one strike to be a dice roll, then that player chooses, from the multiple dice rolls, the highest result to apply to that creature's prowess.

There are several other possible modifications to a creature's prowess:

- A modification given by a player's personality (see below).
- -2 to its prowess of a creature is located in a region type where it is not playable.
- A tapped defending creature receives -1 to its prowess against the attacking creature.
- A creature receives +1 to its prowess for each creature its player controls that taps in the adjacent lower-numbered row. (Creatures in row 1 receive no such bonus)
- A player can discard creatures playable in row 1 from his hand to give +1 prowess (for one Combat) to a creature in row 1 for each creature discarded.
- A player can discard creatures of the same type as a creature in combat to give a +1 prowess bonus to the creature in combat (for 1 combat) for each creature discarded. A maximum of 2 creatures can be discarded in this way per combat.
- A creature receives a +1 prowess bonus in each combat if its player controls more creatures in Dol Guldur than the opposing creature's player controls in Dol Guldur. When combat is declared, all other modifications are applied to each creature's prowess before both players declare how they will apply their creatures' strikes. When ready, both players reveal simultaneously the number of strikes that will be dice rolls. All remaining strikes will be, by default, +1 prowess bonuses.



## The Personalities

Each personality has a special ability.

- Khamûl—Khamûl has a hand size of two more cards than his opponents' (e.g., 8 cards instead of 6 in a 3-player game).
- The Mouth of Sauron—The Mouth of Sauron can discard non-orc, non-troll creatures from his hand to give a +1 prowess bonus to any creature (for 1 combat) for each creature discarded. Each discarded creature must be

playable in the row where the combat is taking place and a maximum of two creatures can be so discarded.

- Gothmog—All orcs and trolls not in row 4 controlled by Gothmog receive a +1 prowess bonus.
- Celedhring—At any time Celedhring can retreat an untapped attacked creature he controls to cancel the attack. This means that the creature moves to the adjacent lowered number row. The creature must tap. This must be done when the attack is declared and before any modifications to prowess are applied. His creatures in row 1 can retreat back to Celedhring's hand.
- Andalónil—All creatures controlled by Andalónil suffer only a -1 prowess penalty if in a row where they are not playable.
- The Grimurgoth—The Lord of the Dark Rangers can discard from his hand or from play any Wolves, Spiders, Animals, and/or Awakened Plants to give a +1 prowess bonus to any Wolves, Spiders, Animals, and/or Awakened Plants creature (for 1 combat) for each creature discarded. A maximum of two creatures can be so discarded.



## Victory

A player wins at the start of his turn if:

- the player has more creatures in Dol Guldur than any single opponent, and
- the player has at least one creature in each of the three surrounding regions.

The winner becomes the "the Keeper of Dol Guldur"!