

	CLASSIQUE (ou SEALED)	HAMBURGER SCENARIOS	DREAMCARDS
<b>Durée de la partie</b>	Two-deck game : 80'      Sealed : 50'	90'	90'
<b>Mulligan</b>	Non	Non	If you have no resources normally worth any marshalling point(s) in your hand at the start of the game, you may reveal your hand to your opponent, shuffle all cards back into the play deck, and draw a new hand of 8 cards. This may be done once. Clarification : resources with MP's in parentheses are not considered worth MP's.
<b>Choix de l'Avatar avant le début de la partie (et choix du premier joueur)</b>	Non	Before each game, each player makes a 2 dice-roll. The player with the highest roll can choose his Wizard/Ringwraith (so, he put 3 copies of his Avatar into his deck, showing them to his opponent) or he can choose to play first (or not), but before the character draft. If necessary, the other player must choose another Wizard/Ringwraith (he discards the copies of the same Avatar). If the player with the highest roll had not chosen a Wizard/Ringwraith, the other player can do it. If the player with the highest roll had chosen a Wizard/Ringwraith, the other player can choose to play first (or not).	Non
<b>Recrutement des personnages lorsque l'Avatar est en jeu</b>	Par influence directe à son site natal ou à un Havre.	Any character may be brought into play under general or direct influence at his home site or at a Haven, if you have another character present at that site.	Any character may be brought into play under general or direct influence at his home site or at a Haven, if you have another character present at that site.
			<b>Lord Avatar rule</b> : Any character may be brought into play under general or direct influence <b>at his home site</b> , if you have another character present at that site.
<b>Guérison</b>	Dans un Havre, de blessé à engagé.	Characters and allies <b>at a Haven</b> heal from wounded to untapped during the untap phase. Characters and unique allies <b>at their home site</b> heal from wounded to untapped during the untap phase.	Characters and allies <b>at a Haven</b> or <b>their home site</b> heal from wounded to untapped during the untap phase. For this purpose, the site where an ally is playable is considered his home site.
<b>Mouvement vers un site en Gorgoroth</b>	Wizard companies cannot use starter movement to or from sites in Gorgoroth. If using region movement, to or from sites in Gorgoroth they must move from a site in Imlad Morgul, through either Nurn or Udûn, or use a movement enhancer like <i>Ash Mountains</i> or <i>Eagle-mounts</i> . Such sites may be reached normally with Under-deeps movement. CRF 15.1	Wizard companies cannot use starter movement to or from sites in Gorgoroth. If using region movement, to or from sites in Gorgoroth they must move from a site in Imlad Morgul, through either Nurn or Udûn, or use a movement enhancer like <i>Ash Mountains</i> or <i>Eagle-mounts</i> . Such sites may be reached normally with Under-deeps movement. CRF 15.1	<i>ICE, special movement into Gorgoroth and Udûn</i> : Hero companies may only move to sites in Gorgoroth and Udûn starting from a site in these regions or in Imlad Morgul, or using region movement through Nurn, Under-deeps movement, or special movement.
<b>Influence des Ressources ou des Suivants d'un Avatar</b>	Non	You may attempt to influence resources (items, allies) or characters controlled by a Wizard/Ringwraith. For items influence attempts, a Wizard/Ringwraith has a mind of 10.	Non
<b>Doublement éventuel des catégories de PR en fin de partie</b>	Classique : Characters, Items, Factions, Allies	Characters, Items, Factions, Allies	Characters, Items, Factions, Allies, Miscellaneous
	Sealed : Characters, Items, Factions		