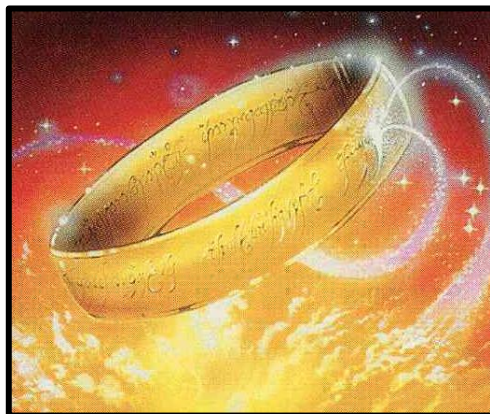




Solo Variant Rules



Rules designed by Simon Cogan - April 2019

"Dedicated to my beloved mum"

Introduction

"The world is changing: I feel it in the water, I feel it in the earth, and I smell it in the air." — J.R.R. Tolkien

I am primarily a solo player who wants to really increase the immersive experience and storytelling of games that I play. I want MECCG to write an unknown chapter of an adventure in Middle earth. I think MECCG is a superb game and the designers did an amazing job of recreating Tolkien's world 25 years ago - but the solo experience could have been better.

I could see a number of ways to do it without resorting to a 'scenario' set of rules. There have been some great Middle Earth scenarios in the various ICE MECCG player guides, however I wanted to keep MECCG as a 'sandbox' game with just new rules and additions that players could use some or all of them as they see. In this way, players would not be restricted, yet use their imaginations to the full in creating adventures with much-loved characters like Frodo or Aragorn, or create stories using the lesser-known characters such as Galdor, Halbarad or Dain Ironfoot.

My main issue with MECCG is that at a basic level it can be boiled down to a cold acquisition of Marshalling Points. I suppose that with a 'sandbox' type of game this is inevitable but I wanted to add more 'quest-like' player cards and increase the thematic approach by designing mechanics and cards to link the sometimes disparate elements of the game.

I think that some elements of MECCG are, in my view, a little repetitive and a bit bland - Sites and Factions in particular are clear areas to improve. But let's not forget that MECCG was in the first wave of CCGs, nearly 25 years ago. Since then, card games have come a long way in terms of design and intricacy. My additions to MECCG come with 25 years of playing and reading about game design along with a huge love of Tolkien.

'The Road Goes Ever On'

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1. Set Up

Decks: A player must construct several different decks at the start of a game

- Player: 40 card deck that includes Resources (none of which generate MP), Characters (excluding Starting Characters and Minor Items), 2 copies of same Wizard. There is no sideboard.
- Hazard: 40 cards (20 Creature Hazard/Locations, 20 Events/Travel cards)
- Environment: 15 cards (3x Twilight, 2x Doors of Night, 2x Gates of Morning, 4 Resource, 4 Hazard)
- Site deck: 15 cards (including any Dungeons)
- Quest deck: 15 cards that generate MP (Items, Factions, Events, Quests and Allies)
- Inn deck: 15 cards (10 Resource, 5 Hazard)
- Agent deck: (15 cards matching Home Sites of Agents to your Site deck)

Victory Conditions: Gain 25 MP and have a Character (your Wizard if in play) at a Haven to call the Free Council. Final Corruption checks of Characters and only ½ total of 1 type of MP ruling applies.

Game length: The Game ends when you have exhausted your Player deck once OR at the end of 12 turns OR if your Wizard is eliminated.

Hazard card draw: $2 + (2 \times \text{number on Site card})$. If a Company does not move, draw Hazards equal to the number of cards on the Site card (only cards playable are those that can be keyed to the current site or Location cards that can be keyed to the current region and maybe explored next turn). Draw no new Player cards.

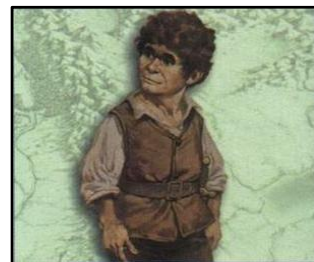
Long Events: When played from Player or Hazard deck, these events last for current turn and your next one.

Target Selection: Unless otherwise noted, if you have to play a Hazard card on a character or let an attacker choose a target, make a random selection from Characters in the company.

2. Characters

Major Characters: There are a lot of Character cards in MECCG but not a lot was originally done to differentiate some of the really important ones from each other – Bilbo and Frodo are almost identical, as are Merry and Pippin. These rules enhance Major Characters by adding abilities to heroes to give them a little more flavour - now Bilbo gives a bonus when he's off on his adventures and Aragorn becomes even more a hero with his ability to untap once per turn.

A Major Character is defined as a non-Wizard Character that has a Mind of 4 or greater. Each Major Character now has an added ability – see **Appendix 1** for full list.



Companies: You may have up to a maximum of 4 Companies on the board at any one time and each Company must have at least 1 Major Character or Wizard (unless a Character is at their Home site or at Rivendell).

Leaders: *Warrior* Characters with Mind 6+ are classed as Leaders. If in combat and assigned a strike, a Leader adds +1 to the Prowess of all other Characters in the Company with the same Home Site and Mind of 4 or less. They also add +1 to the MP value of a Faction with same Home Site when Factions defend against attacks in their Home region/site.

Training: When Characters do not move and spend their turn at a Haven, Free-hold or Border-hold, they may 'train' – representing a warrior practising combat skills, a Sage studying local lore, a ranger spying out nearby land etc. Place a Skill token on their card. When a Character must tap as a result of using a skill (such as playing cards like 'Concealment' or 'Marvels Told, or a Warrior in combat), the Character may instead discard the Skill token and not tap.

A Character may only have number of Skill tokens on the card equal to their skill – a Warrior may have 1 Skill token, a Warrior/Diplomat may have 2 etc. The Skill tokens may be spent as required however (so a Warrior/Scout with 2 Skill tokens may spend both in combat, both on Concealment cards, or 1 on each etc).

Songs & Tales: Tolkien's books are filled with songs and tales of battles, ancient elves and the verses of Bilbo Baggins. These cards and rules are a simple attempt to include these in more detail in MECCG to add even more theme to the game.

Cards with the keyword 'Song' are all Short event cards that are placed in the Player draw deck but only count as half a card (round down) towards your hand card limit when drawn into your hand. Songs can affect single Characters or an entire Company.

Existing cards to gain 'Song' keyword: *Elf-song*, *Tales of the Hunt*, *Hey! Come merry*.



Songs may also be gained from the following cards that can be used to draw a Song card from one of your decks instead of the listed effect on the card: *Enduring Tales* (discard deck), *Hall of Fire* (draw or discard deck), *Magical Harp* (draw deck), and *Marvels Told* (draw deck). There is also a new *Minstrel* card that allows a Sage to tap to draw a Song card.

You may also discard a Song card (for no additional effect) from your hand if one of your Companies is at an Inn to draw an Inn card.

Gold: Gold plays an important part in Tolkien's world – especially around avaricious Dwarves and Dragons! These rules introduce Gold tokens that enter play through various means and can be discarded to pay for various bonuses:

- To pay for Inn cards rather than discarding cards from your hand.
- To make an additional site encounter roll (as if Character was at his Home site) in Free-holds and Border-holds.
- To Heal a Character in a Border-hold or Free-hold during the Untap phase.
- To attempt to cancel attacks from Men Creature Hazards and Agents by discarding X Gold tokens and making a roll. If the result + X is greater than the prowess of the Creature/Agent, the attack is cancelled.
- To add +1 per Gold token discarded to Influence attempts for Man Factions at Border-holds.
- To reduce Hazard limit by 1 when moving from a Port site and your site path contains a Coastal region.

Gold tokens enter play in several ways such as new Characters starting with them (indicated by a Gold coin icon), certain Items such as a 'Purse of Gold' or 'Pale Enchanted Gold', Characters may earn them by completing certain quest cards, or by selling Items at Border-holds or Free-holds. If an Item is sold, you gain 3xMP of the Item in Gold tokens (following the same rules, including corruption checks, as if storing an Item), or Gold tokens equal to the amount indicated by the Gold coin icon on the card.

3. Quests

Quest deck: At the start of the game, choose 1 card from the Quest deck and place it by the side of the Map (the 'Quest Display'). Shuffle the Quest deck and then place the top card on the Quest Display. When you get to a Site where one of these is found, tap a Character as normal to take 1 of the cards from the Display.

At the start of each turn (including the first), roll 2D6 and on a roll of 8+, draw a new Quest card and place it on the Quest Display. If there are currently no Quest cards, automatically draw one instead of rolling. There may only be a maximum of 5 Quest cards at any time. If a new one is drawn to make 6 in total, roll 1D6 to randomly discard one of the Quest cards (including the one just drawn).



Note: You may include Hazard Permanent events (such as the '*At Home*' Dragons, or '*The Balrog*') that also generate MP in the Quest deck, but NOT include cards that can also be played as Creatures (such as Nazgul).

Note: Cards that score MP but only in (parentheses) can be placed in the Player deck OR the Quest deck.

Rings: If you are including Rings in the game, place all your Ring Special items (that are played after a Test) in a separate Ring deck and your Ring Items (Beautiful Gold Ring etc) in the Quest deck. After you Test a Ring, draw cards from the Ring deck until you get one that matches the result of the test.

Factions: These rules give Factions more flavour and use rather than just the accumulation of MP.

1. All Factions can now be tapped to cancel an attack keyed to their Region/Home Site with MPs less than their own OR return Faction to Quest deck (untapping Home site) to cancel an attack with MP equal to their own OR discard Faction from play to cancel a number of strikes equal to their MP value of an attack with an MP value greater than their own.
2. All Factions can now be tapped to allow you to look through the Player deck to find a Character with same Home site and put the Character into play at that site (if you have enough Influence).
3. Some Factions also have additional abilities/modifiers:
 - Dunadan - Add +1 to their MP value when cancelling attacks
 - Dwarf - May tap to play one Minor or Major Hoard item (once per game) from Quest display
 - Elf - May tap to allow Information playable at their Home Site (untapping Site; once per game)
 - Hobbits - May tap to remove a Corruption card from a Hobbit Character at same site
 - Animal - May tap to draw into hand any card from your player deck that refers to their Home site

Battles cards: Most combat in MECCG is based around small skirmishes of characters, but Tolkien also wrote about huge battles of men against orcs, trolls and dragons. Battle cards simulate these mass conflicts in a simple way to include the clash of armies and terrible stakes involved for characters and Middle earth.

Battle cards are unique Permanent Events that generate considerable MP (typically 6) and so placed in a player's Quest deck. Each Battle card is played at a specific site or sites within a region, such as Minas Tirith (even if the Site is tapped), but require you to tap a Faction you control for that site (such as '*Rangers of the North*' for Bree). To resolve a Battle your characters must face a number of attacks, each of several strikes, none of which can be cancelled by Resource cards. If all the attacks are overcome and you still have a Character (tapped or otherwise) at the site then you gain the MP. In addition, the region of the site where you successfully won the Battle becomes 'Protected' - attacks and strikes against companies in the region matching the types in the Battle are -1 in number (min 2) and -1 to prowess.

Battles are made more epic if you have other Factions also from the same site or region under your control. For each additional matching Faction you control, you may choose a number of attacks faced in the Battle equal to the MP value of the Faction, each of which will have one less strike (min 1).

But the stakes are high for Battles. At the end of each attack, you must make a Casualty 2D6 roll for each Faction here with the following modifiers and if the roll is 4 or less, discard the Faction as casualties of war:

[-1 for each character wounded in the attack; -2 for each character killed in the attack; +2 if there is a matching Leader for the Faction; -1 if Faction is tapped, + printed MP value of Faction].

Worse still, the conflicts of Middle earth are desperate and if not resolved could spell doom for the Free peoples - if a Battle card is unresolved and in the Quest display when you call the Free Council, you subtract half the MP value (round up) of the Battle card from your MP total.

4. Travel

Tolkien's world is such a fully-fledged creation, and part of its enduring appeal is that Tolkien describes the environment and lands we explore so beautifully. MECCG did well in trying to recreate this aspect by having Environment cards which were so evocative of Middle earth and included beautiful art.

Another Tolkien strength is how he describes the journey that Frodo and the Fellowship makes in so much detail it makes the books a gold standard in fantasy fiction. Again, the original designers of MECCG did a great job in creating cards to mirror this aspect but often these cards were pushed out of decks as there was not enough space to include their relatively small effects. But without their inclusion the game could lose the variety and Tolkien flavour. To overcome this, a 'Travel' keyword has been added to several cards and a new card-type called 'Locations' has been created.

The Hazard deck must consist of 10 cards with either the Travel or Location keyword. Players are free to put Location and Travel cards in the Player deck as normal.

Environment deck: Do not put Environment cards in the Player or Hazard deck. Instead create a deck of 15 Environment cards that consist of 3x '*Twilight*', 2x '*Gates of Morning*', 2x '*Doors of Night*' and then 4 more Resources and 4 more Hazard cards with the Environment keyword. In the Long Event Phase of a turn, roll 2D6 and on a result of 8+, draw a card from the Environment deck.

Travel: These cards represent the wonderful locales and scenes of Middle earth as characters and players explore it. Several Resource and Hazard cards that are usually not included in decks now gain the keyword 'Travel'.

Travel cards: Any card with '*Lost*' or '*Fair Travels*', '*Elf Path*', '*Enchanted Stream*', '*Cruel Carahdras*', *Ford*, any '*River*' card, any '*Mountains*' card.

Locations: This is a new card-type that allow a player to discover new places - stumbling upon a Troll camp, finding a welcoming inn, or discovering a crumbling ruin in the wilderness. The nature of a Location is often unpredictable to give some surprises as a player explores them. Locations can be found as both Resources and Hazards. Locations can also enter play as a result of 'Rumours' from site encounters. All Location cards are Unique, and some gain MP when explored.

Keywords used on Locations:

Avoid (X) - This number is needed on a 2D6 roll if you wish to avoid the Location. The roll is always reduced by the Company Size but bonuses are sometimes added for Rangers or Scouts.

Reveal (X) - After facing the Automatic Attack, draw X cards from Quest deck and tap a Character to choose one (or a Quest card currently on the Display) playable at this Location. Shuffle other drawn Quest cards back into Quest deck.

Defenders - This represents the local inhabitants who will aid you if you are attacked at the Location by non-Inn Hazard creatures. They will not help you against Inn Hazard Creatures.

Inn deck: This deck represents the hospitality of places such as 'The Prancing Pony', 'The Green Dragon' or the various farms in the Shire. A player can also encounter some rough folk in the more seedy establishments of the city streets of Middle Earth.

You draw cards from the Inn deck when instructed from a Location card such as '*Welcoming Inn*' or '*Prosperous Farm*'. New permanent events that players may also include in their Quest decks, such as the famous '*Prancing Pony*', refer to the Inn deck. Site encounter rules for Free-holds and Border-holds have a standard Inn deck draw of 1 Inn card, plus 1 extra Inn card for each card discarded from your hand.

You may also draw 1 Inn card (only) in site encounters at a Haven (with Inn Hazard cards having no effect). When you draw an Inn card, unless an Item, it takes instant effect and never placed in your hand for later use. When cards from the Inn deck leave play, shuffle them back into the Inn deck.

The composition of the Inn deck is up to the player but consists of 10 Resource cards and 5 Hazard cards (max 3 of any card as usual). Cards that could be included in the Inn deck are:

Inn cards: *Chance Meeting*, *New Friendship*, *Glamour of Surpassing Excellence*, *A Short Rest*, *Enduring Tales*, *Marvels Told*, *Washed and Refreshed*, *Horses*, *Smoke Rings*, *Twice Baked Cakes*, *Cram*, *Thief*, *Lawless Men*, *Sell-Swords*, *The Border Watch*, *Sly Southerner*, *Squint-Eyed Brute*, *Ill Favoured Fellow*, *Pickpocket*, *Ruffians*.

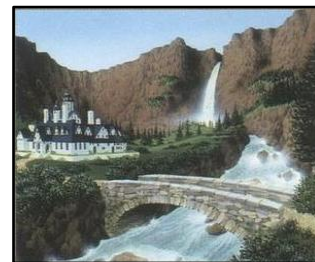


5. Sites

Site cards represent the many beautiful, and not so beautiful, places in Middle Earth

Site Encounters: Encounters at sites were very limited in MECCG, such as an automatic attack that is the same each time or no encounter at all at some sites. These rules introduce having themed encounters at sites, use of Agents, simulate 'on guard' cards, and allow beneficial events at Havens/Freeholds to give Sites more flavour. During the Site phase, roll 2D6 (adding +1 if an Under-deeps site).

On a result of 8+ you have the encounter on the site card (listed automatic attack or no encounter). If the result is 2-7 however, consult the tables in **Appendix 2**.



Home sites: Characters at their Home site naturally gain some benefits as they would know about the people and area. Characters at their Home site may Heal as if at a Haven. Other Characters in the company may also Heal if you discard a card from your hand per Character. Characters at their Home site may also tap to either: roll 2D6 twice for a site encounter and choose the result, or play a Minor Item. If at their Home site, a Wizard or Sage with Mind 8+ may tap during the site phase to draw a new Quest card from the Quest deck but you must discard cards from hand equal to MP cost of revealed Quest card.

If you have a Character of Mind 6+ in your starting company, you may choose to use that Character's Home site as your starting site rather than Rivendell (although all your Characters must start there).

Under-deeps: When an Under-deeps site cards indicate that an opponent can play a card from their hand as an automatic attack, instead draw cards equal to the Hazard number shown on the site card and play the first Creature Hazard that is applicable.

Ports: There are several sites along the coast of Middle-earth that are now also classified as Ports: *Grey Havens*, *Edellhond*, *Lond Galen*, *Pelagir* and *Dol Amroth*.

Raids: As the forces of Sauron gather, the Free Peoples might decide to make an attack on the strongholds of the Enemy. Characters may raid a Shadow-hold or Dark-hold at any time and face the Automatic Attack of the Site (no site encounter roll necessary) with each attack having +1 strike and +1 prowess. If they defeat the attack(s), you gain MP equal to the number of Hazard cards shown on the site card, with -1 if a Shadow-hold (so Moria has 2, Mount Doom has 5, but Dol Goldur being a Dark-hold has 4 etc). You may not play any other Quest cards (except for Minor Items) at the site. The site is now tapped and placed in your MP pile.



Dungeons: Brave heroes may decide to risk a venture into the dark dungeons of Tolkien's world for rewards that might be worth the danger. 'Dungeons' are a new type of Site card, similar to Under-deep sites, that represent the terrible catacombs and magnificent halls that lie beneath some of Middle Earth's most dangerous sites - such as the '*Dungeon of the Necromancer*' or the '*Prisons of Barad-dur*'. They can also represent underground sites of places that are only dangerous to some, like the '*Halls of the Woodland Realm*' or the '*Kingdom of Erebor*' that lies beneath the Lonely Mountain.



Dungeon sites may only be reached when their specific 'surface' site card has also been explored, so the '*Kingdom of Erebor*' can only be explored after a Company reaches '*The Lonely Mountain*'. All Dungeon cards follow the same rules as Under-deeps sites except that there is no additional movement from a Dungeon except back to the 'upper site'. You use Site encounter tables in Dungeons as normal but add +2 to the roll. Dungeons usually offer more dangerous and possibly several Automatic Attacks. Some Dungeons may offer an MP reward if explored, plus a bonus reward unique to the individual Dungeon card.

Characters rescued from a Dungeon enter play, as on '*Release Captive*' - Wounded but need -3 Mind to control by General or Direct Influence.

A Dungeon card that is also a Shadow-hold or Dark-hold can also be subject to a **Raid** (as above) and may also be used as a site to play '*Rescue Prisoners*', '*Release Captive*' or '*Escaped Slaves*'.

6. Agents & Dragons

Agents: Agents are either the secret minions of Sauron that conspire against the Free Peoples or simply characters of dubious morals that have their own agendas.

Construct an Agent deck of Agents with Home sites included in your Site deck (max 15 cards). At the start of the game, reveal the top Agent card. When you roll 2D6 at the start of a turn for a new Quest card, if the roll is less than or equal to the revealed Agent's Mind, place that Agent at their Home site and reveal the next Agent card. There may only be a maximum of 4 Agents on the board so if a new one is to be placed, randomly determine one to be returned to the bottom of the Agent deck.



If a Company ends their Movement/Hazard phase at a Site in the same or an adjacent region as an Agent currently on the board, roll 2D6 at the start of the Site phase - if the result is less than or equal to the Agent's Mind, move the Agent to that site and have an Agent encounter. Agents are not allowed to enter a Haven however unless noted on their card.

If you have an Agent encounter as a result of a Site encounter roll, draw Agent cards from the Agent deck until you draw an Agent playable at that Site (if none, you instead face the listed Automatic attack or have no encounter).

Agent encounters: To determine the nature of an Agent encounter, refer to the skills of the Agent (rolling randomly if Agent has multiple skills). In addition, if the Agent has listed abilities, such as Taladhan, these actions take place after the encounter determined by the Agent's skill. If an Agent has listed modifiers to Influence checks against particular Characters or Factions, such as Nimloth, unless also a Diplomat, the Agent is allowed only one Influence attempt:

Warrior: Attacks Character with highest Mind (and lowest prowess/Body if a tie)

Scout: Attempts to steal item with greatest MP value (from lowest Mind Character if a tie). Make a prowess +2D6 roll for the Agent against a Mind +2D6 roll for the Character. If the Agent rolls higher, Item is placed out of play.

Ranger: Attempts to lead Company astray. Make a Mind + 2D6 roll for the Agent against a Mind +2D6 roll for the Character in your Company with highest Mind (Character adds +2 if a Ranger and opts to tap). If the Agent rolls higher, current Site may not be tapped this turn and Company turn ends.

Sage: Attempts to learn of your plans. Make a Mind + 2D6 roll for the Agent against a Mind +2D6 roll for the Character in your Company with highest Mind. If the Agent rolls higher, discard cards from your hand equal to the difference between the totals.

Diplomat: Attempts to influence a Faction at this Site using a standard Influence check (if none, then your Character with the lowest Mind). If Influencing a Character, add any Corruption points or modifiers to the roll.

After you have an Agent encounter where the Agent fails in their attempt, you may attack the Agent. An Agent remains in play at that Site if not killed and a Company must encounter them again if they remain at that site.

Agents & Magic: Some Agents are users of magic. If these abilities are listed on an Agent card, resolve them as follows by rolling 2D6 when the Agent is attacked:

Shadow-magic: If roll less than or equal to Agent's Mind, the Agent vanishes and the attack is cancelled

Sorcery: If roll less than or equal to Agent's Mind, the Agent has another strike equal to dice total

Spirit-Magic: If roll less than or equal to Agent's Mind, characters with Mind less than or equal to roll may not attack.

Dragons: Smaug the Magnificent was an incredible and terrifying foe, and MECCG has more than just a handful of other Dragons to be wary of meeting in adventures. If you wish to add some more danger to encounters with these legendary creatures, construct a Dragon mini-deck with the cards listed below. Before you face any Dragon attack (either a Hazard or as a site encounter), roll 2D6 and on 8+, draw a card from the Dragon deck.

Dragon cards: Dragon's Blood (x3), Dragon's Breath (x1), Dragon's Curse (x3), Dragon's Terror (x2), Dragon's Desolation (x1).



Appendix 1 – Character Ability List

Character	Ability
<i>Aragorn</i>	May untap once per turn, at the start of any phase or Attack
<i>Arinmir</i>	May treat a <i>Moon</i> or <i>Stars</i> card as if ‘Gates of Morning’ were in play
<i>Balin</i>	Gains 1 extra MP if storing Hoard Item at a Dwarf Hold
<i>Beorn</i>	Adds +1 Prowess/+1 Body until end of turn then return to hand
<i>Beretar</i>	Gains +1 Prowess if facing an Attack keyed to a Wilderness
<i>Bilbo</i>	If not at a Haven or Bag End, you may keep an additional card in your hand
<i>Boromir</i>	Can opt to take as many strikes from an attack
<i>Brand</i>	For Men Factions in Northern Rhovanion, Faction rules also apply in Southern Rhovanion
<i>Celeborn</i>	Adds +1 to Corruption rolls to all other Elves in company with home site of Lorien
<i>Cirdan</i>	Reduce Hazard limit against his company by 1 for each Coastal region in site path
<i>Dain</i>	When assigned a strike, other Dwarves in company gain +1 Body
<i>Denethor</i>	Adds +1 to Body to all other Men in company with home site of Minas Tirith
<i>Elladan</i>	Gains +1 Prowess if with Elrohir
<i>Elrohir</i>	Gains +1 Body if with Elladan
<i>Elrond</i>	If at Rivendell, tap to remove a Corruption card from any Character
<i>Erkenbrand</i>	Gains +2 Body against any Attack keyed to Rohan or Site within it
<i>Faramir</i>	May untap any Ranger in Company (once per turn)
<i>Fram Framson</i>	Dragon Hazard Creatures he kills are worth +1MP
<i>Frodo</i>	May tap to heal
<i>Galadriel</i>	If at Lorien, tap to reveal the top card of any deck
<i>Galdor</i>	If at any Haven except ‘Grey Havens’, you may discard 2 cards from in ‘end of turn’ phase
<i>Galva</i>	Tap to untap number of characters equal to the number of regions less than 4 in site path
<i>Ghan buri Ghan</i>	May use rituals as if a Sage
<i>Gildor Inglorion</i>	Gains Sage if at a Haven
<i>Gimli</i>	No penalties to Prowess if wounded
<i>Gloin</i>	Add +2 to Body if Wounded.
<i>Glorfindel</i>	May tap to heal another Character in the same Company
<i>Haldalam</i>	Gains Ranger if with any Dunadan
<i>Imrahil</i>	Knights of Dol Amroth Faction may move with him using 3 Direct Influence (+ 3 to Hazard limit)
<i>Legolas</i>	Adds +3 when supporting other Characters with a strike (+4 if he possesses a Bow of any type)
<i>Merry</i>	Adds +1 to Prowess if with Pippin
<i>Peath</i>	Counts as a Sage to use rituals or light enchantments
<i>Pippin</i>	Gains +1 Direct Influence to Factions at Minas Tirith
<i>Sam</i>	Tap to return non Hoard Minor Item (once per item only) from discard pile to hand
<i>Theoden</i>	Adds +1 to Body to all other Men in company with home site of Edoras
<i>Thorin</i>	If with 3+ Dwarves, draw an extra card at start of the Movement/Hazard Phase
<i>Thrain</i>	Counts as a Leader of any Dwarf Character
<i>Thranduil</i>	Wood Elf Faction rules also apply in any Mirkwood region



Appendix 2 – Site Encounter Tables

When you explore a site during the Site Phase, roll 2D6 (adding +1 if an Under-deeps site, or +2 if a Dungeon site). On a result of 8+, have the Automatic attack of the site if listed, or no encounter if none. On a result of 2-7, consult the tables below:

Haven:



- 2: Rumours – Draw a Location from the Player or Hazard deck that matches this site or region
- 3: Lore – Tap a Sage here to either draw a Knowledge card from your draw deck or draw a Quest card
- 4: Cares Lifted – Remove 1 corruption card from a Character here.
- 5: Chance meeting – Search your draw deck and put into play a Character of your choice
- 6: Reflection – Characters that train this turn in the Haven gain 2 Skill tokens.
- 7: A Warm Welcome – Either: draw 1 card from Inn deck or see below (depending on Haven):



- Edhellond* – Reduce Hazard limit of moving Company next turn by 1 per Coastal region in path (min 2)
- Grey Havens* – You may ‘store’ one of your Elf Characters in a Company here to gain their MP value
- Lorien* – Search your draw deck and put into play a Minor or Special Item that could play here.
- Rivendell* – Search your draw deck for any non-Character card and put it into your hand.

Free-hold:



- 2: Lore - Tap a Sage here to either draw a Knowledge card from your draw deck or draw a Quest card
- 3: Attacked – Draw a Hazard Creature from draw deck that can be keyed to this Site
- 4: Inn - Draw 1 card from **Inn** deck plus 1 more for each card you discard from your hand.
- 5: Agent encounter – Draw a card from the Agent deck
- 6: Rumours - Draw a Location from the Player or Hazard deck that matches this site or region
- 7: Market – Discard card from Quest display to draw cards equal to MP cost of discarded card

Border-hold:



- 2: Curfew - You may not tap the Site this turn.
- 3: Market - Discard card from Quest display to draw cards equal to MP cost of discarded card
- 4: Rumours - Draw a Location from the Player or Hazard deck that matches this site or region
- 5: Attacked – Draw a Hazard Creature from draw deck that can be keyed to this Site
- 6: Agent encounter – Draw a card from the Agent deck
- 7: Inn - Draw 1 card from **Inn** deck plus 1 more for each card you discard from your hand.

Shadow-hold:



- 2: Awakened Attack – Face and add an extra strike to the Automatic Attack
- 3: Agent encounter- Draw a card from the Agent deck
- 4: Despair – Character with highest Corruption total must make a Corruption check
- 5: Incited Attack – Face automatic Attack with +1 Prowess to each strike
- 6: Lost in the Dark - You may not tap the Site this turn.
- 7: Attacked – Draw a Hazard Creature from draw deck that can be keyed to this Site

Ruins & Lairs:



- 2: Incited Attack - Face automatic Attack with +1 Prowess to each strike
- 3: Agent encounter – Draw a card from the Agent deck.
- 4: Traps – Random Character rolls 2D6 + Mind (+2 if Scout) - unless 10+, make a Body Check
- 5: Rockfall – All Characters roll 2D6 + Prowess and unless roll 10+ make a Body Check.
- 6: Attacked – Draw a Hazard Creature from draw deck that can be keyed to this Site
- 7: Lost in Dark Tunnels - you may not tap the Site this turn unless you tap a Scout.

Dark-hold:



- 2: Agent encounter- Draw a card from the Agent deck.
- 3: Awakened attack - Face Automatic Attack adding +2 strikes
- 4: Attacked – Draw a Hazard Creature from draw deck that can be keyed to this Site
- 5: Despair – Character with highest Corruption total must make a Corruption check
- 6: Lost in the Dark - You may not tap the Site this turn.
- 7: Incited attack- Face Automatic Attack with +2 Prowess to each strike

Appendix 3 – Dream Card List

Title	Deck	Type	Title	Deck	Type
Abandoned Mine	Hazard	Location	Orc Cave	Hazard	Location
Call for Aid	Player	Short event	Pale Enchanted Gold	Quest	Hoard Item. Gold
Catacombs of Carn Dum	Site	Dungeon	Prisons of Barad-dur	Site	Dungeon
City of Dwarrowdelf	Site	Dungeon	Prosperous Farm	Player	Location (Inn)
Crumbling Ruin	Hazard	Location	Purse of Gold	Player	Minor Item. Gold
Dark Cave	Hazard	Location	Release Captive	Quest	Permanent event
Decrepit Ruins	Hazard	Location	Remote Farm	Player	Location (Inn)
Defending the Greenwood	Quest	Permanent event. Battle	Rough Tavern	Player	Location. Inn
Defending the Hornburg	Quest	Permanent event. Battle	Sancho Proudfoot	Player	Character
Defending the Mountain	Quest	Permanent event. Battle	Secret Chamber	Player	Location
Defending the North	Quest	Permanent event. Battle	Solid Defences	Player	Short event
Defending the Port	Quest	Permanent event. Battle	Song of Hope	Player	Short event. Song
Defending the Shire	Quest	Permanent event. Battle	Song of Kings	Player	Short event. Song
Defending the Town	Quest	Permanent event. Battle	South Away	Player	Short event. Song
Defending the White City	Quest	Permanent event. Battle	Sparkling Pool	Player	Location
Dockside Quay	Hazard	Location	Spider's Web	Hazard	Location
Dolin	Player	Character	Sunlit Glade	Player	Location
Drinking Song	Player	Short event. Song	Tale of Tinuviel	Player	Short event. Song
Dungeon of the Necromancer	Site	Dungeon	The Fall of Gil-galad	Player	Short event. Song
Durin's Song	Player	Short event. Song	The Green Dragon	Player/Quest	Permanent event. Inn
Fireside Song	Player	Short event. Song	The Lay of Nimrodel	Player	Short event. Song
Forth Rode the King	Player	Short event. Song	The Oath of Durin	Player	Short event. Song
Galion	Player	Character	The Prancing Pony	Play/Quest	Permanent event. Inn
Goblin Tunnels	Hazard	Location	The Road Goes Ever	Player	Short event. Song
Goblin-town	Site	Dungeon	To the Sea	Player	Short event. Song
Grim Dungeon	Hazard	Location	Trading on the Long Lake	Player	Permanent event
Halls of the Woodland Realm	Site	Dungeon	Treasures Reclaimed	Player/Quest	Permanent event
Haunted Tomb	Hazard	Location	Troll Camp	Hazard	Location
Hobbit Village	Player	Location	Under Siege	Hazard	Permanent event
Horse & Cart	Player	Special Item	Warg Den	Hazard	Location
Kingdom of Erebor	Site	Dungeon	Welcoming Inn	Player	Location. Inn
Lost Island	Player	Location	Wiglaf	Player	Character
Loyal Followers	Player	Permanent event			
March of the Ents	Player	Short event. Song			
Market Day	Player	Short event			
Market Square	Player	Location			
Meeting Hall	Player	Location			
Mines of Gundabad	Site	Dungeon			
Minstrel	Player	Permanent event			
Monument of Numenor	Player	Location			
O Lorien	Player	Short event. Song			
Open War Is Upon You	Hazard	Permanent event			

