

INITIAL ADVENTURE GUIDE

How TO LEARN TO PLAY

To get a general idea of how to play, you should:

1) Play through the sample game described in this booklet: the Initial Adventure Guide.

Note: The sample game describes exactly what you and your opponent should do with the cards to make the adventure unfold. The rules of the game are described along the way, but do not be concerned with understanding their exact nature. Simply following the instructions about what you should be doing with the cards will demonstrate the basic feel of the rules. When you later read the Abbreviated Starter Rules and play the sample game for a second time, you can concentrate yourself directly with the letter of the rules.

2) Then, read through the Abbreviated Starter Rules booklet. The guidelines in that booklet cover everything that happens in the sample game.

Note: If you are an experienced gamer or if you have played collectible card games before, you may want to start with step 2 and then just shuffle the two decks and start to play

Later, you may want to read the full Starter Rules in Middle-earth: The Wizards: The Complete Rules and play a game using all of the Starter Rules for Middle-earth: The Wizards (METW). The Complete Rules also contain the METW Standard Rules, but you should not read those until after you have mastered the Starter Rules.

3) Place the sample decks back into their original order. Then, play through the sample game a second time. The Gandalf cards are ordered face-down from G01 (the top card) to G60 (the bottom card). The Saruman cards are ordered face-down from S01 (the top card) to S60 (the bottom card).

4) Shuffle the sample decks and play a real game, rolling the dice when needed. Refer to the Abbreviated Starter Rules as needed during play.

THE COMPONENTS

This starter set contains:

- A 60-card ready-to-play "Gandalf" deck

- A 60-card ready-to-play "Saruman" deck

0 Two "burning eye" six-sided dice

- Two "Hobbit" company markers

- A full-color Middle-earth play map

- Two full-color player sheets

0 An Initial Adventure Guide booklet

- An Abbreviated Starter Rules booklet

- A Complete Rules booklet

The Sidebar Text? 3 - This sidebar text provides sections of the rules that pertain to the sample game. You do not have to read this material as you play through the sample game. However, text may help you to understand why things are handled in certain ways in the sample:

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INTRODUCTION

The Valar have sent you and your fellow Maiar to Middle-earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. However, you are forbidden to dominate the peoples of Middle-earth or to match the power of Sauron with power. The peoples of Middle-earth refer to you as "Wizards," and individually you are called: Saruman, Gandalf, Radagast, Alatar, and Pallando. In this adventure, you and your opponent play Saruman and Gandalf. Each of you have the same goal: you must marshal the forces of the Free Peoples so that Sauron can be resisted until the One Ring is destroyed. Since you do not agree on how best to accomplish this goal, you must compete with your fellow Wizard for the minds, bodies, and souls of the Free Peoples. Victory in a Middle-earth: The Wizards game means that the winner will be the primary advisor to the Free Peoples in their struggles against the Dark Lord.

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The rest of this guide presents a sample game that you and your opponent can play through. This will help you learn to play by describing each step that takes place in a game of Middle-earth: The Wizards. Getting Ready to Play: During play you can refer to the color key for the cards in the center of this booklet. For easier reference, you can remove the color key before you begin play. The two decks of cards must be ordered so that the cards will appear in the same sequence as they do in the sample game. If this is the first time you have used this Starter Set, the two decks should be in the proper order. Otherwise, you must reorder the cards for the Gandalf deck from 'G1' (the top card, face down) to 'G60' (the bottom card, face down). Similarly, reorder the Saruman deck from 'S1' to 'S60'. These 'G#' and 'S#' labels appear on the cards in red on the left hand side in the center. You and your opponent must first decide who will be Saruman and who will be Gandalf. If you cannot agree, each

player rolls the dice (reroll if tied). The player with the highest result is Saruman and the other player is Gandalf.

Place the play map in the center of the space between you and your opponent.

Note: In this sample adventure you do not actually roll the dice. The dice roll results are predetermined so that the same things happen each time someone goes through the adventure.

SARUMAN SETUP

You are Saruman the White, greatest of the order of Wizards. Your most faithful adherents are gathered together in Rivendell awaiting your instructions and advice. This company consists of: - Gimli - Dwarf of Durin '5 line, son of Gloin 0 Legolas — Sindarin Elf, son of Thranduil - Elladan — Half-elf, son of Elrond - Pippin — Peregrin Took, Hobbit of the Shire

You have not yet joined the company. You are currently working behind the scenes to advance the cause of the Free Peoples. However, the time may soon come when you will travel with this company across Middle-earth.

memento First, place the Saruman play sheet between you and the play map. This play sheet will help you organize and keep track of your cards.

Take the deck that has Gimli as its top face down card and Ford as its bottom face down card—this is your play deck. Do not shuffle this deck. Place the deck face down on your play sheet in the Play Deck space. During the game, you draw cards from the top of your play deck and place them in your hand.

As Saruman, you start the game with certain individual Free Peoples that follow your advice and counsel. These are your starting characters. Turn over the top six cards from your play deck. Place the Gimli, Legolas, Elladan, and Pippin cards on your play sheet in the spaces marked Character #1, #2, #3, and #4. Legolas starts with a weapon, so place the Dagger of Westemessë card (an item) below Legolas' card. Similarly, place the Elven Cloak card below Pippin.

GANDALF SETUP

You are Gandalf the Grey, the wisest of the order of Wizards. Your most loyal associates are gathered together in Rivendell awaiting your advice and council. This company consists of:

' Aragorn II — Du'nadan of the North, Isildur 's heir

' Boromir II — Dunadan of Gondot; heir of the Steward

° Kili — Dwarf of Durin 3' line, son of Dis
0 Merry — Meriadoc Brandybuck, Hobbit of the Shire

You have not yet joined the company. You are currently working behind the scenes to advance the cause of the Free Peoples. However, the time may soon come when you will lead this company across Middle-earth.

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First, place the Gandalf play sheet between you and the play map. Take the remaining deck and place it on your play sheet in the Play Deck space.

Turn over the top six cards from your play deck. Place the Aragorn II, Boromir II, Kili, and Merry cards on your play sheet in the spaces marked Character #1, #2, #3, and #4. Boromir starts with a shield, so place the Shield of Iron—bound Ash card (an item) below Boromir's card. Similarly, place the Elven Cloak card below Merry.

Your Wizard card that represents Gandalf does not start in play. You, Gandalf, are initially working in secret to control and influence your growing resources. Later, during play, you will be able to reveal yourself and play your Wizard card.

Place the grey Hobbit marker on the Rivendell space on the play map. You start with six marshalling points: 3 for Aragorn and 1 each for Boromir, Elladan, and Pippin. To keep track of these marshalling points, place a grey marker on the '6' space on your marshalling point track.

Finally, you draw a hand of eight cards from your play deck.

Gandalf's Starting Hand: Dodge, Rangers of the North, Lucky Strike, Tempering Friendship, Concealment, "Bert" (Bur't), Orv-raiders, Ore-guard

The Cards _ There are three types of

_ ards (the; blue background) cards and the Wizard cards), resource cards (the copper— metal background cards), and hazard cards (steel grey meml "

: our play debci During e game, you draw cards from e top of this deck and place em in your hand. When you play a card, it either remains in play or it is placed into your discard pile or out-of-play pile: [scald Pile ~— Your discarded ; cards are placed face down in Your discard pile. When your " play deck is exhausted, you shuffle the cards in your disrd pile and they become your new play deck. _ ut-ofplay Pile — If one of 1 your characters is eliminated, 7. place him in your out-of-play , pile. When you defeat all of , the strikes from a creature, ' ' place the creature's card in ' your outof-play pile.

When l _ you play a faction, place it in _ ' your out-of-play pile. ' Characters & Companies 9 As a player, you influence ~ and control a number of char. acters that move and act in the world of Middle— earth. Each character's abilities are defined by these attributes: race, skills, direct influence, prowess (offense), body (defense), mind, marshalling points, and special abilities. A character can be [eliminated and removed from play as a result of failing a body check during combat.

All of your characters operate together in your company. Your Marshalling Points You should place a marker _ on the Marshalling Point Track ' to keep a running total of your marshalling points as you ac.quire them.

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Your Wizard card that represents Saruman does not start in play. You, Saruman, are initially working in secret to control and influence your growing resources. Later, during play, you will be able to reveal yourself and play your Wizard card.

During play, all of the characters you influence will move and operate as a group called your company. Your characters stan play in Rivendell So, place the white Hobbit marker on the Rivendell space on the play map. This marker represents the location of your company.

Because characters are one of the most important resources for the Free Peoples, most characters are worth marshalling points towards winning the game. Mar— shalling points are given in the upper—left corner of each card. So, you start with six marshalling points: 2 for Gimli, 2 for Legolas, and 1 each for Elladan and Pip— pini To keep track of these marshalling points, place a white marker on the '6' space on your marshalling point track.

Finally, you draw a hand of eight cards from the top of your play deck. You are ready to begin play.

Saruman's Starting Hand: Hauberk of Bright Mail, Black, Risky Blow, Wargs, Wolves, Wargs, Ghosts, Amuse Minion:

SARUMAN TURN 1

You have uncovered a rumor that an ancient Hauberk of Bright Mail lies hidden west of Rivendell in the Barrow — downs. You send word to your company— they acquire the item. On the journey, the company encounters and defeats a large Troll named “Bert.” During the battle, he calls for “William ” and “Tom, ” but no one comes. The next day, the company is beset by Ore-raiders from Angmar. They don ’t notice Pippin due to his Elven Cloak. Unfortunately, before Gimli and Legolas drive them off, Elladan is wounded.

At the Barrow~downs, Gimli disturbs a Wight while searching a ruined barrow. He drives it off and discovers the hauberk

in its lair. mammal?

Untap Phase: The first part of each of your turns is your Untap Phase. As your characters do things during play some of them will become “tapped” or “wounded” (see the sidebar text for a complete explanation of tapping). During this phase each of your characters may either untap or heal. However, this is your first turn, so none of your characters are tapped or wounded.

Organization Phase: Your second phase is your Organization Phase. At this point, you may reorganize your characters and bring new characters into play from your hand. You do nothing because you don’t need to reorganize and you have no characters in your hand.

Movement: Next you have to decide what your company is going to do. Your goal is to acquire marshalling points (MP5), so you need to examine the cards in your hand to see what you have available. The only marshalling points in your hand are for your Hauberk of Bright Mail (2 MPs). This is a major item so you need to travel to a site where major items are playable (look at the play map). The only site adjacent to Rivendell that says that major items are playable is the Barrow — downs. So, your company travels to the Barrow—downs—move your marker from Rivendell to the Barrow—downs. Whenever you move, both you and your opponent draw cards. You are the moving player, so you draw 1 card as in—

The Player Turn | Play consists of: a series of “Player Turns.” During your turn, you take various actions during the following phases/ Then, your opponent does the same during his turn. 1) Untap Phase: Each of your 1 — characters may do one of the following: Heal (if at 3 Ha— ,ven’site) or Untap. 2) Move/Untap Phase: Each of your company and] _ at Haven) play one character your Wizard from “ or hand Remove your opponent’s hazard long ‘ev’entsk _ ’ V t 3) Movement/Hazard Phase: You may move your company to a new site. Each player draws cards as indicated by the new site. Then, it your opponent plays hazard ‘ against you based on the ne : site and the path taken. yF’ nally, each player must w card or draw until he h hand of exactly 8 cards.” 4) Site Phase: If you new has an automatic-attack _ must face it. Then, you _ i tap a character: to pla i item or ally or you may 3 a character to attempt to pla afaction. I . : ’ I ’ End-of-Turn Phase: Each player may discard one card. Then, each player must dis r card or draw until he has hand of exactly _ 8 cards. Hazards _ — “Evil forces” in METW are represented by hazards that the players use against one another. For example, if your move a character into Moria, your opponent could play a Troll card as a hazard. These hazards are not “controlled” by the Wizards but rather they represent the forces of Sauron, i who himself is in ‘a “dOrnant”; or hiding phase. All players are: “good,” so conflict takes the form of hazards and direct attempts to “persuade” each other and each other’s characters and forces, rather than the form of direct conflict. ’ Kw 74 “ * / \ r».

all of your characters are untapped, you choose a character to face “Bert”’s strike. Legolas steps forward to fight—he taps and gives his full attention to the charging Troll. Because he taps, he will be less effective doing other things for the rest of this turn.

Legolas has a prowess of 6: his normal prowess of 5 plus 1 for his Dagger of Westernesse. He decides to use a Risky Blow to get an additional +3 prowess modification. You roll the dice and get a result of 5. Legolas’ total is 14: a roll of 5 plus his prowess of 6 plus 3 for using a Risky Blow. Since, 14 is greater than “Bert”’s prowess of 12, Legolas has defeated “Bert” and “Bert”’s card is placed in your out-of-play pile. Discard the Risky Blow card. You get 1 marshalling point as indicated in the upper-left corner of “Bert”’s card—move your marker to ‘7’ on your marshalling point track.

Note: See the sidebar text on pages 8 and 9

for more details on combat.

Ore-raiders Attack: Your opponent plays Ore-raiders: 4 strikes with 6 prowess.

You have four characters and there are four strikes, so each of your characters must face a strike from the Ore-raiders. Gimli has a prowess of 5. Even if he rolled a 2, his resulting total of 7 would defeat the strike against him. So, you decide that Gimli will not tap to face the strike—this modifies his prowess by -3. You roll a 5 and Gimli defeats his strike; his total of 7 (5-3+5) is greater than the Ore-raiders’ prowess of 6.

Legolas’ prowess is normally 6 (5 +1 for the dagger); but, because he is tapped, his prowess is modified by -1. You roll a 7 for Legolas, and his total of 12 (6 -1 +7) easily defeats his strike.

Elladan has a prowess of 5 and decides to follow Gimli’s example and not tap.

However, you roll a 3 and Elladan’s total is only 5 (5 -3 +3). This is less than the Ore-raiders’ prowess of 6, so Elladan is wounded. Your opponent gets to roll the dice to make a body check for Elladan. If his roll is greater than Elladan’s body of 8, Elladan will be eliminated. Luckily for you, your opponent rolls a 6 and Elladan is not eliminated.

The Orc-raiders’ fourth strike is directed against your Hobbit, Pippin. Fortunately, Pippin has an Elven Cloak that

can be tapped to cancel a strike keyed to wilderness [(5)]. Because the Ore-raiders matched the wilderness in Pippin’s company’s site path, you tap the cloak to cancel the strike against Pippin.

The Ore-raiders attack is over, and all of its strikes were not defeated because Elladan was wounded and Pippin canceled one. So Orc-raiders is discarded and placed in your opponent’s discard pile.

Other Hazards: Your opponent doesn’t play his Ore-warriors who decides to save it to attack you on your return trip to Rivendell. Your opponent would like to play his Arouse Minions, but it only affects shadow-holds [i] and dark-holds [l] and your company has moved to a ruins & lairs [h].

Return to a Hand of 8 Cards: At this point both you and your opponent must make sure you each only have eight cards in your hand. You both do, so you neither draw nor discard cards.

The Undead Automatic-attack: Since your company is at a site with an automatic-attack, you must face it. The Undead automatic-attack has 1 strike with a prowess of 8. You decide that Gimli will face the strike. If Gimli taps to face the strike, he will not be able to play the Hauberk of Bright Mail. However, if he does not tap, his prowess will only be 2 (5 -3). After your experience with Elladan, you don’t want to risk Gimli. So, you play the Block card from your hand; place it in your discard pile. This means that Gimli does not tap and does not take the -3 modification. You roll a 6 and Gimli’s total of 11 (5 +6) easily defeats the Undead.

Playing an Item: Gimli taps and you place your Hauberk of Bright Mail under his control. Gimli’s body is increased from 8 to 9 (see the card’s text). You get 2 marshalling points as indicated in the upper-left corner of the card. Move your marker on your marshalling point track from 7 to 9. End-of-turn Phase: You only have 6 cards, so you draw Escape and Block. After he exercises his option to discard a card, your opponent draws one card to return 8 cards. He discards Ore-guard and draws Bergond. Your turn ends,

During the movement/hazard phase of each of your lung, on may nrove your compagiy; (up its current site to its new .re. The new site must be c l _ ,cun’entéite b a, :bOld,

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a strike. Beregond has a prowess of 4 and he taps to fight the Wargs. He rolls a 7 and defeats his strike; his total of 11 (4+7) is greater than the Wargs' prowess of 9. Boromir taps, rolls a 9, and easily defeats his strike. Your opponent's Wargs card is placed in your out-of—play pile to keep track of your marshalling points. You get 1 marshalling point as indicated in the upper-left corner of the card—move your marker to '7' on your MP track.

Wolves Attack: Your opponent plays Wolves: 3 strikes with 8 prowess. Since only three of your characters are un—tapped, Merry would have to face a strike. However, you have a Concealment card in your hand—it will allow your com—pany to avoid the attack. In order to play Concealment, you have to tap a character who is a scout—the scout shows the company where and how to hide. You have two scouts: Merry and Kili. You decide to tap Merry because Kili is a better fighter. Merry taps to play Conceal—ment, the Wolf attack is canceled, and both cards are discarded.

Wargs Attack: Your opponent plays his second Wargs card: 2 strikes with 9 prowess. Since only Aragorn and Kili are untapped, they face the strikes. Kili has a prowess of 3 and he taps to fight the Wargs. You decide to give him a little help and play a Lucky Strike card from your hand—he gets to roll twice and choose which roll to use. He rolls a 4 and a 6. It's a good thing you used the Lucky Strike, because he would have been wounded with a roll of 4. However, he chooses to use the roll of 6 and ties the strike with a total of 9 (3 +6).

Now Aragorn must face his strike. You do not want to tap Aragorn because if he is tapped he will not be able to bring the Rangers of the North into play. So, you play Dodge on Aragorn. This means that Aragorn does not tap and does not take the -3 modification for not tapping. You roll a 7 and Aragorn's total of 13 (6 +7) easily defeats the strike. However, because both strikes were not defeated, you do not get any marshalling points.

The Lucky Strike, Dodge, and Wargs cards are all discarded.

Other Hazards: Your opponent would like to play his Arouse Minions, but it

only affects shadow-holds [i] and darkholds [I] and your company has moved to a ruins & lairs [li]. He would also like to play his Ghost, but its symbols do not match your site path or new site type.

Return to a Hand of 8 Cards: At this point both you and your opponent must make sure you each only have eight cards in your hand. You only have 5 cards, so you draw River, Halfling Strength, and Scroll of Isildur. Having only 6 cards, your opponent draws Saruman and Lesser Spiders.

The Site Phase: Because it is a relatively safe place, Bree has no automatic-attack. You want to play your Rangers of the North card, but in order to do so you must tap a character to make an influence check as indicated on the card. Aragorn has a special bonus when attempting to influ—ence the Rangers of the North, so you tap him and you play your Tempering Friendship card to give him a +4 bonus.

Aragorn has a normal direct influence of 3 and a +2 bonus to his direct influ—ence against the Rangers of the North. However, he has a follower that uses 3 points of his direct influence. So, his un—used direct influence is 2, You make your influence check roll (2D6), and the re—sult is 5. This roll is modified by: - Aragorn's unused direct influence: +2. ° +1 because Aragorn is a Dunadan and the Rangers of the North card indicates a +1 modification for Dunedain (the plural of Dunadan).

' +4 due to the play of a Tempering Friendship card.
So the modified result is 12 (=5+2+1+4). Since this is greater than 9 (the number required by the faction card), the Rangers of the North are successfully brought into play and placed in your out—of—play pile. Your marshalling point to—tal increases by 3 to 10—move your marker on your marshalling point track. Discard the Tempering Friendship card.

If you had rolled a 2, your modified result would have been 9 (=2+2+1+4), and you have discarded the faction card.

End-of-turn Phase: You only have 6 cards, so you draw Faramir and Dodge. Your opponent draws none; he has 8 cards and elects not to discard one.

f on'e'ofthe strikes was canceled or ineffectual, the attack 'is not defeated. If the attackiis, , canceled, the attack is not feated. A canceled attack duo effe n the defending

d your character's untised rect influence, and add any ropriate modifimtidns (any applicable standard modifications from the faction card and from any other cards played).

D6)-- ' If the modified result is eater than the value required 11 the faction Card, you place e faction in your out-of-play

Otherwise, you discard the facv on card Once a faction is ought into play, it is not con. olled by any specific character'e' and it does not count against general or direct influence.

t SARUMAN TURN 2

After resting for a while, your company starts its long trip back from the Barrowdowns to Rivendell. Along the way, they break up a hand of Brigands and disperse another squad of Ore-warriors. In truth, the forces of Angmar seem to be on the move, but the company reaches Rivendell safely. WWW

Untap Phase: You untap Gimli, Legolas, and Pippin's Elven Cloak. However, Elladan cannot heal because he is not at a Haven—the Barrow—downs is a ruins & lairs site. Organization Phase: You would like to play your Saruman card and reveal yourself. But your company is not at a Haven, so you must wait until your next turn when your company is back in Rivendell.

Movement: The only site adjacent to Barrow—downs is Rivendell, so your company moves back to Rivendell. Place your company marker on the Rivendell space. You draw two cards: Ghouls and Halfling Stealth. Your opponent draws two cards: Lucky Strike and Eomer. Your site path from Barrow—downs to Rivendell is {3} J7 and your new site type is Haven [vii]. So, your opponent has three hazards that can be played: River, Brig—ands (keyed to '35), and Ore-warriors (keyed to '\$3).

Brigands Attack: Your opponent plays Brigands: 2 strikes with 8 prowess. Since three of your characters are untapped, you choose which of them will face the strikes. Legolas and Gimli each face a strike. Legolas has a prowess of 6 (5 normal +1 for his dagger) and he does not tap (-3 modification) to fight the Brigands. He rolls a 6 and defeats his strike; his total of 9 (6-3+6) is greater than the Brigands' prowess of 8. You play a Block card for Gimli so he does not need to tap. He rolls a 10 and easily defeats his strike. The Brigands card is placed in your out—of—play pile. You get 1 marshalling point as indicated in the upper—left corner of the card—move your marker to '10' on your marshalling point track.

Ore-warriors Attack: Your opponent plays Ore—warriors: 3 strikes with 7 prowess. Since three of your characters are still untapped, each faces a strike. Pippin taps his Elven Cloak to cancel the strike directed against him. Legolas and Gimli do not tap to face their strikes—you don't know whether or not your opponent has more hazards to use against you. Legolas rolls a 4 and defeats his strike; his total of 8 (5 normal +1 for his dagger -3 for not tapping +5 for his roll) is greater than the Orc—warriors' prowess of 7. Gimli rolls an 11 and easily defeats his strike. However, because Pippin canceled his strike, all three strikes were not defeated and you do not get any marshalling points. Discard the Orc—warriors card.

Other Hazards: River will force you to either tap a ranger character or to do nothing during the site phase. Since you are returning to a Haven and you cannot normally play resources at a Haven, your opponent doesn't play his River card.

Return to a Hand of 8 Cards: You have 9 cards, so you discard Halfling Stealth (Pippin is doing fine with his Elven Cloak). Your opponent has 8 cards, so he does nothing.

The Site Phase: Your company is at a Haven and you have no resources to play.

End-of—turn Phase: You are tired of holding on to Arouse Minions, so you discard it and draw Annalena. Your opponent elects not to discard a card.

V MBAT __ ' Combat occurs when a creature hazard is played on your company or when-[your com-'1 pany faces an automatic-attack at a site. Each of these cases involves resolving lone attack" that consists of he or more 3 strikes. Eachstrike can target one and 3 anyone character in'the at a

- gi _ ' , ' Ifan attack has more strike than the company has charv i acters, ignore excess strikes Unless the attack states 0th) erwise; the defender choose which untapped characters will g be the targets of given strikes. l, Then, the attacker choose which other defending char Eter's not yet assigned, a strike will be the target of any maining unassignedystrick

LA Strike's Prowess V 'Each attack has a prowess that reflects how hard it is defeat the attack. Certain may increaseyth'e humbe rikes and/or prowess o ttask: Amuse Minions, ufWar, and Minibns Stir. A Character_?s Prowess l Eāch of your_charaeters ha a prowess that reflects the ECharacter's abilities in combat There are a number of standard modifications to a character' prowess: ' - An tapped character modifie his prowess by -1.

o A wounded character modi fies his prowess by -2. 0 Normally a character that is ' the target of a strike must tap when the Strike is resolved However, a character may choose to not tapé—if so, his prowess is modifiedby -3_-' The character does not take this penalty if a Block or Dodge card is used,- _ ' " The target's'prowes's is modi - ' fied by +3 if a,Rg'3ky Blow card is used. L , i -

GANDALF TURN 2

After a few days in Bree consulting with the locals, the company starts back to Rivendell. The early part of the trip is relatively uneventful. Growing complacent, the group is ambushed by lesser giant spiders in a place where the road cuts through a section of heavy forest. It takes the full efforts of all of the company's warriors to emerge triumphant. Unfortunately, Merry is separated from the group and encounters an evil Huorn. Only his Elven Cloak and his inherent sense for self-preservation enable him to escape and rejoin his companions. Eventually, the road leads the company back to Rivendell.

WWW

Untap Phase: You untap all of your characters.

Organization Phase: You would like to play Faramir or Eomer. However, not only is your company not at a Haven, but you don't have enough influence. You are currently using 19 out of your 20 points general influence. So, your 1 point of general influence would not be enough to control Faramir (mind: 5) or Eomer (mind: 3). You need to get your Wizard card into play with his 10 points of direct influence.

Movement: The only site adjacent to Bree is Rivendell, so your company moves back to Rivendell. Place your company marker on the Rivendell space. You draw two cards: Gandalf and the Great—shield of Rohan. Your opponent draws two cards: Huorn and Risky Blow.

Your site path from Bree to Rivendell is II; .1 and your new site type is Haven [#21]. So, your opponent has two hazards that can be played: Huorn (keyed to '1') and Lesser Spiders (keyed to 1).

Lesser Spiders Attack: Your opponent plays Lesser Spiders: 4 strikes with 7 prowess. Since all of your characters are untapped, you choose which of them will face the strikes. You choose Aragorn, Boromir, Beregond, and Kili. You decide that you really want to get the marshalling point so you tap them all. Aragorn rolls a 4 but still easily defeats his strike with a total of IO (6 prowess +4 for the

roll). Boromir and Beregond roll a 7 and a 9 respectively and easily win. You're worried about Kili and his 3 prowess, so you play Lucky Strike for him. He rolls a 10 and a 7, easily defeating his strike. It turns out you didn't need to play the Lucky Strike, but you must play any resource cards affecting a strike before any rolls are made. The Lesser Spiders card is placed in your out-of-play pile. You get 1 marshalling point and move your marker to '1 1' on your marshalling point track.

Huorn Attack: Your opponent plays Huorn: 1 strike with 10 prowess. Since only Merry is untapped, you choose him to face the strike and he uses his Elven Cloak to hide from the Huorn. Tap the Elven Cloak and discard the Huorn.

Return to a Hand of 8 Cards: You have 9 cards, so you discard one. You are planning to try and play the Scroll of Isildur next, so you discard the Great Shield of Rohan so that it won't just sit in your hand. Your opponent has 8 cards, so he does nothing.

The Site Phase: Your company is at a Haven and you have no resources to play.

End-of-turn Phase: Because you have three characters in your hand and you can only play one each turn, you discard Eomer and draw "William." Your opponent discards Ghouls and draws Wolves.

2 (COMBAT Continued),
II ' E Mod. to Target's
£Condition Prowess
i Untapped character
I7 decides to
tap '0
E Untapped character
, - decides not to tap
~3 Unwounded. tapped
' character ~1
, Wounded character .. -2
'Risky Blow' I; . +3
'Resolving a Strike

" Strikes are resolved one at a time as decided by the defending player. When you choose a = strike to resolve, determine all of the factors affecting the EStrike before the roll is made. E To resolve a strike, the defender makes a roll (2D6) and 3 adds his modified prowess: I o If this result is greater than the strike's prowess, the strike is defeated. 1

t' If this result is equal to the I strike's prowess, the strike is ineffectual.

' Otherwise, the strike is successful and the character is wounded and must make a ' body check. 3

Body Checks : To make a body check, the attacker makes a roll (2D6); if this value is greater than the 3 ; character's body attribute, the 1 character is eliminated and his 2 card is placed in your out-of-play pile. If the character was I already wounded before this ' strike, the roll is modified by '1, +1'

' i If a character is eliminated, the items he controls are transferred to other characters in his company.

' Defeating an Attack
' : An attack by a hazard creature is defeated if each of its strikes that targeted a character is defeated. A defeated hazard—

: and creature's card is placed in the defender's out-of-play pile. i The defender receives mar. I

" shalling points for eliminating

fish of your wounds heal at a Haven using the Untap phase of your character moves: from a wounded position to a tapped position (Leg; the character)

I SARUMAN TURN 5

While Elladan recuperates from his wounds and the rest of the company enjoy the comforts of Imladris, you travel to join them. You have decided that the time has come for you to reveal yourself to the Free Peoples and to take a more active role in the struggle against Sauron. Legolas is particularly delighted by your decision and follows your every suggestion as if it were an order.

One of your agents in the South has reported that the Dunlendings are receptive to the idea of aligning themselves with the Free Peoples. So, you and the company head south for the Dunnish Clan-hold. Just outside of Rivendell, a huge Troll suddenly appears and screams "Yer blinking sneakers coshed me mate Bert. Now I'll bruise yer, or me name's not William Troll." Reacting quickly, Legolas side steps the charging Troll and aims a risky blow at its flank. Luckily, his blade strikes home and the Troll dies instantly.

Days later in the heart of the wilderness between Rivendell and the Dunnish Clan-hold, the company finds its way blocked by a swollen river. All of the known fords seem to be impassable. Normally, Elladan would use his skills as a

ranger to find a crossing, but he is still not fully recovered from his wounds/So Saruman is forced to spend long, draining hours discovering a way across the river. By the time the company reaches the Dunnish Clan-hold, Saruman is exhausted.

Not wanting to wait for Saruman to recover, Gimli takes the initiative and tries to convince the Dunlendings to join the Free Peoples. Ultimately he is successful and the Dunlendings begin to mobilize.

lam—mam Untap Phase: Untap Pippin's Elven Cloak. Because your company is at a Haven, Elladan can heal. Turn his card so that he is tapped.

Organization Phase: Your company is at a Haven, so now you can play your Wizard card and reveal yourself. Place your Saruman card on your play sheet. You would also like to play Annalena. However, you can't because you can only play one character each turn. Revealing your Wizard counts as playing a character.

You can now reorganize your company. Saruman has 10 points of direct influence, so he can have followers with mind attributes totaling up to 10. You make Legolas a follower and place his card (and his dagger card) under Saruman's card. This means that you have 6 points of unused general influence and Saruman has 4 points of unused direct influence.

Movement: You have the Dunlending faction in your hand and it is worth 2 marshalling points. It can only be played at the Dunnish Clan—hold site, so you move your company marker to that space. You draw Wood—elves and Wolves. Your Opponent draws Escape and Ore—guard.

Your site path from Rivendell to the Dunnish Clan-hold is 3? J: L4? and your new site type is a border-hold [.1]. So, your opponent has two hazards that can be played: River and "William" (keyed to Li).

“William” Attacks: Your opponent plays “William”: 1 strikes with Il prowess. You choose Legolas to take the strike and you play Risky Blow to give him a +3 bonus. He taps and rolls a 5 for a total of 14 (5 normal +1 for his dagger +3 for Risky Blow +5 for the roll). “William” is defeated and his card is placed in your out-of-play pile. Move your marker to ‘ 1 1’ on your marshalling point track.

Other Hazards: Your opponent now plays River. Unless you tap a ranger, this card will prevent your company from doing anything during your site phase. This would slow you down for an entire turn, so you definitely want to tap a ranger. Since Elladan is already tapped (remember he just healed this turn), you must tap Saruman—he is your only other ranger. This is unfortunate because you were planning to use him and his 6 points of unused direct influence to recruit the Dunlendings.

Return to a Hand of 8 Cards: You and your opponent each have 8 cards. The Site Phase: You only have two untapped characters with which to try and influence the Dunlendings. You tap Gimli for the influence check. He has no fol— lowers, so his unused direct influence is 2. You make your influence check roll (2D6), and the result is 9. This roll is modified by:

- Gimli’s unused direct influence: +2.
- —1 because Gimli is a Dwarf and the Dunlending card indicates a —1 modification for Dwarves.

So the modified result is 10 (9+2-1). Since this is greater than 9 (the number required by the faction card), the Dunlendings are successfully brought into play. However, if you had rolled a 8 or less, your influence check would have failed and you would have had to discard the faction card.

Place the Dunlendings card in your outof—play pile and increase your marshalling point total to 13.

End-of—turn Phase: You only have 7 cards, so you draw Wake of War. Your opponent discards Orc-guard and draws Quickbeam.

GANDALF TURN 3

You had planned to remain in the background for a while longer; but Saruman’s arrival has forced your hand. You reveal yourself to be a Wizard and join your company in Rivendell. Merry and Boromir claim that they will follow you to the ends of the earth.

Your research concerning the One Ring has indicated that one of the keys to its discovery, the Scroll of Isildur, may be found in Moria. After a long conference with your company, you decide to cross the Misty Mountains to Lo’rien and then to enter Moria using its East Gate.

The trip across the Misty Mountains is relatively uneventful, but in the Anduin Vales you begin to find signs of a great battle. This worries you because often there are great dangers in the wake of wax Indeed, your premonitions soon become reality—your company is beset by Wargs, wolves, and giant spiders that seem to be even more rabid than normal.

The company easily defeats the first Wargs they chance upon, and Merry’s quick action helps the group conceal itself from a pack of wolves. Against a third attack, you escape only because Beregond fights a valiant rear-guard action—he is wounded in the process. However; your luck runs out when beset by a second pack of wolves. Kili is wounded and Beregond is killed before the com— panyfinally manages to drive off the at— tackers. Eventually, the company limps into Lorien and Beregond is buried with full honors.

mammal? Untap Phase: You untap all of your tapped characters and items. Organization Phase: You play your Gandalf card. Then you make Merry and Boromir his followers. Place their cards under Gandalf’s. You now have 9 unused general influence, but Gandalf only has 2 unused direct influence.

Movement: You want to travel to a site where you can play your Scroll of Isildur for 4 marshalling points. It is a greater item, so you must travel to Moria, Mount Gundabad, or the Dead Marshes. To reach any of these sites you must first move to Lorien. Place your company marker on

Shirt-events r

A short—event's effects are immediately implemented when it is played; Then the e'vpm card is discarded

Long-events

5* You may only play a hazard long-event during your xjpponent's movegneynt/hazard

Lofypursf '

the Lorien site. You draw Brigands and Concealment. Your opponent draws Wargs and Lesser Spiders.

Your site path from Rivendell to Lorien is (I) SJ (5) G and your new site type is Haven [53]. So, your opponent has five hazards that can be played: Wake of War, Lesser Spiders, Wargs, and two Wolves. You don't know it yet, but you are about to be hit with 5 hazards.

Wake of War: This card is a long-event that increases the number of strikes and prowess of each Wolf, Spider and Animal attack by one. Ybur opponent plays this card first so that his creatures will all be more powerful. This card will remain in play until your next organization phase. Thus, it will affect any creatures you play against your opponent on his next turn.

Wargs Attack: Your opponent plays Wargs: normally 2 strikes with 9 prowess. However, it is 21 Wolf attack—see the key word "Wolves," the first word in its card's text. So, due to the Wake of War, it has 3 strikes with 10 prowess. You choose Gandalf, Aragorn, and Boromir to face the strikes. Gandalf plays Dodge and does not tap. He rolls a 5 for a total of 11 (6 prowess +5 for the roll), and he defeats his strike.

Boromir taps and rolls a 9, easily defeating his strike. Aragorn taps and rolls a 7, defeating his strike. Place the Wargs card in your out—of—play pile and increase your marshalling point total to 12.

Wolves Attack: Your opponent plays Wolves: 4 strikes with 9 prowess due to the Wake of War. You begin to worry—Wake of War is in play, Boromir and Aragorn are already tapped, and this attack has 4 strikes. You tap Merry (a scout) and play Concealment to cancel the at— tack. Your opponent discards the Wolves.

Wolves Attack: Your opponent plays another Wolves: 4 strikes with 9 prowess due to the Wake of War. Things are getting tense. You play Escape to cancel the attack. However, Escape requires you to wound one of your own characters. You decide to wound Beregond (he covers your escape) and the Wolves card is discarded.

Lesser Spiders Attack: Your opponent plays Lesser Spiders: 5 strikes with 8 prowess due to the Wake of War. You have nothing to cancel this attack. so you choose Gandalf. and Kili to take strikes. Because they are tapped or wounded, you cannot choose Aragorn, Merry, Boromir, or Beregond. There are three strike left, and your opponent applies them to Boromir (because he has a low body), Merry (because he has a low prowess), and Beregond (because he is wounded).

Gandalf taps and rolls an 8, defeating his strike. Merry taps his Elven Cloak to cancel his strike. Boromir taps his shield for a +1 bonus and rolls a 6, easily beating his strike. Kili taps and rolls 214 for a total of only 7 (3+4)—he is wounded. Your opponent rolls a 6 for Kili's body check. Since Kili's body attribute is 8, Kili is not eliminated. This leaves Beregond, who rolls a 3. His total is only 5 (4 normal —2 for being wounded +3 for his roll). Beregond is wounded again. Your opponent rolls a 10 for the body check. Because this is greater than Beregond's body of 8, Beregond is eliminated. Place his card in your out-of—play pile and your opponent discards Lesser Spiders. Return to a Hand of 8 Cards: Wake of War remains in play. You only have 6 cards, so you draw Ore-warriors and Escape. Having only 5 cards, your opponent draws Saruman, Gollum, and Barrow-Wight.

The Site Phase: Your company is at a Haven and you have no resources to play.

End-of-turn Phase: You discard Arouse Minions and draw Minions Stir. He already has his Wizard in play, so your opponent discards Saruman from his hand and draws Halfling Strength.

SARUMAN TURN 4

After a relatively short period (f)recuperation, you gather your company together and head for Rivendell. The Valar must be looking out for you, because nothing significant happens on the trip back. However; you have a sense of foreboding concerning activity on the other side of the Misty Mountains.

Untap Phase: You untap all of your char—acters and items.

Organization Phase: You cannot play Annalena because your company is not at a Haven.

Movement: The only site adjacent to Dunnish Clan—hold is Rivendell, so your company moves back to Rivendell. You draw Bard Bowman and Arouse Minions. Your opponent draws Arouse Minions and Gandalf.

Your site path from Dunnish Clan—hold to Rivendell is A; I; A; and your new site type is Haven [51?]. So, your opponent has three hazards that can be played: Minions Stir, Brigands (keyed to CE). and Orc—warriors (keyed to 32).

Your opponent sees that his Minions Stir will only affect his Ore—warriors. In addition, your powerful characters are all untapped and heading back to a Haven. He decides to wait and not play any haz—ards this turn.

Return to a Hand of 8 Cards: You discard Bard Bowman and Escape. Your opponent discards Gandalf from his hand and Arouse Minions.

The Site Phase: Your company is at a Haven and you have no resources to play.

End-of-turn Phase: You and your opponent do nothing,

GANDALF TURN 4

The time has come. Despite having misgivings, you and your companions decide that you must enter Moria. The Scroll of Isildur is just too important— you can't afford to pass up any chance of finding it. On the way up to Moria, you face an evil Huorn alone and destroy it, but the effort it requires expends much of your reserves of energy.

Entering Moria by the East Gate is no problem. Unfortunately, the same can not be said for the first chamber of the third level. Your entrance into the hall seems to have enraged the Ghosts that lurk in the shadows. The company blunts their attack and with Gandalf's help they are dispersed for all time. Immediately after dealing with the Ghosts, a Barrow-Wight seems to materialize in the midst of your companions. Drained by the earlier encounters, you cannot react quickly enough to destroy it.

However, Boromir leaps in front of the abomination and it is forced back into the shadows, but not before seriously wounding Boromir.

You believe that you are close to the area that holds the scroll, but the noise of your battles seems to have aroused the Orc minions that now inhabit Moria. As you start to move on, a huge mass of Orcs begin to push into the chamber from a nearby entrance. Your company quickly pushes through another doorway and seals the door. The door holds off the Orcs long enough for you to escape the pursuers. but Kili is wounded in the process.

It is at this point that your luck changes. Soon after, Merry finds the Scroll of Isildur in what seemed to be just a pile of rubble. Your mission accomplished, you quickly and quietly move to the nearest exit and leave Moria.

You now feel that you have accomplished enough so that you can convince the leaders of the Free Peoples to follow your advice. You send out word that the Free Council will convene in a few weeks in Lorien.

Untap Phase: You untap Gandalf, Aragorn, Boromir, Merry, Boromir's shield, and Merry's cloak. Since your company is at a Haven, Kili heals—move his card to its tapped position.

Integrating New Cards , into Your; Starter Set
You can play as many games _ you want using just the card decks in this starter set. But it and when you are ready to ad— venture in full Middle-earth environment, you may want to add cards from other Middle earth Collectible Card Game? (MECCGm) products. There are over different cards that are part of the MECCG. You can buy MECCG cards in one of two different products: starter decks and booster packs. A starter pack includes 52 random cards and 24 "fixed" cards that are preselected to make each starter deck. A booster pack includes 12 to 15 cards randomly selected from a set of MECCG cards.

As of June 1997. MECCG cards are available in four sets: The Wizards, The Dragons, Dark Minions, and The Lidless Eye. These sets of cards are sold in the following products:

Middle-earth: The Wizards
starter decks
Middle-earth: The Wizards booster packs
Middle-earth: The Dragons" booster packs
Middle-earth: Dark Minions booster packs
Middle-earth: The Lidless Eye" starter decks
Middle-earth: The Lidless Eye booster packs
Most of the cards in your starter set are from The Wizards set. So, when you start to add cards, it would be best to buy Middle-earth: The Wizard: starter decks and booster packs. After you have experienced the full ranges of experiences of Middle—earth: The Wizards, you can start to add cards from the other sets

2) If each play dgck has been ' exhausted once}: the game _ends_av, the end of the current

Organization Phase: You play Faramir at Lorien with your company. Increase your marshalling point total to 14. Be — cause Wake of War was played during your last turn, discard it. Movement: You have two marshalling point resources that you could try and play this turn: Scroll of Isildur and Quickbeam. You decide to try for the scroll and its 4 marshalling points. Your company moves to Moria. You draw Dodge and Lucky Strike. Your opponent draws Huorn, Risky Blow, and Orcrist. Your site path from Lorien to Moria is (D (A) and your new site type is a shadow— hold [II]. Your opponent has three hazards that can be played: Arouse Minions, Huorn (keyed to w). Ghosts (keyed to I), and Barrow-Wight (keyed to II). Ghosts Attack: YOur opponent plays Ghosts: 3 strikes with 9 prowess. You choose Gandalf, Aragorn, and Faramir to face the strikes. Gandalf plays Dodge, doesn't tap, and rolls a 6; he defeats his strike with a total of 12. Aragorn taps and rolls an 11, defeating his strike. Faramir taps and rolls a 7. defeating his strike. Place the Ghosts card in your out—of—play pile and increase your marshalling point total to 15. Huorn Attacks: Your opponent plays Huorn: 1 strike with IOprowess. Gandalf taps and rolls an 8, defeating the attack. Place the Huorn card in your out-of—play pile and increase your marshalling point total to 16. Barrow-Wight Attacks: Your opponent plays Barrow—Wight: I strike with 12 prowess. Boromir takes the strike and plays a Lucky Strike so that he can roll twice and choose which roll to use. He also taps his shield for a +1 bonus. Un— fortunately he rolls a 2 and a 4, for a best total of 11 (6 normal +1 for tapping his shield +4 for the roll). Boromir is wounded, but your opponent rolls an 8 for the body check. Normally, this result would eliminate Boromir because his body attribute is only 7, However, Boromir's shield increases his body by 1 to 8—Boromir is not eliminated. Discard 'the Barrow-Wight card.

Other Hazards: Your opponent plays Arouse Minions to increase the prowess of Moria's automatic-attack from 7 to 10. Return to a Hand of 8 Cards: You draw Glamdring. Your opponent draws River. If he had this card earlier, he could have played it to keep your company from doing anything during its site phase. The Site Phase: Now your company must face the automatic—attack. It nor — mally has 4 strikes with 7 prowess. But due to the Arouse Minions, it has 4 strikes with 10 prowess. You play Escape to cancel the automatic-attack, but one of your characters is wounded. You choose Kili. However, you can now tap Merry and play the Scroll of Isildur. (Alternatively, you could play Glamdring, but it only gives 2 marshalling points.) Move your marker on your marshalling point track to 20. End-of-turn Phase: You have 20 marshalling points, so your opponent gets one last turn and then the game is over. You will not get another turn, so you will not be able to play any more resource cards and your opponent will not be able to play any more hazard cards. So you discard Halfling Strength and draw Orc— raiders, Riders of Rohan, and Erkenbrand. Your opponent discards River and draws Celeborn.

SARUMAN TURN 5

Word reaches you that Gandalf has called for the Free Council to convene. You know that there is little time for further action, but you decide to enter Gob—lin-gate on your way to Lo’rien. Perhaps you can find Gollum—his connection to the One Ring is strong and his presence at the Free Council may sway some to you.

Your company manages to safely reach one of the side entrances to Goblinsgate. However, there are Ore-guards at the entrance. You use some of your “magic” and you sneak in as the Orcs begin to quarrel among themselves. Further inside the caverns, your company ambushes and defeats a bunch of Orcs about to leave on a raid against the Beornings. Deeper down, your company falls upon some Orc-warriors in their barracks and once again defeats them. Then, your luck runs out as a large garrison of Orcs at—tacks you in one of the main corridors. Elladan is wounded before you can flee back into the vastness of the cavern complex under Goblin-gate. But perhaps that final encounter was a good thing—dur—ing the retreat from that encounter; Pip—pin happens upon a small, wizened figure cowering in the darkness. After some “persuasion,” the figure, Gollum, joins your company. With time running out, your company makes its way down the Anduin Vales to the Free Council.

W

Untap Phase: All of your cards are already untapped. You only have 13 marshalling points. You need 20 to at least tie your opponent.

Organization Phase: Since your company is at Rivendell, you bring Celeborn into play with your company. Since you can only play one character per turn, you may not play Annalena. Celeborn’s 2 marshalling points bring your total to 15.

Movement: You have three cards that you could play for marshalling points: Wood—elves, Orcrist, and Gollum. Orcrist is a greater item that can only be played at Moria, Mount Gundabad, or the Dead Marshes. Similarly, Wood-elves can only

be played at Thranduil’s Halls. None of those sites are adjacent to Rivendell, so you will not be able to play Orcrist or Wood-elves this turn. However, Gollum may be played at Goblin-gate or Moria, and Goblin—gate is adjacent to Rivendell. So, you move your company marker to Goblin-gate. You draw Block. Your Opponent draws Ore-guard and Minions Stir.

Your site path from Rivendell to Goblin-gate is @ (0 and your new site type is shadow—hold [I]. So, your opponent has five hazards that can be played: Brigands (keyed to (D)), Ore—warriors (keyed to (D)), Orc-raiders (keyed to (4)), and Ore—guard (keyed to i), and Minions Stir. He has a second Minions Stir that he cannot play because the card says “Cannot be dupli—cated.” This means that only one copy of the card may be in play at a given time. Minions Stir: This card is a long—event that increases the number of strikes and prowess of each Ore and Troll attack by one. Your opponent plays this card first so that his Ores will all be more power—ful. This card normally remains in play until your next organization phase.

Ore-guard Attacks: Your Opponent plays Ore—guard: normally 5 strikes with 8 prowess. However, it is an Orc attack— see the key word “Ores,” the first word in its card’s text. So, due to the Minions Stir, it has 6 strikes with 9 prowess. This is really tough and Pippin would not be able to use his cloak against it because it is keyed to S. So, you use Dark Quarrels to cancel the attack and the card is dis—carded.

Ore-raiders Attack: Your opponent plays Ore-raiders: 5 strikes with 7 prowess due to the Minions Stir. You have six characters so Pippin doesn’t take a strike. Elladan taps and rolls a 6, defeating his strike. Gimli plays block, doesn’t tap, rolls a 9, and defeats his strike. Celeborn doesn’t tap (—3 modification), rolls a 7, and defeats his strike. Legolas doesn’t tap (—3 modification), rolls a 10, and defeats his strike. Saruman doesn’t tap (—3 modification), rolls a 5, and defeats his strike. Place the Ore-raiders in your out-of-play pile and increase your marshalling point total to 16.

You can automatj bring ally into play by tapping o" of your charactersigThe'char adm- must be at the site ind)" cafwd on 'he ally's bard. Every is controlled by the chaireCter that tapped tV 'n'ng it into play. It'must be placed under Wand remain With I that

Marshallin printed on Lh L L

Ore-warriors Attack: Your opponent plays Ore—warriors: 4 strikes with 8 prowess due to the Minions Stir. You choose Gimli, Celebom, Legolas, and Saruman to take the strikes. Gimli taps and rolls a 5, defeating his strike. Celebom doesn't tap (-3 modification), rolls a 9, and defeats his strike. Legolas doesn't tap (-3 modification), rolls a 6, and defeats his strike. Saruman taps, rolls an 8, and easily defeats his strike. Place the Orc—warriors in your out-of—play pile and increase your marshalling point total to 17.

Other Hazards: You have just defeated two creatures, gained two marshalling points and still have 3 characters untapped. Your opponent realizes that you will just defeat the Brigands and get another marshalling point. So, he does not play the Brigands.

Return to a Hand of 8 Cards: Minions Stir remains in play. You only have 6 cards, so you draw Sword of Gondolin and Tempering Friendship. Having only 6 cards, your opponent draws Ore—watch and River.

The Site Phase: Your company must now face the Orcs automatic—attack: 4 strikes with 7 prowess due to the Minions Stir. Your untapped characters Pip— pin, Celebom, and Legolas each take a strike, and your opponent chooses Elladan to take the fourth strike. Celebom plays Risky Blow (+3), doesn't tap, rolls a 4, and defeats his strike. Legolas taps, rolls a 9, and defeats his strike. Pippin taps, rolls a 6, and ties his strike. Elladan is already tapped (-1), rolls a 2, and is wounded. Your opponent rolls a 7 for the body check—Elladan is not eliminated.

Celebom is your only untapped character, so normally you would have to use him to tap and play Gollum. But you play Halfling Strength to untap Pippin. Then Pippin taps to play Gollum. Place Gollum's card under Pippin's control, and increase your marshalling point total to 19.

End-of-turn Phase: You draw Lesser Spiders, Halfling Strength, and River. Your opponent has 8 cards and so draws nothing.

THE END OF THE GAME

The leaders of the Free Peoples converge at Lo'rien for the Free Council, Saruman presents a case for how using his methods and tactics can help in the struggle against Sauron. He emphasizes the significance of his loyal companions, the creatures that his company defeated, the Dunlendings' mobilization, Gollum, and the acquisition of the Hauberk of Bright Mail.

Then, Gandalf does the same with his list of resources brought to aid the Free Peoples. However, in the end Gandalf takes out the Scroll of Isildur and lays it on the table in front of the Council. They are clearly swayed by that gesture. So, by the slimmest of margins, they decide to follow Gandalf's advice in the coming struggles against the Dark Lord.

WW
Gandalf ends the game with 20 marshalling points (see below). Saruman ends the game with only 19 marshalling points (see below). Gandalf wins.

Gandalf: MPs Aragorn 11 (character) 3 Boromir II (character). Kill (character) Merry (character) . Faramir (character) Rangers of the North (faction) .. Scroll of Isildur (item) Wargs (defeated creature) Lesser Spiders (defeated creature) 1
| | | 2 3 4 |

Wargs (defeated creature) | Ghosts (defeated creature) 1
Huorn (defeated creature) 1
Total: 20 Saruman: MPs Gimli (character) 2
Legolas (character) .. 2 Elladan (character) 1 Pippin (character) 1 Celebom (character) 2
Dunlendings (faction) 2
2 Hauberk of Bright Mail (item).. 2
Gollum (ally) 2 "Bert" (defeated creature) |
Brigands (defeated creature) 1 "William" (defeated creature) |
Ore-raiders (defeated creature) Ore-warriors (defeated creature) 1 Total: 19

READ THIS FIRST!

Organizing the Cards in Your Sample Decks

To play through the sample game, the cards in your decks must be arranged in a specific order. The gray bordered Gandalf cards must be ordered face-down from G01 (the top card) to G60 (the bottom card). Similarly, the white bordered Saruman cards must be ordered facedown from S01 (the top card) to S60 (the bottom card).

The cards in some of the sample decks are not in this order—examine each of your decks to see if this is the case for your cards. You must rearrange them before starting the sample game. To rearrange such a sample deck, just take the top thirty cards (G31-G60 or S31-S60) and place them on the bottom of the deck.

Errata For the Initial Adventure Guide

Elladan ——— When playing the sample game, ignore the text on Elladan’s card that says: “+1 prowess against Ores.”

Gimli — When playing the sample game, ignore the text on Gimli’s card that says: “+2 prowess against Orcs.”

Page 7, 2nd Column, 3rd Line — Change “ruins & lairs [h]” to “border—hold [3]”.

Page 11, 1st Column, 2nd Paragraph, 10th Line — Change “his 6 points” to “his 4 points”.

Page 14, 2nd Column, 3rd Paragraph, 3rd Line — Change “has three” to “has four”.

Page 15, 2nd Column, 4th Paragraph, 9th Line — Change “to S.” to “to i.”