

THE PROGRESSIVE SCENARIOS FORMAT :

THE WIZARD SCENARIOS :

1) King Under the Mountain :

DR: The starting company may only contain the following characters: *Bilbo*, Dwarves with home site: Blue Mountain Dwarf-hold.

WR:

Easy : *King under the Mountain* is in play. *The Arkenstone* or *Returned Exiles* is in play.

Medium : *King under the Mountain* is in play. *The Arkenstone* or *Returned Exiles* is in play. A company has successfully played an item, an ally or a faction at The Lonely Mountain, while one of its characters is *King Under The Mountain*.

*** Difficult :** *King under the Mountain* is in play. *The Arkenstone* or *Returned Exiles* is in play. A company with *Bilbo* has successfully played an item, an ally or a faction at The Lonely Mountain, while one of its characters is *King Under The Mountain*.

2) Gollum's Fate :

DR: Only the following characters may come into play: *Gandalf*, *Aragorn*, *Strider*, *Boromir*, *Legolas*, *Gimli*, *Frodo*, *Sam*, *Pippin*, *Merry*.

WR:

Easy : *The One Ring* is destroyed.

*** Medium :** *Gollum's Fate* is successfully played.

Difficult : *Gollum's Fate* is successfully played. *The One Ring* must have been successfully tested at an Haven or a Free-hold (or have been influenced away).

3) Return of the King :

DR: *Aragorn* or *Strider* is played as the first character.

WR:

*** Easy :** 3 of the following cards are in play: *Army of the Dead*, *The White Tree*, *Return of the King*, *Choice of Luthien*

Medium : all the following cards are in play: *Army of the Dead*, *The White Tree*, *Return of the King*, *Choice of Luthien*

Difficult : all the following cards are in play: *Army of the Dead*, *The White Tree*, *Return of the King*, *Choice of Luthien*, and *Aragorn* bears *Narsil* reforged as *Anduril, the Flame of the West*

Remark and Ruling : «*Aragorn or Strider is played as the first character* » do not mean that he must be played successfully. If both players play *Aragorn* (or *Strider*) simultaneously during the character draft, the two characters «bounce» ; but it do not prevent to try to play the another *Aragorn* manifestation card during the rest of the character draft.

4) The Seventh Palantir :

DR: none.

WR:

Easy : *The Ithil-stone* or an inverted *Fate of the Ithil-stone* is in play.

Medium : *Fate of the Ithil-stone* is stored at a Haven.

Difficult : *The Ithil-stone* is stored at Rivendell

Remark : if successfully stored, Fate of the Ithil-stone or The Ithil-stone does not need to be in play at the end of the game.

5) Alliance of Free Peoples :

DR: none.

WR:

Easy : *Alliance of Free Peoples* and three factions (one Man, one Elf and one Dwarf) are in play. A company contains at least three characters ; one of those characters has to be an Elf, one a Man and one a Dwarf.

Medium : *Alliance of Free Peoples* and three factions (one Man, one Elf and one Dwarf) are in play. A company contains at least three characters with a mind higher than 6. One of those three characters has to be an Elf, one a Man and one a Dwarf. A company containing these three characters has successfully played a *Valiant Sword* at a non Haven site, and is still in possession of this weapon at the end of the game.

Difficult : *Alliance of Free Peoples* and three factions (one Man, one Elf and one Dwarf) are in play. A company contains at least three characters with a mind higher than 6. One of those three characters has to be an Elf, one a Man and one a Dwarf. A company containing these three characters has successfully played a *Valiant Sword*, an axe and a bow at non Haven sites. The Man bears this *Valiant Sword*, the Dwarf this axe and the Elf this bow.

Remarks :

Alliance of Free Peoples can have been played by either player.

The bows are : Bow of the Galadhrim, Bow of Dragon-horn

The axes are : Dwarven Axe (Zwergenaxt), Durin's Axe

6) The Shire :

DR: none.

*** Easy :** *Hobbits, Mistress Lobelia, Mallorn* and three Hobbit characters are in play.

Medium : *Hobbits, Mistress Lobelia, Mallorn, Red Book of the Westmarch* and four Hobbit characters are in play (one of them with *To Fealty Sworn*)

Difficult : *Hobbits, Mistress Lobelia, Mallorn, Red Book of the Westmarch* and five Hobbit characters are in play (two of them with *To Fealty Sworn*).

7) Veins of Arda :

DR: Only Dwarves may be played as characters (but you can play a Wizard).

WR:

Easy : Two *Vein of Arda* are in play (at least one has been stored at a Haven). One *Gems of Arda* is in play.

Medium : Two *Vein of Arda* are in play (at least one has been stored at a Haven). *Mithril* is in play.

*** Difficult :** *Mithril* has been stored at a Haven.

Remark : If successfully stored, Mithril or Vein of Arda does not need to be in play at the end of the game.

8) Heirs of Yavanna :

DR: No Dwarves may be played as characters. *Old Road*, *Great Road* and *Bridge* may not be played.

WR:

Easy : 2 Woses factions, 2 Ents and 4 Rangers characters are in play. *Ghân-buri-Ghân*, *Ôm-buri-Ôm* or *Pôn-ora-Pôn* is in play.

*** Medium :** 2 Woses factions, 3 Ents and 5 Rangers characters are in play. *Ghân-buri-Ghân*, *Ôm-buri-Ôm* or *Pôn-ora-Pôn* is in play.

Difficult : 3 Woses and/or Ent factions, 3 Ents and 5 Rangers characters are in play. *Ghân-buri-Ghân* is in play.

9) The Stones of Feanor :

DR: No Hobbits may be played as characters.

WR:

Easy : 2 different Palantiri have been tapped during the game to use their specific ability and are in play at the end of the game.

Medium : 3 different Palantiri have been tapped during the game to use their specific ability. These Palantiri do not need to be in play at the end of the game.

*** Difficult :** 4 different Palantiri have been tapped during the game to use their specific ability. These Palantiri do not need to be in play at the end of the game.

10) Rebuild the Towns :

DR: none.

WR:

*** Easy :** *Rebuild the Town* is in play at the end of the game at three sites, among : Buhr Widu, Haudh-in-Gwanur, Himring, Ost-in-Edhil or Tharbad.

Medium : *Rebuild the Town* is in play at the end of the game at three sites, among : Buhr Widu, Haudh-in-Gwanur, Himring, Ost-in-Edhil or Tharbad. *No Strangers at This Time* is in play at 2 of these rebuilt sites. *Men of Dale* is in play.

Difficult : *Rebuild the Town* is in play at the end of the game at three sites, among : Buhr Widu, Haudh-in-Gwanur, Himring, Ost-in-Edhil or Tharbad. *No Strangers at This Time* is in play at 2 of these rebuilt sites. *Men of Dale* and a faction playable at Lake-town are in play.

11) The Rohirrim :

DR: none.

WR:

*** Easy :** *Red Arrow, Riders of Rohan, Shadowfax, Great Shield of Rohan* and 4 characters with home site Edoras are in play.

Medium : *Red Arrow, Shadowfax, Noble Steed, Great Shield of Rohan* and 4 characters with home site Edoras are in play. *Riders of Rohan* and *Wild Horses* are in play. *Helm of Secrecy* has been played.

Difficult : *Red Arrow, Shadowfax, Noble Steed, Great Shield of Rohan* and 5 characters with home site Edoras are in play. *Riders of Rohan, Dunlendings, and Wild Horses* are in play. *Helm of her Secrecy* has been played.

12) The Daughters of Vaiya :

DR: No Wizard may be played. Only the following characters may be played : *Annalena, Arinmir, Arwen, Eowyn, Galadriel, Galva, Ioreth, Peath, Vôteli, Vygavril*. Only the following items may be played : *Elf-stone, Emerald of Doriath, Emerald of the Mariner, Gems of Arda, Jewel of Beleriand, Necklace of Girion, Necklace of Silver and Pearls, Noldo Lantern, Phial of Galadriel, Star-glass, Torque of Hues*.

WR:

***Easy :** 5 characters are in play and each of them possesses an item. *Nenseldë the Wingild, Mistress Lobelia* or *Goldberry* is in play.

Medium : 5 characters are in play and each of them possesses an item (three of them possesses a non minor item). *Nenseldë the Wingild, Mistress Lobelia* or *Goldberry* is in play.

Difficult : 5 characters are in play and each of them possesses a non minor item. *Nenseldë the Wingild, Mistress Lobelia* or *Goldberry* is in play.

13) The Firstborn :

DR: none.

WR:

Easy : Three characters, among *Cirdan, Elrond, Glorfindel, Galadriel and Thranduil* are in play at their home site.

Medium : Four characters, among *Cirdan, Elrond, Glorfindel, Galadriel and Thranduil* are in play.

*** Difficult :** *Cirdan, Elrond, Glorfindel, Galadriel and Thranduil* are in play.

14) The Great Greenwood :

DR: Marshalling Points may only played at sites in Mirkwood regions (Southern Mirkwood, Western Mirkwood, Heart of Mirkwood and Woodland Realm), or at Sulfur-Deeps.

WR:

Easy : "*Tower Raided*" is in play on Sarn Goriwing. 3 factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.

Medium : A tapped *"Pass the Doors of Dol Guldur"* is in play on a company or has been stored. 3 factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.

*** Difficult :** *"Tower Raided"* is in play on Sarn Goriwing. A tapped *"Pass the Doors of Dol Guldur"* is in play on a company or has been stored. 3 factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.

Remark : If successfully stored, Pass the Doors of Dol Guldur does not need to be in play at the end of the game.

15) Ithryn Luin :

DR: Only *Pallando* or *Alatar* may be used as a Wizard. As characters, only *Adrazar*, *Annalena*, *Arinmir*, *Beretar*, *Folco Boffin*, *Fram Framson*, *Galva*, *Haldalam*, *Peath*, *Vôteli*, *Vygavril* and *Wacho* may be used.

WR:

Easy : Men factions with at least 9 Marshalling Points must be in play. These factions must be playable in regions adjacent to the eastern end of the map. Two "Stolen Knowledge" cards must be in play (or stored).

*** Medium :** Men factions with at least 11 Marshalling Points must be in play. These factions must be playable in regions adjacent to the eastern end of the map. Three "Stolen Knowledge" cards must be in play (or stored).

Difficult : Men factions with at least 14 Marshalling Points must be in play. These factions must be playable in regions adjacent to the eastern end of the map. Three "Stolen Knowledge" cards must be in play (or stored).

Remark : Fram Framson can be played with A Chance Meeting.

16) On the Earth, in the Water and in the Air :

DR: none.

WR:

Easy : A character with no marshalling points must use a ship to go from a site to another site via a Coastal Sea (*Great Ship* or *Belegaer*), a horse (*Shadowfax*, *Bill the Pony* or *Noble Steed*) and be in the air (*Eagle-mounts* or *Gwaihir*). The character must be brought into play at his home site. The character must either use the ability of cards mentioned above or the character must successfully play the ally.

*** Medium :** A character with no marshalling points must use a ship to go from a site to another site via a Coastal Sea (*Great Ship* or *Belegaer*), a horse (*Shadowfax*, *Bill the Pony* or *Noble Steed*) and be in the air (*Eagle-mounts* or *Gwaihir*). The character must be brought into play at his home site and must return to his home site with an unique minor item or an hoard minor item. The character must either use the ability of cards mentioned above or the character must successfully play the ally.

Difficult : A character with no marshalling points must be brought into play at his home site and return to his home site with a major or a greater item he has successfully played at a site in a Coastal Sea. He must successfully play two allies (not at his home site) : a horse (*Shadowfax*, *Bill the Pony* or *Noble Steed*) and *Gwaihir*, and bring them to his home site.

Remarks :

The character must be in play at the end of the game.

You can fulfill the scenario only once, even if the conditions are met for several characters.

Fifteen Birds in Five Firtrees can not be used to fulfill the Eagle-mounts card condition.

17) Reforging :

DR : none

WR :

Easy : Reforge *Anduril the Flame of the West* and one other item, among *Belegennon*, *Ringil*, and *Horn der Herausforderung (Horn of Defiance)*. All reforged items are in play at the end of the game.

Medium : Reforge three items, among *Anduril the Flame of the West*, *Belegennon*, *Ringil*, and *Horn der Herausforderung (Horn of Defiance)*. All reforged items are in play at the end of the game.

*** Difficult :** Reforge *Anduril the Flame of the West* and 2 other items, among *Belegennon*, *Ringil*, and *Horn der Herausforderung (Horn of Defiance)*. All reforged items are in play at the end of the game.

Remark : it is not necessary to be at an Haven to play a stored Reforging on an item.

18) Seven for the Dwarf-Lords :

DR : none

WR :

Easy : 3 Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and 2 Dwarven factions are in play at the end of the game.

*** Medium :** 4 Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and 2 Dwarven factions are in play at the end of the game.

Difficult : 4 Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and 3 Dwarven factions are in play at the end of the game.

Remark : The Dwarven rings do not need to be in play at the end of the game.

19) The King of Dale :

DR : none

WR :

Easy : *Bard the Bowman* kills a manifestation of *Smaug*, being the only member of the company.

*** Medium :** *Bard the Bowman* kills a manifestation of *Smaug*, being the only member of the company. While doing so, he must bear an arrow and a bow. *Roäc the Raven* must be in play when *Smaug* is killed.

Difficult : *Bard the Bowman* kills a manifestation of *Smaug*, being the only member of the company. While doing so, he must bear an arrow and a bow. *Roäc the Raven* must be in play when *Smaug* is killed. *The Arkenstone* or *The Mithril-coat* must be in play and have been played at The Lonely Mountain.

Remarks :

The bows are : Bow of the Galadhrim, Bow of Dragon-horn

The arrows are : Arrows Shorn of Ebony, Black Arrow, Deadly Dart, Red Arrow

20) The Servants of Manwë :

DR : Saruman can not be your Wizard.

WR :

Easy : *Gwaihir* or *The Great Eagles* is in play. *Lindion the Oronin* is in play. *The Windlord Found Me* has been stored. A character in a company who has moved with *Eagle-mounts* to a Ruins and Lairs site has successfully played a *Dreams of Lore* in the site phase of the same turn (at least once in the game).

Medium : *Gwaihir*, *Lindion the Oronin* and *The Great Eagles* are in play. *The Windlord Found Me* has been stored. A character in a company who has moved with *Eagle-mounts* to a Ruins and Lairs site has successfully played a *Dreams of Lore* in the site phase of the same turn (at least once in the game). This *Dreams of Lore* must have been stored afterwards.

Difficult : *Gwaihir*, *Lindion the Oronin*, *Roäc the Raven* and *The Great Eagles* are in play. *The Windlord Found Me* has been stored. A character in a company who has moved with *Eagle-mounts* to a Ruins and Lairs site has successfully played a *Dreams of Lore* in the site phase of the same turn (at least once in the game). This *Dreams of Lore* must have been stored afterwards. Two different resources, among *The Cock Crows*, *The Old Thrush*, *Fifteen Birds in Five Firtrees* have been played.

Remark : If successfully stored, The Windlord Found Me or Dreams of Lore do not need to be in play at the end of the game.

21 : Heirlooms of Eärendil

DR: none

WR :

Easy :

Bilbo has played at least once *Marvels Told*.

4 items among : *Enruned Shield*, *Bow of Dragon-horn*, *Arrows Shorn of Ebony*, *Habergeon of Silver*, *Scabbard of Chalcedony*, *Valiant Sword*, *Adamant Helmet*, *Emerald of the Mariner* are in play and borne by any Elf or Dunadan characters.

Medium :

Bilbo has played at least twice *Marvels Told*.

6 items among : *Enruned Shield*, *Bow of Dragon-horn*, *Arrows Shorn of Ebony*, *Habergeon of Silver*, *Scabbard of Chalcedony*, *Valiant Sword*, *Adamant Helmet*, *Emerald of the Mariner* are in play and borne by any characters among *Elrond*, *Elladan*, *Elrohir*, *Arwen* and *Aragorn*.

Difficult :

Bilbo has played at least thrice *Marvels Told*.

Elrond, *Elladan* and *Elrohir* are in play and are bearing all the following items : *Enruned Shield*, *Bow of Dragon-horn*, *Arrows Shorn of Ebony*, *Habergeon of Silver*, *Scabbard of Chalcedony*, *Valiant Sword*, *Adamant Helmet*, *Emerald of the Mariner*.

THE TOURNAMENT POINT SYSTEM

Scenario-Points :

- 7 TPs for a difficult scenario
- 5 TPs for a medium-hard scenario
- 3 TPs for an easy scenario

You can win several different scenarios with one same deck (there are some possible scenarios). In that case, you get always 7 tournament points.

Malus Points :

If both opponents succeeds a scenario : - 1 TP for each player

MP-Rating-Points :

If a player has at least two times the number of MPs of his opponent, or destroy *The One Ring*, or store it at Barad-dûr (for a minion player), it is a decisive victory. Otherwise, it is a marginal victory.

- decisive victory : 4 TPs
- marginal victory : 3 TPs
- tie : 2 TPs
- marginal defeat : 1 TP
- decisive defeat : 0 TP
- a bye : 4 TPs (you have a bye if you are ready to play, but no opponent is available)
- drop : 0 TP

Scenario-Points, Malus Points and MP-Rating-Points are added up for the total points of a game.

DURATION OF A GAME

A game lasts now 80 minutes.