



RULESBOOK

"DO NOT MEDDLE IN THE AFFAIRS OF WIZARDS—
FOR THEY ARE SUBTLE AND QUICK TO ANGER."

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INTRODUCTION

During the Third Age, the Valar sent five Maiar to Middle-earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. However, they were forbidden to dominate the peoples of Middle-earth or to match the power of Sauron with power. These five were known as “Wizards” (also called Istari) in Middle-earth, and individually they were called: Gandalf, Saruman, Radagast, Alatar, and Pallando.

In *Middle-earth: The Wizards*, you play one of these five Wizards. Your goal is to marshal the forces of the Free Peoples so that Sauron can be resisted until the One Ring is destroyed. Since your fellow Wizards do not agree on how best to accomplish this goal, you must battle for the minds, bodies, and souls of the Free Peoples.

In *The Lord of the Rings*, Gandalf was the only Wizard to succeed. Saruman was corrupted by power, Radagast “went native,” and Alatar and Pallando disappeared into the East. Only Gandalf remained true to his task, marshalling the characters and forces that withstood Sauron long enough for the Fellowship to destroy the Ruling Ring.

“Evil forces” are represented by *hazards* that the players use against one another. For example, if you 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, who himself is in a “dormant” or hiding phase. All players are “good,” so conflict takes the form of hazards and direct attempts to “persuade” or “dominate” each other and each other’s characters and forces, rather than the form of direct conflict.

Note: For purposes of readability, these rules use the standard masculine pronouns when referring to a person of uncertain gender. In such cases, these pronouns are intended to convey the meanings: she/he, him/her, etc.

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USING THIS RULESBOOK

These rules are organized into four sections: the Starter Rules, the Standard Rules, the Optional Rules, and the Appendices. The Starter and Standard Rules are for a two-player game; multi-player rules are provided in the Optional Rules.

The introductory material on pages 4-8 provides a brief player turn summary, player notes, and definitions of commonly used terms.

The Starter Rules — The Starter Rules contain all of the guidelines you need to play *METW*. They have been designed to simplify teaching the game and to speed up play. You should use the Starter Rules if you and your opponent have never played this game before **or** if one of you only has access to a starter deck.

If you are already an experienced player of collectible card games, you might read the next couple of pages and the sections that are not boxed. As you play, you can refer to the other material that details the more complex rules and situations that may arise during play.

The Standard Rules — These rules assume you have already played several games using the Starter Rules. The Standard Rules consist of additions and extensions to the Starter Rules that make play and deck building more flexible, exciting, and interesting. We recommend that experienced *METW* players use all of the Standard Rules.

The Optional Rules — Interesting variations to the standard rules. Before play begins, both players must agree on which optional rules are to be used.

The Appendices — An index, credits, keys, the Full Player Turn Summary. The color insert includes a map and a key to the cards.

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BRIEF PLAYER TURN SUMMARY

Play consists of a series of “Player Turns.” During your turn, follow the steps outlined in this turn summary. Then, your opponent does the same during his turn. You and your opponent alternate turns until the game ends. This turn summary is included here to give you an idea of how play proceeds; see p. 68-70 for the Full Player Turn Summary.

Untap Phase — Each of your characters may do one of the following:

Untap **or** Heal (if at a Haven site). In addition, untap (see page 15) all of your other tapped non-site cards.

Organization Phase — You may take the following actions in any order: play one character (if allowed) or your Wizard (if available), reorganize your companies, transfer items between characters (corruption checks required), and store items (corruption checks required). In addition, each of your companies may plan its movement by playing a new site card face down on its present site card.

Long-event Phase — Discard your resource long-events and your opponent’s hazard long-events. Play new resource long-event cards.

Movement/Hazard Phase — One at a time, each of your companies takes the following actions. The company turns over its new site card (if it has one); its current site becomes its *site of origin*. If the company moved to a non-Haven site, you *may* draw up to the # of cards indicated by the site that it is *moving to* (at least one card must be drawn); your opponent does the same. If the company is moving to a Haven site, you *may* draw up to the # of cards indicated by the site that you are *moving from* (at least one card must be drawn); your opponent does the same. Next, your opponent may play allowable hazard cards on the company; the maximum number of hazards that may be played on a company is equal to the size of the company (to a minimum of two). Finally, remove the site of origin card and each player discards or draws so that he has eight cards in his hand.

Site Phase — One at a time, each of your companies *may* take the following actions at its current, untapped site. The company decides to enter and explore the site. First, if the site has an automatic-attack, it attacks the company. Then, the company may attempt to play one item, ally, faction, or information resource card that is “playable” at that site. A character in the company must tap to make this attempt. If the card is successfully played, tap the site.

End-of-Turn Phase — Each player may discard one card. Then each player must draw or discard so that his hand has eight cards.

PLAYER NOTES

- Site cards (and region cards in the Standard Game) represent the geography of Middle-earth. They are used to control the acquisition of resources, but they should not direct play. Instead, a player should examine the resources in his hand and then select a nearby site to travel to. Initially, do not worry too much about which site to use, just pick one that has the resource type you want to play. It also helps if you preselect the location cards you are most likely to use when you put together a play deck.
- In *METW* you will draw multiple cards each turn, and in some cases you will have to discard a number of cards each turn. Don't let this worry you, it's part of the flow of play. Just keep cards that are immediately useful during the next turn **or** that are crucial to your overall strategy (i.e., your primary resource acquisition strategy).

Notes For Players of other Collectible Card Games

If you have played other collectible card games (CCG), there are several key factors to keep in mind:

- *METW* is less tactical and more strategic than some other CCGs. There is combat, but it is not the dominant focus of the game.
- The players in *METW* are in direct competition with each other to marshal resources. However, only hazards directly attack the players' characters and they are handled in a less controlled fashion (e.g., they are only played during your opponent's movement/hazard phase, hazard creatures do not remain in play, etc.).
- For timing purposes, all cards in *METW* are played and tapped with the same "speed" (effects take place instantly). But, a player may only play resource cards during his own turn, and a player may only play hazard cards during his opponent's movement/hazard phase.

Clarification: The card, Twilight, is an exception to this rule—it can be played at anytime, either as a resource or as a hazard (it does not count against the hazard limit). Certain other cards specifically state when they may be played.

COMMONLY USED TERMS

Action: The various activities that you and your opponent can perform during play are called actions. Typical actions include playing a card, tapping a card, revealing a card, etc.

Ally: An ally is a resource that represents a personality (i.e., entity) that can be recruited to help the Free Peoples (e.g., Tom Bombadil, Treebeard, etc.).

Attack: Combat consists of one or more *attacks* that must be resolved one at a time. An attack consists of one or more *strikes*.

Attribute: Each character's abilities are defined by the following attributes: race, skills, direct influence, prowess, body, mind, marshalling points, special abilities.

Automatic-attack: An attack that must be faced to enter and explore a site.

Body Check: When a character is wounded, he must make a body check to determine if he is eliminated. When all of a creature's strikes fail, a body check is made for each of its strikes to determine if the creature is eliminated.

Body: A character's or creature's body is a measure of how difficult it is to physically eliminate him.

Chain of Effects: A series of declared actions made in response to one another is called a chain of effects.

Character: A person that is working for the cause of the Free Peoples. If in play, each of your characters is under the influence of your Wizard.

Company: During play, you may organize your characters into groups called companies.

Corruption Card: A hazard card that gives a character corruption points.

Corruption Check: A modified roll made to determine if a character is discarded or eliminated due to accumulated corruption points.

Corruption Points: This reflects the total amount of corruption a character has accumulated due to the effects of various hazards and resources.

Creature: A creature is a hazard card that can be used to directly attack one of your opponent's companies.

Current Site Card: A company has a *current site card* associated with it—the company is located at that site.

Direct Influence: A measure of a character's ability to control other characters and to influence factions and your opponent's resources.

Event: An event is *either* a resource card that is not an item, ally, or faction; *or* it is a hazard card that is not a creature. Based upon how long it stays in play, there are 3 types of events: short-events, long-events, and permanent-events.

Exhausting a Deck: Your play deck is "exhausted" when you draw its last card.

Faction: A faction is a resource that represents a group of people or creatures.

6 A faction can be recruited to help the Free Peoples (e.g., Riders of Rohan, Elves of Lindon, etc.).

Follower: A character that is controlled by another character's direct influence.

Free Council: Marshalling points are tallied and the winner of the game is determined at the Free Council.

General Influence: Each player has 20 points of general influence to use to control his characters.

Hazard Limit: A company's hazard limit is equal to two or the size of the company, whichever is greater. The maximum number of hazards that can be played on a company during a given movement/hazard phase is equal to its hazard limit.

Hazards: Hazard cards represent evil forces and natural dangers. You may play hazard cards only during your opponent's movement/hazard phase.

Healing: This consists of moving a character from a wounded state to a tapped state.

Home Site: A character may be brought into play at his home site or at a Haven.

Influence Check: In certain situations, a player can make an influence check to attempt to bring a faction into play *or* to disrupt his opponent's control over one of his resources.

Item: An item is a resource that represents an object that can be acquired and used to help the Free Peoples. The different types of items are: minor, major, greater, gold ring, and special.

Keyed: A hazard creature may only be played against a company if the creature is "keyed to" the company's site or site path.

Location Deck: A player's site and region cards.

Long-event: Long-events last approximately two turns, one of yours and one of your opponent's.

Making a Roll: Two six-sided dice (2D6) should be used to generate random values during play. This is called "making a roll." To make a roll, roll 2D6 and add the two results together.

Marshalling Points: During play you receive marshalling points from: control of resources, destruction of evil forces, and various other actions. The winner is the player with the most marshalling points at the end of the game.

Mind: A character's mind determines how many influence points are required to keep this character in play

Movement: During a player's turn, he may *move* each of his companies from its current site to another site.

New Site Card: When a company moves, it leaves its current site card and travels to its *new site card*.

Permanent-event: The effects of a resource permanent-event last until the card is discarded due to conditions stated on its card.

Play Deck: Each player has a play deck that consists of his resource, hazard, and character cards. During play, each player draws cards from his play deck. 7

Prowess: A measure of a character's offensive capabilities in combat.

Race: An attribute that helps define a character. The races are: Dúnadan, Dwarf, Elf, Hobbit, Man, and Wizard.

Region: The various lands of Middle-earth are represented by regions.

Resources: Resource cards represent good forces and various advantageous occurrences. You may play resource cards only during your own turn.

Short-event: A short-event card is discarded immediately after it is played. The effects of some short-events last for a specific period as stated on their cards.

Site of Origin: At the beginning of its movement/hazard phase, a moving company's current site card becomes its *site of origin*—the company is considered to be en route to its new site card (i.e., the company is moving).

Site Path: The site path of a site is the sequence of regions between the site and its nearest Haven as listed on the site's card. A company's site path is the sequence of regions between its site of origin and its new site.

Site: Sites represent places that characters can visit in Middle-earth.

Size: A company's *size* is equal to the number of characters in it, with each Hobbit character only counting half (round up).

Skill: An attribute that helps define a character. The skills are: Diplomat, Ranger, Sage, Scout, Warrior.

Standard Modification: Most faction cards list some "standard modifications" to the influence check based only upon the race of the character that was tapped to make the influence check.

Storing Cards: Certain cards (e.g., items, information, etc.) can be stored if they are at a Haven. Such a card is removed from play and placed in its player's marshalling point pile.

Strike: An attack consist of one or more strikes. Each strike targets a character and is resolved by making a roll.

Tapping/Untapping a Card: Normally, during play, each of your cards is placed so that its bottom is towards its player. During play certain cards must be "tapped" when they are used—this is a record keeping mechanism to keep track of card usage. To tap a card, rotate it 90° so that it is turned sideways—to untap a card, rotate it back 90° to its normal position.

Transferring Items: An item is transferred when it is moved from the control of one character to another.

Unique: There can only be one copy of each unique card in play at a time. Each player can only have one copy of each unique card in his play deck and starting cards combined.

Wizard: Each player plays one of the five Wizards sent to Middle-earth to unite and counsel the Free Peoples.

Wounded: A wounded character is damaged but not eliminated. When one of your characters is wounded, his card is placed with its top towards you.

• PART I •

THE STARTER RULES

To get a general idea of how to play, read the Starter Rules sections that are not boxed. Later you can refer to the boxed sections for more information on special situations.

Random Values

Two six-sided dice (2D6) should be used to generate random values during play. This is called “making a roll.” To make a roll, roll 2D6 and add the two results together.

Note: If dice are not available, a random value can be generated by drawing a card from your play deck. Each card in a play deck has a number on the right side just below the center. You can use this number as the random value, then discard the card. **Do not use this method if dice are available!**

1 • THE VICTORY CONDITIONS

The game ends when one of the following occurs during play:

- 1) If your Wizard is “eliminated” (i.e., through combat or corruption)—your opponent wins.
- 2) If you move *The One Ring* to Mount Doom and play certain cards—*The One Ring* is destroyed and you win.
- 3) Otherwise, the winner is decided at the *Free Council*. This council is called when one of the following occurs:
 - When each play deck has been exhausted once, the council starts at the end of the current turn.
 - After you have exhausted your play deck for the first time, you may choose to call the council at the end of any of your turns. The council starts at the end of your opponent’s next turn (i.e., your opponent gets one last turn).
 - You may choose to call the council at the end of your turn if you have accumulated at least 20 marshalling points. The council starts at the end of your opponent’s next turn (i.e., your opponent gets one last turn).

Note: If one or both players only has access to a starter deck (76 cards), this requirement of 20 marshalling points should be lowered to 18.

THE FREE COUNCIL

Just before the Free Council, each character must make a corruption check. The player who took the last turn makes corruption checks for his characters first.

At the Free Council, the leaders of the Free Peoples decide which Wizard's advice is best to follow. This is based upon a comparison of the resources each of the Wizards has marshalled.

Clarification: Characters do not automatically untap when the Free Council is called. A character may only untap during his own untap phase.

Clarification: A character that fails his corruption check prior to the Free Council is no longer in play. That character and any non-follower cards he controls are not available at the Free Council—thus, they do not count towards the marshalling point totals.

A player may play resource cards that can affect his characters' corruption checks made prior to the Free Council. Hazard cards may *not* be played.

After all characters have made their corruption checks, the game ends if one Wizard has failed his corruption check (the other player wins). If both Wizards fail their corruption checks, no one wins—both players lose (if you have to, roll dice and the high roller is the winner).

The winner of the game is the player that has gathered the most marshalling points from:

- Control of resources: characters, allies, items, and factions.
- Destruction of creatures and/or evil forces.
- Carrying out the instructions on resource cards.
- By avoiding negative points which accrue when certain characters that you control are eliminated (e.g., Aragorn II, Galadriel, Elrond, Círdan, Frodo, and Bilbo).

Marshalling points are printed on the top left corner of the cards that award them.

Note: You may find it useful to use pencil and paper or extra dice to keep a running total of marshalling points.

Clarification: If both players have the same number of marshalling points at the Free Council, the game ends in a tie—both players win (if you have to, roll dice and the high roller is the winner).

Example: (CPs = Corruption Points, MPs = Marshalling Points) Our two players Jessica and Jason have been playing for awhile and Jessica exhausts her play deck during her turn. Since she has 15 MPs and Jason only has 14, she decides to call the Free Council. Each player has one company in Lórien:

Jessica Controls:	CPs	MPs
Men of Lebennin (faction)	0	2
Dreams of Lore (information)	0	2
Pallando (controls:)	Total CPs: 2	0
Sword of Gondolin (item)	2	2
Gwaihir (ally)	0	2
Celeborn	0	2
Gildor Inglorion (controls:)	Total CPs: 1	1
Healing Herbs (item)	1	0
Legolas (controls:)	Total CPs: 2	2
Elfstone (item)	1	0
Dagger of Westernesse (item)	1	0
Elrohir	0	1
Elladan	Total CPs: 0	1

Jason Controls:	CPs	MPs
Radagast (controls:)	Total CPs: 0	0
Beorn (controls:)	0	2
Quickbeam (ally)	0	2
Théoden (controls:)	Total CPs: 4	2
Sword of Gondolin (item)	2	2
Great Shield of Rohan (item)	2	2
Faramir (controls:)	Total CPs: 2	2
Dagger of Westernesse (item)	1	0
Healing Herbs (item)	1	0
Imrahil (controls:)	Total CPs: 0	2

Since Jessica called the council, Jason gets one final turn before the council starts. Jason brings Éomer into play for one more MP, and then moves his company to Lake-town. After facing the hazards Jessica plays, he successfully plays the Men of Northern Rhovanion faction for two more MPs. Jason now has 17 MPs and will win the game if he does not lose any MPs due to characters failing corruption checks.

In this example, any character with 2 or more CPs could fail his corruption check (see pages 35-36). If Pallando fails his corruption check, the game ends immediately and Jason wins. If Legolas fails his corruption check, Jessica loses 2 of her MPs. If Théoden fails his corruption check, Jason loses 6 of his MPs. If Faramir fails his corruption check, Jason loses 2 of his MPs.

2 • THE CARDS AND DECKS

There are five types of cards: site cards, character cards (including Wizard cards), resource cards, hazard cards, and region cards (this last type is not used with the Starter Rules).

Note: Color diagrams of the various types of cards can be found in the color insert. The card types can be distinguished as follows:

Site cards have a white parchment background on the front.

Character cards (non-Wizard) have a blue stone background on the front. Each Wizard card has a differently colored stone background.

Resource cards have a copper metal background on the front.

Hazard cards have a steel gray metal background on the front.

Region cards have a labeled map on the front.

Site and region cards (i.e., location cards) have an unlabeled map of northwestern Middle-earth on the back.

Character, resource, and hazard cards have the burning eye on the back.

Clarification: For emphasis, a value used during play is often provided both in a card's text and in another place on the same card. For example, a character's corruption check modification is stated both in the text and the lower right corner of the character's card.

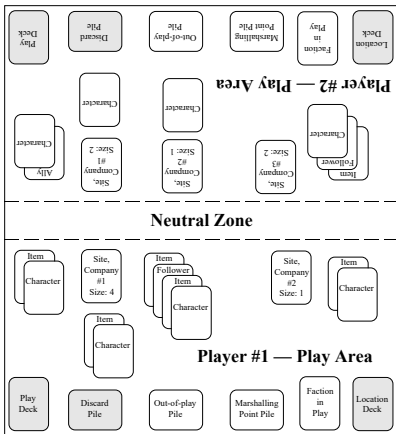
Note: Each starter deck has a small pack of cards called a fixed set. There are 5 fixed sets in all. One appears randomly in each starter deck. The top facing card of all fixed sets is Gates of Morning.

A fixed set is included in each starter deck to make a starter deck playable without any other cards.

During play, your cards are organized into 2 decks and 3 piles:

Location Deck — This deck consists of your site cards. You may examine and select cards from your location deck as required by play (i.e., do not randomly draw them). After being played, your non-Haven site cards are sometimes discarded and placed in the discard pile (i.e., when one of your companies leaves a tapped site, it is discarded).

Play Deck — This deck consists of your resource cards, hazards cards, and character cards. You randomly draw cards from this deck during play. Your play deck starts with an equal number of resource cards and hazard cards.



You can use resources at certain sites and under certain conditions. Resources include: items, factions, allies, events, etc. *You may only play resource cards during your own turn.* You use hazards to hinder and attack your opponent's characters in order to prevent them from marshalling resources. *You may only play hazard cards during your opponent's movement/hazard phase.*

Clarification: The card, Twilight, is an exception to this rule—it can be played at anytime, either as a resource or as a hazard (it does not count against the hazard limit). Certain other cards specifically state when they may be played.

Discard Pile — Your discarded cards are placed face down in your discard pile. When your play deck is *exhausted*, location cards in your discard pile are returned to your location deck. You shuffle the other cards in your discard pile and they become your new play deck.

Clarification: Your play deck is “exhausted” when you draw its last card. Some cards require that your play deck be manipulated and then reshuffled—this does **not** “exhaust” your play deck.

Out-of-play Pile — Your cards that are removed from play after being used are placed in your out-of-play pile.

Marshalling Point Pile (MP pile) — In addition to marshalling points from cards in play, you gain marshalling points when certain cards are removed from play. When you defeat all of the strikes from a creature, the creature’s card is placed in your MP pile. When you store certain resource cards (e.g., items, information cards, etc.), they are placed in your MP pile.

Note: Because hazard cards are distinct from resource cards, you may not play your hazards on your side of the playing surface. *At the end of a game, it will be obvious whose cards are whose, i.e., hazards in your area must belong to your opponent.* We suggest adopting a neutral zone between each player’s side of the playing surface. Non-targeted long-events and permanent-events can be played in this neutral zone.

Note: You may freely examine the contents of your discard pile; your opponent may not. The contents of your out-of-play and marshalling point piles may be freely examined by you and your opponent.

Clarification: If a character is eliminated due to combat or due to failing a corruption check by 2 or more, his card is placed in the out-of-play pile—that character may not be brought back into play by either player. If a creature is defeated, its card is placed in the defender’s marshalling point pile. If such a creature is unique, it may not be brought back into play by either player.

When a card is removed from play in all other cases, the card is discarded unless the card specifically states otherwise.

Clarification: Several types of cards are referred to by the key word included in the first few words of a card’s text. For example, the text of a “spell” card starts with *spell*; the text of a “Nazgûl” card starts with *Unique. Nazgûl*; the text of a “Palantír” starts with *Unique. Palantír*.

CARD COMBINATIONS

Often combinations of several cards and other actions are required to achieve a desired result. For example, to bring The One Ring into play requires: traveling to a site to play one of the Gold Ring cards, some sort of “Test” card or ability, The One Ring card, and a high die roll. In addition, the Wizard’s Test card and the Scroll of Isildur card will dramatically improve the chances of successfully getting The One Ring into play.

TAPPING AND CARD POSITIONS

Normally, during play, each of your cards is placed on the playing surface so that its top is towards your opponent and its bottom is towards you. During play certain cards must be “tapped” when they are used—this is a record keeping mechanism to keep track of card usage. To tap a card, rotate it 90° so that it is turned sideways—to untap a card, rotate it back 90° to its normal position.

When one of your characters is wounded, his card is placed with its top towards you (i.e., rotated 180° from an untapped position). All restrictions to tapped characters also apply to wounded characters.

Clarification: A tapped (or wounded) character can perform any action that does not require the character to tap.

For example, a tapped (or wounded) character can move normally, he can fight with a penalty (if the attacker chooses him as the target of a strike), he can transfer items, etc. A tapped (or wounded) character may **not** tap to acquire an item, to influence a faction, to play a card requiring that he tap, etc.

Items and characters tap independently.

UNIQUE & “MAY NOT BE DUPLICATED” CARDS

If a card states that it is “unique” or that it “may not be duplicated,” only one such card (or its effects) may be in play at a time. The first card played takes precedence (influence checks may change this). This restriction applies to all cards in play, i.e., both yours and your opponent’s.

Only one of each “unique” card may be included in your play deck and starting cards combined. As an exception, two of the same Wizard may be included in your play deck (to give you a better chance of drawing one early).

3 • GETTING READY TO PLAY

Follow these steps to get ready to play:

- 1) Place your site cards in your location deck. This deck should contain all of your Haven cards (i.e., Rivendell, Edhellond, Grey Havens, and Lórien). You may include any number of Haven cards, but only one of each non-Haven site card.
- 2) Place between 25 and 50 Resource cards **and** an equal number of Hazard cards in your play deck (if you have fewer than 25 of either available, just use all of the cards you have). Only one of each “unique” card may be included. No more than three copies of any one non-unique card may be included.
- 3) Place one to five starting characters (no Wizards) face down in front of you. The combined mind attributes (see page 19) of these characters must be 20 or less. You and your opponent reveal your characters simultaneously, placing any duplicated characters into your play decks. Then organize your starting characters into followers and companies and place them at Rivendell (i.e., place a Rivendell site card next to them).
- 4) You *may* assign up to two non-unique minor items to your starting characters (i.e., two items total, **not** two to each character). These items must come from cards that you have not already committed to your play deck.
- 5) Place up to 10 character cards in your play deck. Only one of each character card may be included. In addition, place up to two Wizard cards in your play deck (you may place two copies of the same Wizard). Shuffle your play deck.
- 6) Draw a hand of eight cards from your play deck.
- 7) Each player makes a roll, and the player with the highest result goes first (reroll if tied).

Clarification: None of your starting characters may be considered to be followers for the purposes of determining their combined mind attributes—your initial characters have to have combined mind attributes of 20 or below.

Clarification: The initial 1-5 characters and two minor items do count toward the “one-unique” and “three-others” limits on the play deck. However, they do **not** count towards the number of resource and character cards in your starting play deck.

4 • 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 | 4) Movement/Hazard Phase |
| 2) Organization Phase | 5) Site Phase |
| 3) Long-event Phase | 6) End-of-Turn Phase |

A Brief Player Turn Summary is presented on page 4. A detailed Full Player Turn Summary is presented on pages 68-70.

Clarification: The actions that may be taken during your organization phase may be taken in any order. Actions of the same type do not have to be taken together (e.g., you can store an item, then bring a character into play, and then store a second item).

Clarification: If one of your companies doesn't move, neither player draws cards based on that company's movement. However, your opponent can play still play allowable hazards on that company (hazard limit still applies).

Clarification: Each player draws cards when each company moves and then discards or draws to 8 cards after the company has completed movement. Additionally, at the end of each turn, each player can discard one card and then discard or draw to 8 cards.

Clarification: During the site phase, a company may decide not to enter and explore its current site. In this case, the company does not face the automatic-attack, but it may not take any other actions or play any cards during the site phase. The company remains at the site and it may decide to enter and explore the site on a later turn.

Clarification: Before a company can attempt to play one item, ally, faction, or information resource card that is “playable” at its current site, it must face the site's automatic-attacks. The company need not defeat the attacks, it merely needs to resolve the attacks normally (such attacks can be canceled).

A company can face a site's automatic-attacks and still not play an item, ally, faction, or information resource card (e.g., all of its characters are tapped after facing the automatic-attacks). If such a company wants to play a card at the site on a later turn, it must face the automatic-attacks again.

Clarification: A site is tapped when one item, ally, faction, or information card is played. Non-Haven sites only untap after being discarded and after your play deck is exhausted. So, each time through your play deck, only one such card may normally be played at a given non-Haven site. Haven cards, whether tapped or not, always return to your location deck.

5 • CHARACTERS & COMPANIES

As a player, you influence and control a number of characters 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 (e.g., corruption check modifiers). A character can be *eliminated* and removed from play as a result of combat (failing a body check) or corruption (failing a corruption check).

If you have enough general influence or direct influence during a given turn, you may bring into play: one character at his home site or at any Haven **or** your Wizard at his home site or Rivendell.

Characters are primarily controlled by your pool of 20 general influence points. For each controlled character, you must commit a number of general influence points equal to his mind attribute. In addition, you may control a character by using another character's direct influence—a character controlled in this fashion is called a *follower* and does not use general influence points. (See page 21 for an extended example.)

During play, you may organize your characters into groups called companies. A company's *size* is equal to the number of characters in it, with each Hobbit character only counting half (round up). A company is limited to a size of seven. A company's *hazard limit* is equal to two or the size of the company, whichever is greater. The maximum number of hazards that can be played on a company during a given movement/hazard phase is equal to its hazard limit.

Companies can only combine at a Haven—just remove all but one of the companies' Haven site cards. The resulting company then has one site card consisting of one Haven site card.

One company can split into two or more companies only at a Haven (use two Haven cards).

Note: The number of characters you have in play limits the number of actions you may take during a given turn. You use your Wizard's general influence or your other characters' direct influence on a character to bring that character into play and to keep it in play. A character in play can move and take actions (e.g., defending against attacks, influencing, etc.). Items, allies, and other cards representing things a character acquires and controls are placed under his card.

CHARACTER ATTRIBUTES

Each character's abilities are defined by the following attributes (the notation for certain attributes is given in brackets).

Race: This is one criterion for using certain resources and for bringing certain items, characters, and factions into play (e.g., only a Dwarf can fully utilize a Dwarven Ring). The races are: Elf, Hobbit, Dwarf, Dúnadan, Man, and Wizard.

Skills: This is one of the criterion for using certain cards (e.g., warrior skill is required to use certain weapons). The skills are: warrior, scout, ranger, sage, and diplomat. Some characters have more than one skill.

Direct Influence [♣]: A character's direct influence determines how many of your characters he may control (i.e., have as followers). In addition, a character's unused direct influence affects his chances of influencing factions and your opponent's resources.

Prowess [lower left, to left of "/"]: A character's prowess is a measure of a character's offensive capabilities in combat.

Body [lower left, to right of "/"]: A character's body is a measure of how difficult it is to physically eliminate the character. This is a mixture of the ability to avoid an attack and the ability to absorb or deflect an attack (e.g., armor, shield, blocking).

Mind [◯]: A character's mind determines how many influence points (a Wizard's general influence points or a character's direct influence points) are required to keep this character in play.

Marshalling Points [upper left]: This is the number of marshalling points you receive when you have the character in play. This value represents the character's importance to the Free Peoples' struggle against Sauron.

Special Abilities: Some characters have special abilities that are detailed on their cards. Common special abilities include corruption check modifiers, influence bonuses, prowess bonuses. For example, Faramir has an influence bonus against the *Rangers of Ithilien* faction, Éowyn has a prowess bonus against Nazgûl, Frodo has a corruption check modifier, etc.

INFLUENCING (CONTROLLING) A CHARACTER

You have a pool of 20 general influence points. At any one time, the total mind attributes of your characters in play (not counting followers) must be less than or equal to 20; this total is equal to your *used general influence points*. Your *unused general influence points* help your characters resist the effects of certain cards (e.g., *Call of Home*, *Call of the Sea*, *Muster Disperses*, etc.).

Note: In the Standard Rules, your *unused general influence points* help your characters, factions, allies, and items resist influence attempts made by your opponent.

Direct Influence

Some characters have a direct influence attribute of one or more. If such a character's direct influence is greater than or equal to another one of your characters' mind attribute, he may take control of that other character, who then becomes a *follower* of the controlling character. These conditions must be met:

- The total mind attributes of all of a character's followers may not exceed his direct influence.
- A character can take control of another character that is in play only if both characters are at the same site.

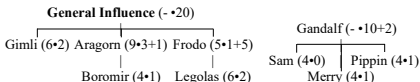
A follower does not require influence points from your general pool. The follower must remain stacked under the character exerting the direct influence at all times. A follower may not use his direct influence to control characters (i.e., a follower may not have his own followers). **A follower is handled in all other ways as a normal character** (e.g., counts for company size, takes normal actions, etc.).

If you have enough unused general influence points, you may move a follower from direct influence to general influence (or vice versa) during your organization phase.

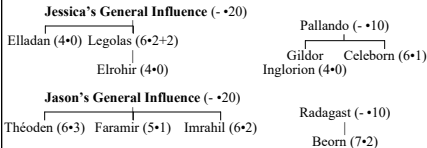
If a character directly influencing a follower is removed from play, the follower remains in play and does not immediately count against general influence. However, during your next organization phase, you must discard the follower, place the follower under the control of another character in his company with enough available direct influence, or place the follower under the control of general influence (if **20** enough is available).

Example: In this example and later examples, the notation “#•#” is used. The first number is the character’s mind attribute; the second is his direct influence (DI). You have nine characters you want to control: Gandalf (- •10), Aragorn II (9•3), Boromir II (4•1), Legolas (6•2), Gimli (6•2), Frodo (5•1), Sam (4•0), Merry (4•1), and Pippin (4•1). In addition, Aragorn II has Narsil (+1 to direct influence), Frodo has The One Ring (+5 to direct influence), and Gandalf has a Lesser Ring (+2 to direct influence). In order for you to control and keep these characters in play, you must use all of your 20 points of general influence (GI) and their direct influence (DI).

First, Gandalf does not require any influence—he’s your Wizard. You use your GI to control Frodo, Aragorn II, and Gimli. This uses all 20 points: 5 for Frodo, 9 for Aragorn II, and 6 for Gimli. Gandalf has 12 DI (his normal 10 plus 2 for the Lesser Ring), so he uses it to control Sam, Merry, and Pippin (they become his followers). Aragorn II has 4 DI (his 3 plus 1 for Narsil), so he uses it to control Boromir II. Frodo has 6 DI (his 1 plus 5 for The One Ring), so he uses it to control Legolas. The company size is 7 because Hobbits only count half. The resulting company organization is outlined below:



Example: In our example from page 11, Jessica and Jason each have one company organized as follows:



Jessica’s company size is 6 and she has 10 unused general influence; Jason’s company size is 5 and he has 3 unused general influence.

Clarification: During the organization phase, you can move characters from control by general influence to control by direct influence and vice versa so long as your total of mind attributes does not exceed your available influence at the end of the organization phase.

Clarification: If you do not have enough influence to control all of your characters in play, you must discard any excess characters at the end of your next organization phase.

COMPANIES

A company is a group of characters that move and act together. This allows characters to move, act, and defend as a unit, allowing stronger characters to protect the weaker characters. This mechanism can be used to allow a variety of tactics during play.

For example, if you have 3 characters in play, the 3 characters can move separately and perhaps do more in terms of acquiring marshalling points (items, other characters, etc.); but each individual character is more vulnerable to danger. However, the same 3 characters operating as a company might acquire marshalling points more slowly, but they are safer (i.e., you risk less).

Normally, a company is limited to a size of seven, but a company at a Haven site may be of any size. For these purposes, a Wizard counts as a character, but an ally does not. The size of a company is determined for each company at the beginning of the movement/hazard phase (e.g., it remains fixed even if a character leaves the company).

BRINGING CHARACTERS INTO PLAY

During your organization phase, you may perform **one and only one** of the following activities:

- You may play a character card. You must have enough general influence or direct influence available to control the character. You must place him at his home site or at any Haven site.
- You may play a Wizard card if you do not have one in play. You must place a Wizard at his home site or at Rivendell. You need not control a Wizard with influence—he represents you, the player.

When you play a character, you may place him into a company already at his arrival site **or** he may become a new company (consisting of one character). In the second case, you must place the arrival site card next to the character played.

Clarification: If character is played at his home site or a Haven site and there is no company there, you must play the site card for his arrival site with him. If the appropriate site card is not available, you may not play the character.

Clarification: Playing a character does **not** tap a site.

Each character and Wizard is unique. So if you already have a character in play, your opponent may not play the same character. Similarly, if a character has been eliminated, he may not be brought into play again by either player.

Example: In our example from page 11, Jessica calls the Free Council. Then Jason gets to take his final turn. Since his company is at a Haven, Jason may play a character card from his hand during his organization phase. Jason has Éomer (with a 3 mind attribute) in his hand so he plays him. Jason has 3 points of unused general influence; he also has Théoden with 3 points of unused direct influence and Radagast with 3 points of unused direct influence. So Éomer may be placed under the control of general influence, Théoden, or Radagast (Jason's choice).

REVEALING A WIZARD

Once you decide to reveal your Wizard, you may still use your pool of general influence points; but, in addition, your Wizard acts as a character (a very powerful one). While revealing your Wizard is an advantage, it also carries with it the danger of losing the game by losing your Wizard to death or corruption.

After being revealed, a Wizard operates as a character and thus may use his direct influence just like any other character.

HEALING

Each of your characters at a Haven may heal during the untap phase of your turn. Such a character moves from a wounded position to a tapped position (i.e., the character is still tapped). In addition, certain cards can heal characters when they are played (e.g., *Healing Herbs*, *Halfling Strength*, etc.).

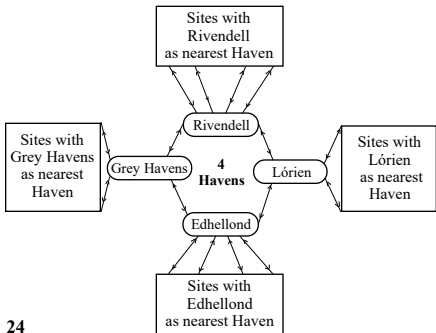
6 • MOVEMENT

In *METW* the lands of northwest Middle-earth are represented by regions. The site cards represent places that companies can visit within those regions. Except for a moving company during its movement/hazard phase, each company always has a *current site card* associated with it—the company is located at that site.

Clarification: The specific region cards are **not** used with the Starter Rules. Remove these cards from your location deck if you are not using the Standard Rules. Region cards are not included in starter decks.

Note: Site paths do not direct the movement process. The site path is used to determine which hazard creatures your opponent may play against your moving company.

Note: By using the site cards and site cards only, a company can move from any site to any other site. First, if necessary, the company moves to the nearest Haven. Then, if necessary, it moves to another Haven. Finally, it moves from that Haven to the destination site.



A company commits to moving by playing a *new site card* (face down) during its organization phase. A company does not have to move during a given turn (i.e., it does not play a new site card).

At the beginning of its movement/hazard phase, a moving company's current site card becomes its *site of origin*—the company is considered to be en route to its new site card (i.e., the company is moving).

At the end of a moving company's movement/hazard phase (before players return to their hand sizes), its site of origin is removed (discard if tapped; otherwise, return it to your location deck) and the new site card becomes the company's current site card.

Clarification: Some cards can interrupt this process by forcing a company to return to its site of origin.

Moving From a Non-Haven Site

If the company's site of origin is a non-Haven site, the new site card *must* be the Haven listed as the nearest Haven on the site of origin card (i.e., the company can move back to its nearest Haven).

Moving From a Haven Site

If the company's site of origin is a Haven, the new site card must meet one of the following requirements:

- If the new site card is not another Haven, it must list the site of origin as its nearest Haven (i.e., the company can move to any site that has the site of origin as the company's nearest Haven).
- If the new site card is another Haven, it must give a site path to the site of origin (i.e., the company can move to one of two adjacent Havens; each Haven is adjacent to two other Havens).





Clarification: If a company is not moving, no cards are drawn. If a company is moving to a non-haven site, you *may* draw up to the # of cards indicated by the site that it is *moving to* (at least one card must be drawn); your opponent does the same. If a company is moving to a haven site, you *may* draw up to the # of cards indicated by the site that it is *moving from* (at least one card must be drawn); your opponent does the same.





Clarification: To summarize the movement process:




- Except for a moving company during its movement/hazard phase, each company is always at a specific site, called its *current site*.
- A company wanting to move to a *new site* plays a new site card face down beside its current site card by the end of its organization phase. A company can only move: from a non-Haven site to its “Nearest Haven,” from a Haven site to one of its two “adjacent Havens,” or from a Haven site to a non-Haven site that lists that Haven as its “Nearest Haven.”
- At the beginning of its movement/hazard phase, a moving company’s new site card is revealed and its current site card becomes its *site of origin*.
- At the end of its movement/hazard phase, the site of origin is removed and the moving company’s new site card becomes the company’s current site card.

Suggestion: To help decide where a company should move, look at the resource cards in your hand. Then decide to which of your available sites to move. For example, if you have a major item, go to a site where a major item can be played.

Example: Jessica’s company is in Bree (i.e., its current site) and wants to go to Thranduil’s Halls to try and bring the Wood-elves faction into play. Bree’s nearest Haven is Rivendell, while Thranduil’s Halls nearest Haven is Lórien.

First, it takes one turn to move from Bree to Rivendell using the site path,    , indicated on the Bree site card. Jessica just plays the Rivendell site card as her new site card during her organization phase, and she removes the Bree site card at the end of her movement/hazard phase.

During the next turn, the company may move from Rivendell to Lórien using the site path,    , indicated on both the Rivendell and Lórien site cards. Jessica plays the Lórien site card during her organization phase, and she removes the Rivendell site card at the end of her movement/hazard phase.

Finally, the company takes one turn to move from Lórien to Thranduil’s Halls using the site path,   , indicated on the Thranduil’s Halls site card. Jessica plays the Thranduil’s Halls site card during her organization phase, and she removes the Lórien site card at the end of her movement/hazard phase.

SITE PATHS

There are six types of regions and six types of sites:

Region Type	Symbol	Site Type	Symbol
Coastal Seas	[☉]	Havens	[☼]
Free-domains	[☺]	Free-holds	[☐]
Border-lands	[☻]	Border-holds	[☑]
Wilderness	[☿]	Ruins & Lairs	[☛]
Shadow-lands	[☿]	Shadow-holds	[☛]
Dark-domains	[☿]	Dark-holds	[☛]

A *site path* is the sequence of regions between a site and its nearest Haven. However, each region in the sequence is only indicated by its type, not by its name. Each non-Haven site card has a site path on it. Each Haven site card has two site paths, but each of those two paths gives the sequence of regions between the Haven and one of the two Havens nearest to it.

Note: Site paths do not direct the movement process. The site path is used to determine which hazard creatures your opponent may play against your moving company.

Clarification: A “company’s site path” during its movement /hazard phase is the site path between its site of origin and its new site. On non-Haven site cards, the site path is provided on the top left border. On Haven cards, the site path to each of the two adjacent Havens is provided in the card text.

Example: The Lonely Mountain site’s nearest Haven is the Lórien site. The symbol for Wilderness is ☿, the symbol for Border-land is ☻. So the site path between Lórien and the Lonely Mountain is: ☿ ☻ ☻ ☿.

The regions between these two sites are Wold & Foothills (Wilderness), Anduin Vales (Border-lands), Woodland Realm (Border-land), and Northern Rhovanion (Wilderness).

Example: In the Example of movement from Bree to Thranduil's Halls on page 26, the first site path used was from Bree to Rivendell: (♣♣). During that movement/hazard phase, Jason (Jessica's opponent) can play hazard creatures keyed to wilderness (♣), double wilderness (♣♣), and Havens (the new site).

During the next turn, the company uses the site path from Rivendell to Lórien: (♣♣♣♣). During that movement/hazard phase, Jason can play hazard creatures keyed to wilderness (♣), double wilderness (♣♣), borderlands (♣), and Havens (the new site).

Finally, the company takes one turn to move from Lórien to Thranduil's Halls using the site path, (♣♣♣). Jason can play hazard creatures keyed to wilderness (♣), borderlands (♣), and free-holds (the new site).

Region Types

Coastal Seas [☉]: Regions consisting primarily of open water.

Free-domains [☉]: Very safe, civilized regions (e.g., Lindon, The Shire, Belfalas, Anórien, etc.).

Border-lands [♣]: Less civilized regions on the border of the wilderness or shadow territory (e.g., Rohan, Lamedon, etc.).

Wilderness [♣]: Sparsely populated, uncivilized regions that cover most of NW Middle-earth (e.g., High Pass, Enedhwaith, Rhudaur, etc.).

Shadow-lands [♣]: Regions with some active Shadow-forces and settlements (Imlad Morgul, Dagorlad, etc.).

Dark-domains [♣]: Regions with a heavy concentration of Shadow-forces (Southern Mirkwood, Gorgoroth, etc.).

Site Types

Havens [☆]: Very safe sites of rest and healing (e.g., Rivendell, Grey Havens, Edhellond, and Lórien).

Free-holds [☐]: Sites of safety, but still dangerous due to assassins, traitors, etc. (e.g., Minas Tirith, Edoras, etc.).

Border-holds [♣]: Sites of relative safety, but still dangerous due to bandits, assassins, traitors, etc. (e.g., Bree, Lake-town, etc.).

Ruins & Lairs [♣]: Deserted sites often inhabited by dangerous creatures (e.g., the Lonely Mountain, Barrow-downs, etc.).

Shadow-holds [♣]: Relatively deserted sites often inhabited by dangerous creatures and Shadow-forces (e.g., Goblin-gate, Mount Gram, etc.).

Dark-holds [♣]: Very dangerous sites with heavy concentrations of Shadow-forces (Dol Guldur, Barad-dûr, etc.).

7 • COMBAT

Combat normally occurs when one of three things happen:

- When a creature hazard is played on a company.
- When a company at a site with an *automatic-attack* decides to attempt to play a resource card for that site (i.e., decides to attempt to enter and explore the site).
- When any other card indicates that a company must face an attack.

ATTACKS & STRIKES

Combat consists of one or more *attacks* that must be resolved one at a time. An attack consists of one or more *strikes*:

- Each strike can target one and only one character in the attacked company.
- Each character can be the target of only one strike from a given attack.
- If an attack has more strikes than the company has characters, the attacker may allocate the excess strikes as -1 modifications (i.e., a -1 modification for each unallocated strike) to the prowess(es) of whichever target(s) he chooses. See the Strike Sequence on page 32.

Unless the attack states otherwise, the defender chooses which *untapped* characters will be the targets of given strikes. Then, the attacker chooses which other defending characters not yet assigned a strike will be the target of any remaining unassigned strikes.

Clarification: Against a given attack, a character may only defend against one strike.

Clarification: If the text on a creature card states that the “attacker chooses defending characters,” any characters in the defending company may be chosen (by the attacker) as the targets of the attack’s strikes.

Clarification: All of an attack’s strikes must be assigned to the characters in the defending company or as modifications to the strikes assigned. The attacker may **not** choose to not apply strikes. Any strike in excess of the number of characters in the company becomes a -1 modification to prowess of one character taking a strike (the attacker chooses). Only those strikes that are assigned need be defeated for the creature’s marshalling points to be received by the defender.

Strike Modifications

There are a number of standard modifications to strikes:

- Each unwounded, tapped character must modify his prowess by -1.
- Each wounded character must modify his prowess by -2.
- Normally a character that is the target of a strike is tapped after the strike is resolved. However, a character that is the target of a strike may choose to take a -3 modification to his prowess to avoid being tapped. If so, the character is not tapped after the strike is resolved (he may still be wounded).
- If an attack has more strikes than the company has characters, the attacker may allocate the excess strikes as -1 modifications to the prowesses of whichever target(s) he chooses. See the Strike Sequence on page 32.
- The target's prowess may also be modified due to the play of certain resource and hazard cards. Only one resource card requiring skill may be played against a given strike.

Condition	Mod. to Target's Prowess
Unwounded, tapped character *	-1
Wounded character *	-2
Untapped character decides not to tap *	-3
For each unused strike allocated (i.e., each extra strike) *	-1
Up to one resource card that requires skill	varies
Other resource cards	varies
Hazard cards	varies

Clarification: The prowess modifications marked with an * above are applied for a given attack and then are removed immediately after the attack is resolved. That is they do not carry over from attack to attack.

Resolving Strikes

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 strike before the roll is made (see "The Strike Sequence" below).

To resolve a strike, the defender makes a roll (2D6) and adds his modified prowess:

- If this result is greater than the strike's prowess, the strike *fails*. Such a strike is defeated if its body attribute is “–” **or** if it has a body attribute and fails a body check.
- If this result is equal to the strike's prowess, the strike was *ineffectual* (i.e., a “tie” means that the strike is avoided but not defeated).
- Otherwise, the strike was *successful* (i.e., the character was defeated). The target character is wounded and must make a body check.

Body Checks

If a strike against a character is successful, the character is wounded and must make a *body check*. To make a body check, the **attacker** makes a roll (2D6); if this value is greater than the character's *body attribute*, the character is eliminated. If the character was already wounded before this strike, the roll is modified by +1.

Clarification: If a character was already wounded before a strike wounds him again, the resulting body check modification is always +1 (regardless of how many times a character is wounded).

Clarification: If a strike against a character is successful, a body check must be resolved for the character before anything else happens. For example, Healing Herbs may not be used to heal such a character until after the body check is resolved (of course, if the character is eliminated, the Healing Herbs may not be used on him at all).

As presented above, a strike that fails is defeated if its body attribute is “–” **or** if it has a body attribute and fails a body check. To make such a body check, the **defender** makes a roll (2D6); if this value is greater than the strike's *body attribute*, the strike is defeated.

Example: Smaug has a prowess of 17 and a body of 8. He normally has two strikes when he attacks. If one of his strikes against a character fails, the defender makes a body check. If the resulting roll is greater than 8, that strike is defeated. However, both of Smaug's strikes must be defeated in order for him to be eliminated—this would require at least two body check rolls greater than 8.

Defeating an Attack

An attack by a hazard creature is defeated if all of its strikes directed against (i.e., assigned to) a company are defeated. If a defeated attack is a hazard creature, the card is placed in the defender's marshalling point pile. The defender receives marshalling points for eliminating it.

If a hazard creature has multiple attacks, each **must** be defeated in order for the defender to receive the marshalling points.

If one of the strikes was canceled or ineffectual, the attack is **not** defeated. If the attack is canceled, the attack is **not** defeated. A canceled attack has no effect on the defending company.

Example: Faramir is untapped with a prowess of 5 and a body of 8. He is facing a strike from a Huorn (only has one strike) with a prowess of 10 and a body of “-.” Faramir could decide not to tap against the strike; in which case his prowess would only be 2 (his normal prowess of 5, minus 3 for not tapping) against this strike. However, Faramir decides to tap to face the strike.

If Faramir rolls a 6 or better (i.e., his prowess plus the roll will be greater than the Huorn's prowess of 10), the strike fails and the Huorn attack is defeated (it only has one strike and its body attribute is “-”).

If Faramir rolls a 5 (i.e., his prowess plus the roll is equal to the Huorn's prowess of 10), the strike is ineffectual.

If Faramir rolls a 4 or less (i.e., his prowess plus the roll is less than the Huorn's prowess of 10), the strike was successful. Faramir is wounded and must make a body check. The attacker makes a die roll—if the result is 9 or more, Faramir is eliminated and removed from play.

The Strike Sequence

You and your opponent must play any cards that modify the number of strikes before you assign the strikes.

Note: The “strike sequence” is the time from when a player declares that one of his characters will resolve a strike until the strike die roll is made and any associated body checks are made.

Strikes are resolved one at a time as decided by the defending player (i.e., he chooses a strike to resolve, the strike is resolved, he chooses the next strike to resolve, the strike is resolved, etc.).

All of the factors affecting the strike must be decided before making the roll (2D6). Address these factors in the following order:

- 1) The attacker may play hazard cards that affect the strike (these count toward the hazard limit against this company).
- 2) The attacker may decide to use any or all of his remaining (if any) -1 modifications due to unallocated strikes (i.e., strikes in excess of the company's size).
- 3) A target untapped character may take a -3 modification so that he will not automatically tap.
- 4) The defending player may play resource cards that affect the strike (up to one card that requires skill).

Clarification: Certain attacks state that each character in the company “faces one strike” or “is attacked” (e.g., Crebain, Watcher in the Water, etc.). Such an attack is never affected by a card or effect that modifies the number of strikes of an attack.

Clarification: The prowess modification and maximum for a weapon is applied to a character before any other modifications. For example, Beorn has a base prowess of 7 and a Sword of Gondolin (+2 prowess to a maximum of 8)—he starts with a prowess of 8 before any other modifications are applied.

Similarly, the body modification and maximum for a shield or armor is applied before any other modifications.

Example of Combat [(#/#) means (prowess/body)]

You control Bilbo (1/9), Balin (4/7) and his follower Bofur (4/7) (with Healing Herbs), Beretar (5/8), and Beregond (4/8) (with an Elven Cloak). They are en route from Rivendell to Lórien. There are 4.5 characters in the company which rounds up to 5, meaning the hazard limit is 5.

Your opponent plays Orc-raiders. He keys this hazard creature to the border-land of your company's site path because he is mindful of Beregond's Elven Cloak (a minor item that cancels a strike keyed to wilderness). Bilbo, a scout, taps and plays Concealment to cancel the attack. Orc-raiders is discarded. That's 1 hazard down and potentially 4 to go.

Your opponent next plays Orc-warband (second hazard) and states it is keyed to the border-land. It's a (4/-) hazard creature with 5 strikes that receives +3 to prowess against a company that has faced an Orc attack. Even though Bilbo canceled the Orc-raiders, the company is still considered to have faced them, so the Orc-warband will be (7/-). There are 5 strikes and 5 characters, so each character will face one strike (no decisions on strike allocation can be made). Bilbo elects to face his strike first. His opponent plays Weariness of the Heart (third hazard) on Bilbo to give -1 to his prowess. This modification to his prowess is in addition to the -1 Bilbo suffers for being tapped. No other effects are played to affect the strike and Bilbo rolls the dice. The result is a 5. Bilbo's prowess of -1 plus the dice roll is less than the prowess of the Orc-warband's strike against Bilbo, so Bilbo is wounded. Your opponent rolls the body check. It's a 7—Bilbo lives!

Beregond faces the next strike. Beregond taps and rolls a 10, defeating his strike handily. Bofur chooses to face his strike next. He a special +1 prowess bonus versus Orcs, and he chooses not to tap (-3 to his prowess). He rolls a 5 which ties the prowess of the Orc-warband strike. The strike is ineffectual.

Facing the next strike, Balin taps, and rolls a 7 to defeat it. Beretar resolves the final strike, taps, and defeats it by rolling a 3. Orc-warband is discarded.

Your opponent sees that one character, Bofur, is untapped. He plays Giant (13/-) (a fourth hazard) and reasons that Bofur will have to take its one vicious strike. (After all, if you give up the option of assigning the one strike to your untapped character, namely Bofur, the opponent will be able to choose from all 5 characters which will take the strike). Your opponent does not see what Bofur sees. Before assigning the strike, Bofur taps and uses his Healing Herbs to untap Beregond, who then announces he is taking the strike. The Giant is keyed solely to double wilderness, so Beregond taps his Elven Cloak to cancel its single strike. The Giant is discarded.

The opponent announces he will play no more hazards and the company breathes a sigh of relief. Bilbo will be able to heal at the start of the next turn since his company will be in Lórien, a Haven.

8 • CORRUPTION

As characters adventure in Middle-earth, they are subject to temptations. They run the risk of becoming corrupted and leaving the cause of the Free Peoples (i.e., a corrupted character leaves play, a corrupted Wizard loses the game). In *The Lord of the Rings*, Saruman was corrupted by power, Radagast was corrupted by the lure of nature, Alatar and Pallando succumbed to unknown corruption and disappeared into the East.

Each character has a corruption point total. This starts at zero, but certain cards and activities will increase and decrease this total during play. Most cards that affect a character's corruption are kept under the character's card until they are discarded. Only one corruption card (a hazard card that gives corruption points) may be played on a given character each turn.

Clarification: For these purposes, a "corruption card" is a *hazard card* that gives a character corruption points. Cards that force a corruption check but do not give corruption points (e.g., Weariness of the Heart, Ren the Unclean, etc.) are not "corruption cards."

A character may have more than one corruption card, but only one may be played on him each turn.

Certain corruption cards state: "Cannot be duplicated on a given character." So, a given character may only have one of each such corruption card.

CORRUPTION POINTS

A character's corruption point total can be determined at any time by summing the corruption point values of: the corruption cards under his card **and** any other cards he controls (e.g., usually items).

CORRUPTION CHECKS

When a card or other effect indicates that one of your characters must make a corruption check, you must make a roll (2D6) and add any appropriate modifications. One of the following results:

Nothing Happens — If the modified result is greater than the character's corruption point total, nothing happens.

The Character is Discarded — If the modified result is equal to the character's corruption point total **or** one less than the character's corruption point total, the character *fails* the corruption check and you must discard the character along with any non-follower cards he controls. In this case, if the character is a Wizard, you immediately lose the game.

The Character is Eliminated — If the modified result is less than character's corruption point total by two or more, the character *fails* the corruption check and is eliminated (i.e., remove him from play) and you must discard any non-follower cards he controls. In this case, if the character is a Wizard, you immediately lose the game.

Clarification: A character discarded due to a corruption check is **not** removed from play. He may be played again either by you (e.g., if you exhaust your play deck and draw that character) or by your opponent (e.g., if he has that character in his hand). In this case, the character stops working for the cause of the Free Peoples (at least for a while)—much as Radagast was corrupted by the physical nature of Middle-earth (i.e., he went “native”).

Clarification: A character eliminated due to a corruption check is removed from play. He may not be played again by either you or by your opponent. In this case, the character is permanently lost to the Free Peoples—much as Saruman was corrupted in *The Lord of the Rings*.

CORRUPTION CHECK MODIFIERS





















































Certain characters receive modifications to corruption checks, and certain cards may give modifications to a corruption check. Modifications to corruption checks are printed in the lower right of the appropriate card. A plus or a minus sign indicates a **modification** to any corruption checks rather than corruption points.

Clarification: There are two different values that affect corruption checks:

- *Corruption check modifications* always have either a plus (+) sign or a minus (–) sign (e.g., as noted on many character cards). The sum of all such applicable modifications are added to the corruption check roll.
- *Corruption point values* never have a plus or minus sign. The sum of all such values is the character's corruption point total for the purposes of a corruption check.

Both values appear in the lower right of certain cards.

REGION MAP KEY

#	Region Name	Type	#	Region Name	Type
1	Lindon		27	Dagorlad	
2	Númeriadur		28	Withered Heath	
3	Forochel		29	Northern Rhovanion	
4	Arthedain		30	Southern Rhovanion	
5	The Shire		31	Iron Hills	
6	Cardolan		32	Dorwinion	
7	Angmar		33	Horse Plains	
8	Rhudaur		34	Old Pûkel Gap	
9	Hollin		35	Andrast	
10	Dunland		36	Anfalas	
11	Enedhwaith		37	Lamedon	
12	Old Pûkel-land		38	Belfalas	
13	Gundabad		39	Lebennin	
14	High Pass		40	Anórien	
15	Redhorn Gate		41	Ithilien	
16	Gap of Isen		42	Harondor	
17	Anduin Vales		43	Khand	
18	Wold & Foothills		44	Imlad Morgul	
19	Fangorn		45	Udûn	
20	Rohan		46	Gorgoroth	
21	Grey Mountain Narrows		47	Nurn	
22	Woodland Realm		48	Elven Shores	
23	Western Mirkwood		49	Eriadoran Coast	
24	Heart of Mirkwood		50	Andrast Coast	
25	Southern Mirkwood		51	Bay of Belfalas	
26	Brown Lands		52	Mouths of the Anduin	

Example: (CP = Corruption Points) Using the *Middle-earth: The Wizards* terms, let's take a look at Frodo at several points during the action in *The Lord of the Rings* between the Shire and Lórien. Frodo has a special ability: he has a corruption check modifier of +4 (as provided in the bottom right corner of his card).

When Frodo, Sam, Merry, and Pippin flee the Shire, Frodo only has one item: The One Ring (it gives Frodo 6 corruption points). Suppose Frodo has to make a corruption check (roll 2D6) in this situation: if a 2 is rolled, the modified roll is 6 (2 + 4 for his special ability) and Frodo is discarded. Any other roll would have no effect on Frodo.

When Tom Bombadil rescues Frodo and company in the Barrow Downs, Frodo receives a Dagger of Westemesse (1 CP). So Frodo's CP total becomes 7. He would be discarded if he makes a corruption check roll of 2 or 3 (if there are no other modifications).

On the way to Rivendell, Frodo is wounded by a Morgul-knife (4 CPs)—his CP total is now 11. If forced to make a corruption check, he is discarded on a roll of 6 or 7 and he is eliminated on a roll of 5 or less.

Finally, he reaches Rivendell and the Morgul-knife card is removed, dropping his CP total back to 7. However, he is then affected by Lure of the Senses (a hazard card giving 2 CPs and requiring a corruption check each untap phase at a Haven). So during his next untap phase, he must make a corruption check with a CP total of 9—he is discarded on a roll of 4 or 5 and is eliminated on a roll of 2 or 3.

Next, Frodo gets rid of the Lure of the Senses (by rolling greater than 6) and he transfers his Dagger of Westemesse. In addition, Bilbo gives him: Sting (1 CP) and The Mithril-coat (2 CPs). So Frodo's CP total is 9 (6+1+2). If forced to make a corruption check, he is discarded on a roll of 4 or 5 and is eliminated on a roll of 2 or 3.

Fortunately, the Fellowship of the Ring is formed (see the company in the example on page 21)—we will assume that two Fellowship cards (+1 to prowess and corruption checks for all characters in the company) are played initially.

So Frodo leaves Rivendell with a CP total of 9 and corruption check modifiers totaling +6 (+4 normal +2 for Fellowship). Thus, if forced to make a corruption check (without other modifications), he will be discarded on a roll of 2 or 3.

9 • INFLUENCE

You have a pool of general influence. Your characters and Wizard have direct influence. These two forms of influence can control and affect characters (see pages 18-20) and factions.

Your *unused general influence* is equal to 20 minus the sum of the mind attributes of your non-follower characters in play (i.e., do not count your followers).

A character's *unused direct influence* is equal to his direct influence attribute minus the sum of the mind attributes of his followers. All characters have a direct influence attribute of at least zero, so any character has unused direct influence of at least zero.

Note: In the Standard Game, direct influence can be used to attempt to interfere with your opponent's control of his characters, followers, factions, allies, and items (see pages 58-60).

BRINGING AN ALLY INTO PLAY

You can automatically bring an ally into play by tapping one of your characters. The character must be at the site indicated on the ally's card. Every ally is controlled by the character that tapped to bring it into play; i.e., it must be placed under and remain with that character's card. An ally does not count against its controlling character's direct influence or your general influence.

BRINGING A FACTION INTO PLAY

In order to play a faction card, you must tap one of your characters that is at the "site" indicated on the faction's card. Then you must make an influence check. Make a roll (2D6), add your character's unused direct influence, and add any appropriate modifications (any applicable *standard modifications* from the faction card and from any other cards played). All modification cards must be played before making the roll (2D6).

If the modified result is greater than the value required on the faction card, you place the faction in your play area (it now counts towards your marshalling point total). Otherwise, you discard the faction card. Once a faction is brought into play, it is not controlled by any specific character and it does not count against general or direct influence.

Clarification: Most faction cards list some “standard modifications” to the influence check based only upon the race of the character that was tapped to make the influence check. Similarly, certain characters have special modifications to influence checks. Such a modification only applies if it belongs to the character that was tapped to make the influence check.

Example: Suppose, during your site phase, you have the Knights of Dol Amroth in your hand and a company at Dol Amroth—the company contains Imrahil. He has no followers, so his unused direct influence is 2. You tap Imrahil to attempt to bring the Knights into play.

You make your influence check roll (2D6), and the result is 5. This roll is modified by:

- Imrahil’s unused direct influence: +2.
- +2 — Imrahil has a special ability: his direct influence is increased by +2 against the Knights of Dol Amroth.
- A standard modification of +1, because Imrahil is a Dúnadan and a standard modification of +1 is listed on the Knights of Dol Amroth card.

So the modified result is 10 (=5+2+2+1). Since this is greater than 8 (the number required by the faction card), the Knights of Dol Amroth are successfully brought into play.

If you had rolled a 3, your modified result would have been 8 (=3+2+2+1), and you would have had to discard the faction card.

10 • PLAYING AND DRAWING CARDS

You may only play hazard cards during your opponent's movement/hazard phase. Except for resource long-events, you may play resource cards anytime during your own turn unless specifically prohibited by the rules or the cards themselves.

Unless stated otherwise, a card is playable only if its effect applies to an existing situation, hazard, attack, etc. (i.e., you may not play a card just to discard it).

Clarification: An automatic-attack at a company's new site may be targeted by a hazard during the company's movement/hazard phase (e.g., Arouse Minions, Dragon's Desolation, etc.). Playing such a hazard does count against the hazard limit. Such a hazard may be played even if the attack ultimately will not be faced (i.e., if the company decides not to face the automatic-attack during the site phase).

During your movement/hazard phase, both players draw cards when each company moves. If a company moves to a non-Haven site, you *may* draw up to the number of cards indicated by the site that it *moved to* (at least one card must be drawn); your opponent does the same. If the company moves to a Haven site, you *may* draw up to the number of cards indicated by the site that you *moved from* (at least one card must be drawn); your opponent does the same.

THE HAZARD LIMIT

During your opponent's movement/hazard phase, the number of hazard cards that you may play on one of your opponent's companies is that company's *hazard limit*. The hazard limit is equal to two **or** the company's size, whichever is greater. A company's size is equal to the number of characters in it, with each Hobbit counting half (round up). For this purpose, Wizards and followers do count as characters, but allies do **not**.

A hazard limit can be modified by the play of certain cards. Tapping a Nazgûl permanent-event *does* count against the hazard limit.

Clarification: For the purposes of calculating hazard limits, each company's size is determined for each company at the beginning of the movement/hazard phase (e.g., it remains fixed). So, if a character is eliminated during his company's portion of the movement/hazard phase, his company's hazard limit does not change.


HAZARD CARDS

Hazard cards represent evil forces and natural dangers in Middle-earth. You may play hazard cards only during your opponent's movement/hazard phase.

Creature Cards

You may use a creature card to *directly attack* one of your opponent's companies. Such an attack can occur only if:

- The company is at a specific site at which the creature's card text says it can be played.
- The company's site of origin or new site is in a region where the creature's card text says it can be played.
- One of the site symbols on the creature's card matches the site that the company moved to (i.e., the new site) or stayed at (i.e., if the company did not move).
- At least one of the region symbols on the creature's card matches one of the region types the company moved through this turn (see below). If the creature's card has two region symbols of the same type (i.e., a deep wilderness creature), then the company must have moved through at least two regions of that same type.

Clarification: Two wilderness symbols are required in a site path to play a deep wilderness creature. However, the two symbols need not be adjacent in the site path. For example, a deep wilderness creature may be played keyed to the site path: . If a company travels with two wilderness on its site path, the chance of encountering very dangerous wilderness monsters has doubled, even if the two wildernesses are not adjacent.

If a creature satisfies more than one of these conditions, you must choose (when you play the creature) one of these conditions that the attack is "keyed to." The effects of certain cards are based upon the region or site type that a creature is *keyed to*.

Clarification: The player that plays a hazard creature must specifically state the type of region or site that a creature is keyed to—it can affect the use of other cards. For example, if a character with an Elven Cloak faces a strike from a creature that has been played keyed to wilderness, he can tap the cloak to cancel the strike. However, if such a strike is keyed to border-lands, he cannot use his cloak against it.

The region types that a company moves through during a given turn are determined by the following criteria:

- If a company did not play a new site card, it did not move through any regions—so, no creature may be played based solely on region conditions.
- If the company was at a *Haven* and has played a new *non-Haven* site card (but no region cards), the region types are indicated by the new site card's site path.
- If the company was at a *Haven* site and has played a new *Haven* site card (but no region cards), the region types are indicated by the new *Haven* site card's "Site Path from" the old *Haven* site (i.e., the site path from the old *Haven*).
- If the company was at a non-*Haven* site and has played a new *Haven* site card (but no region cards), the region types are indicated by the site of origin's site path (i.e., the site path on the site that the company left).

Standard Game Only: If the company played region cards, the region types of the site path are indicated by the region cards (i.e., each region card has a region type).

Example: Certain card combinations make a specific card more powerful and allow it to be played more often. Ren the Unclean (a Nazgûl) has one strike with a prowess of 15 and can only be played keyed to dark-domains and dark-holds. However, if played in combination with a Fell Beast card, Ren has two strikes with a prowess of 13 and can be played keyed to shadow-lands, shadow-holds, dark-domains, and dark-holds.

If Ren is played in combination with a Fell Beast card *and* a Morgul-knife card, he has two strikes with a prowess of 15 and can be played keyed to shadow-lands, shadow-holds, dark-domains, and dark-holds. In addition, one character wounded by his attack receives 4 corruption points due to the Morgul-knife.

RESOURCE CARDS

Certain resource cards may only be played if specific required conditions exist.

Clarification: Playing a faction card, ally card, information card, or item card (unless stated otherwise on the card) requires an untapped character and an untapped site. In addition, the company must face any automatic-attacks located at the same site before such a card can be played. Playing another type of resource card does not necessarily require an untapped site. This process may vary based upon specific card text.

Factions — If one of your characters is at the site specified on a faction card, he may tap to attempt to play the faction card. If the character successfully influences the faction as indicated on the faction's card (see p. 39), the faction card is placed in your play area. After a faction is successfully played at a site, the site card is tapped.

Clarification: Once a faction is brought into play, it is not associated with any character. A faction plays no active role after it is brought into play.

Items — If a character is at an untapped site that indicates that a specific type of item card (gold ring, minor, major, or greater) is “playable,” he may tap to bring an item of that type into play. The item card is placed under the character's card. After an item is played at a site, the site card is tapped.

A character may only use the effects of one *weapon* at a time **and** one *shield* at a time **and** one *armor* at a time.

If a character is eliminated by corruption, discard all of the items that he controls. If a character is eliminated due to failing a body check, one item can be immediately transferred to each unwounded character in his company; but, the rest of his items are discarded.

Clarification: An item only taps when used if its text states so. Thus, weapons and armor do not normally tap when used.

Clarification: A character may control (i.e., bear) any item, even if he cannot use its abilities.

Clarification: A character may control (i.e., bear) more than one weapon or more than one shield or more than one armor. However, only one of each type may be used at any given time.

Minor Items — If a resource card that taps a site (e.g., ally, faction, item, information, etc.) is successfully played at a site, one additional character may tap to play a minor item. Such a minor item may be played even if the site does not specifically state that a minor item is playable at the site. For example, a minor item played when bringing an ally into play would simulate a gift from the ally.

Example: Certain card combinations are required to bring certain powerful items into play. Narsil was a mighty sword that was broken when Elendil fell fighting Sauron. Narsil can be played and used as a greater item (+1 direct influence, +1 prowess, 3 MPs, 2 CPs). However, a player can attempt to reforge Narsil so that it becomes Andúril, the Flame of the West (Aragorn II's weapon in *The Lord of the Rings*).

Two other cards are required. A Reforging card must be played at an “information site” and stored at a Haven—this represents gathering the resources required to reforge Narsil. Then, the Andúril card must be played at an “information site” and stored at a Haven—this represents gaining the knowledge of how to reforge Narsil.

Then, the Reforging card is discarded and the Andúril card is placed with the Narsil card—giving a total of (+2 direct influence, +5 prowess, 7 MPs, 3 CPs) from the combination of the two cards.

Allies — A character may tap to play an ally card if he is at the site specified on the ally card **and** the character meets the requirements indicated on the ally card. The ally card is placed under the character's card and that character controls the ally. After an ally is played at a site, the site card is tapped. An ally does **not** count as a character for any purposes other than combat and the use of certain skills. Allies can **not** bear items.

An ally with a skill may take actions and play cards that require that skill. For example, *Treebeard* has the sage skill, so he can tap to play a *Dreams of Lore* card. Similarly, *Gollum* has the scout skill so he can tap to play a *Concealment* card.

Clarification: Allies that are eliminated are placed in the out-of-play pile (i.e., neither player may bring that ally back into play). Allies are not affected by corruption.

EVENTS

There are both resource events and hazard events. Each event falls into one of three classifications based upon how long it stays in play.

Short-event—A short-event’s effects are immediately implemented. Then the event card is discarded. The effects of some short-events last for a specific period as stated on its card (e.g., many short-event effects last “until the end of the turn”).

Permanent-event — The effects of a resource permanent-event are immediately implemented. Its effects last until the card is discarded. Certain effects can cause a permanent-event to be discarded; these effects are given in the text of specific cards.


Clarification: Hazard short-events and permanent-events can be played only during an opponent’s movement/hazard phase. Resource short-events and permanent-events can be played at any time during your turn—as limited by specific card text.





Long-event — The effects of a long-event are immediately implemented when it is played. Long-events last approximately two turns, one of yours and one of your opponent’s.







You may only play a resource long-event during your long-event phase. Its card and effects remain in play until your next long-event phase or until otherwise discarded.

You may only play a hazard long-event during your opponent’s movement/hazard phase. Its card and effects remain in play until your opponent’s next long-event phase or until otherwise discarded.

Clarification: The effects of many long-events and permanent-events affect both players because they can remain in effect during both players’ turns. So remember, when you play a long-event hazard on your opponent during his turn, it will remain in effect during your next turn. For example, *Awaken Denizens* (a long-event) increases the number of automatic-attack strikes at Ruins & Lairs for one turn for each player.

Example: One of Jason's companies with a hazard limit of six is moving from Rivendell to Lórien; its site path is . Jessica plays Doors of Night (a permanent-event) during Jason's movement/hazard phase. This causes all resource environment cards in play to be discarded and their effects are canceled. This card will remain in play until it is discarded due to the play of a Gates of Morning, Twilight, or another card that targets the Doors of Night.

Jessica then plays Choking Shadows (a short-event). She decides to use its option of treating one wilderness [] as a shadow-land [] until the end of the turn. This changes the site path for Jason's company from  to: . Choking Shadows is discarded, but its effects will remain until the end of the turn (unless canceled before that).

Then, Jessica next plays Morgul Night (a long-event)—all wildernesses [] to be treated as shadow-lands [] and all shadow-lands [] to be treated as dark-domains []. This changes the site path for Jason's company from  to: . Jessica can still play three more hazards and she can key them to border-lands, shadow-lands, and/or dark-domains. Unless its discard is forced by another card, Morgul Night and its effects will remain in play until Jessica's next long-event phase (approximately two turns).

STORING CARDS

During your organization phase, you may *store* any of your items that are at a Haven site. The controlling character must make a corruption check before an item can be stored.

A stored item is placed in your *marshalling point pile* and still counts for marshalling points. Once an item is stored it may not be unstored and brought back into play. *The One Ring* may not be stored.

Some items and resource cards state that they can be stored when at a specific site (e.g., the *Book of Mazarbul* can be stored at a Dwarfhold). Such an item or resource card is still placed in the marshalling point pile and cannot be brought back into play.

Clarification: Certain cards state that a character bearing such a card cannot untap until the card is stored at a certain place. After storing such a card, the character does not untap until the untap phase of his player's next turn.

Clarification: Unless stated otherwise on the card, the marshalling points for a card that can be stored apply regardless of whether or not the card is stored.

TRANSFERRING ITEMS

During your organization phase, you may transfer items between characters at the same site. The controlling character must make a corruption check before an item can be transferred.

Clarification: A corruption check is required before an item can be stored or transferred. A character that fails such a corruption check has decided not to follow his Wizard's advice and influence concerning the item's use (i.e., the item is discarded and the character is either discarded or eliminated).

ACTIONS AND CARD PLAY

The various activities that you and your opponent can perform during play are called actions. Typical actions include playing a card, tapping a card, revealing a card, etc. The following general guidelines apply to resolving actions; more detailed guidelines can be found on pages 61-63.

- You must give your opponent a chance to respond to every action, and vice versa. If you perform an action and move on to another action without giving your opponent a chance to respond, you must "back up" if he indicates that he wants to respond. A series of declared actions made in response to one another is called a chain of effects. You always have the option of declaring the first action in a chain of effects during your turn. The actions in a chain of effects are resolved one at a time from last declared to first declared (i.e., the last declared action is resolved first, then the second to the last, etc.).
- If the play of a card requires other actions (e.g., corruption checks), the actions are resolved in the order in which they appear on the card.
- A required or declared dice roll is an action and can be the target of another action or effect declared later in the same chain of effects.
- When the effects of a dice roll require further actions (e.g., a roll for a strike requires a body check), those actions become the first actions (any further rolls come first) in the next chain of effects after the roll.

• PART II •

STANDARD RULES

You should read and master the Starter Rules before tackling the Standard Rules.

1 • THE VICTORY CONDITIONS

The Standard Rules victory conditions differ from those found in the Starter Rules in two ways. First, the players can decide to play a longer game, and/or second, certain modifications to the marshalling point totals can be made at the Free Council.

THE LONGER GAMES

The Starter Game is also called the “1-deck game.” For experienced players with tuned decks, this game usually lasts 20-60 minutes. If you want longer, more detailed play, there are 3 other games.

The 2-deck Game

In a “2-deck game” (the “short game”), the Council is called when each play deck has been exhausted twice. You may call the Council when your play deck has been exhausted twice, or when it has been exhausted once and you have at least 25 marshalling points (MPs).

The 3-deck Game

In a “3-deck game” (the “long game”), the Council is called when each play deck has been exhausted three times. You may call the Council when your play deck has been exhausted three times, or when it has been exhausted twice and you have at least 30 marshalling points. Increase the sideboard size to 20 cards.

The 4-deck Game

In a “4-deck game” (i.e., the “campaign game”), the Council is called when each play deck has been exhausted four times. You may call the Council when your play deck has been exhausted four times, or when it has been exhausted three times and you have at least 40 marshalling points. Increase the sideboard size to 25 cards.

MARSHALLING POINT MODIFICATIONS

At the Free Council, you may reveal any unique marshalling point cards in your hand that match unique cards that your opponent has in play. Each such revealed card reduces your opponent's marshalling point total by one.

There are six different types of marshalling points; each is associated with a specific shape:

Character Points	○
Item Points (Major, Greater, & Rings only)	□
Faction Points	▽
Ally Points	△
Kill Points (from defeating creatures)	○
Miscellaneous Points	◇

These types of marshalling points can affect your marshalling point total in two ways:

- If your opponent has zero (or negative) points for any one type of marshalling point, your points for that same type of marshalling point are doubled. This doesn't apply to kill points and miscellaneous points.
- No more than half (round up) of your final marshalling points can come from any one type of marshalling point. If one type of marshalling point is over half of your total, reduce the points for that type until they are only half (or less) of your total.

Clarification: These marshalling point modifications do not apply until the Free Council actually takes place. Specifically, the modifications do not affect your marshalling point total when it is used to determine if you can call the Free Council (i.e., you need 20 MPs to call the Free Council before any of these modifications are made).

Example: Let's look again at our example from page 11. Assume Jason failed to play the Men of Northern Rhovanion (3 MPs) on his last turn. Assume none of the characters failed a corruption check (i.e., they all come to the Free Council).

Jessica notices that Jason has no faction points (he blew his roll to get the Men of Northern Rhovanion). So her faction points are doubled to 4.

Unfortunately, Jason's problems are not over. He failed to get the 3 MPs from the Men of Northern Rhovanion; so his MP total is only 14—8 of them are character points and only 6 are non-character points. Since you cannot have more than half of your points from any one source, Jason only gets 6 MPs from his characters.

At this point, the marshalling points (MPs) break down as follows:

Jessica's MP Cards	MPs	Modified MPs
Celeborn	2	2
Elladan	1	1
Elrohir	1	1
Gildor Inglorion	1	1
Legolas	2	2
Sword of Gondolin (item)	2	2
Men of Lebennin (faction)	2	4
Gwaihir (ally)	2	2
Dreams of Lore (misc)	2	2
Total	15	17

Jason's MP Cards	MPs	Modified MPs
Beorn	2	2
Faramir	2	2
Imrahil	2	2
Théoden	2	0
Sword of Gondolin (item)	2	2
Great Shield of Rohan (item)	2	2
Quickbeam (ally)	2	2
Total	14	12

At this point, Jason reveals that he has cards for Gwaihir, Legolas, and Elrohir in his hand (he was saving them for this). Since they duplicate three of Jessica's unique MP cards, her MP total is reduced by one for each of these cards. Thus, Jessica ends up with 14 MPs and Jason ends up with 12 MPs—Jessica wins. Jason curses his luck because he failed to bring the Men of Northern Rhovanion into play on his last turn.

2 • THE CARDS AND DECKS

In addition to the normal location deck and play deck, you can have a 15 card “sideboard” deck. A sideboard can contain resource, hazard, and character cards. However, the combined play deck and sideboard can only contain one of each unique card and a maximum of three of any non-unique card.

Using Your Sideboard When You Exhaust Your Deck

Whenever you exhaust your play deck, you may exchange (before reshuffling) up to 5 cards between your sideboard and discard pile. Each such card taken from your sideboard must be replaced by a card from your discard pile.

Using Your Sideboard When You Tap Your Wizard

During your organization phase, you may tap your Wizard to bring up to 5 resource and/or character cards from your sideboard into your discard pile.

Alternatively, if your play deck has at least 5 cards, you may tap your Wizard to bring one resource card directly from your sideboard into your play deck (reshuffle).

Using Your Sideboard When You Tap a Nazgûl

During your opponent’s movement/hazard phase, you may tap one of your Nazgûl permanent-events in play to bring up to 5 hazard cards from your sideboard into your discard pile. The normal result of tapping a Nazgûl does not apply. The Nazgûl is discarded. Tapping a Nazgûl in this fashion *does* count against the hazard limit.

Alternatively, if your play deck has at least 5 cards, you may tap a Nazgûl permanent-event to bring one hazard card directly from your sideboard into your play deck (reshuffle).

Clarification: Your opponent may verify how many cards move to and from your sideboard, but you do not have to reveal what those cards are.

Clarification: Your combined play deck and sideboard cannot violate the 1 unique card and 3 non-unique card limit. However, there is no restriction on the mix of hazards, resources, and characters in your sideboard. That is, for the purposes of your sideboard, you can ignore the play deck restrictions: the limit of 10 characters and the 50/50 resource/hazard mix.

3 • GETTING READY TO PLAY

Add your region cards to your location deck. See pages 54-56 for more information on how to use these cards.

Note: For play balance, we recommend both players have access to approximately the same number of region cards. If this cannot be achieved, region cards should not be used.

4 • THE PLAYER TURN

The Full Player Turn Summary is presented on pages 68-70.

5 • CHARACTERS & COMPANIES

There are several Standard Rules changes involving characters and companies.

Splitting a Company at a Non-Haven Site

During the organization phase, a company at a non-haven site may split into two or more companies. The following instructions apply:

- One of the companies may remain at the current site.
- One of the companies may return to the Haven site indicated by the current site's site path.
- Any other companies must move to different sites using region movement.

Clarification: These restrictions mean that two companies may not start at the same site and then move to the same site separately (i.e., in such a situation the two companies would have to move as one company).

Joining Two Companies at a Non-Haven Site

During the organization phase, two companies may move to the same site, but one of the following cases must apply:

- One and only one company may already be at the site. In this case the other company must state that its new site card is already in play (the current site card for the non-moving company).
- One company moves to the site using the site path on that site card (i.e., the company starts at the site's nearest Haven), and the other company moves to the site using region cards for its site path. In this case, both companies must state that the same face down site card is their new site card.

In both cases, the two companies must face hazards separately and are then combined at the end of the movement/hazard phase.

Discarding Characters

Instead of bringing a new character/Wizard into play during your organization phase, you may discard a character that is at a Haven or at his home site. A Wizard may not be discarded.

You must take this action when you are forced to discard a character due to a lack of available influence. In this case, the character(s) need not be at a Haven.

Bringing Characters into Play

Before you play your Wizard, you may use general influence to bring a character into play at any haven or at his home site. After revealing your Wizard, you may use general influence to bring a character into play only if your Wizard is at the site at which the character arrives (i.e., a Haven or the character's home site).

6 • MOVEMENT

There are two ways to move from one site to another. A company can use the site path on a site card (see the Starter Rules) **or** it can use region cards as its site path to a specific site card (i.e., region movement).

Clarification: Region movement is not necessary to play this game. Region movement just gives you more options; i.e., with region movement a company need not move to a Haven every other turn. Region cards are not included in starter decks.

REGION MOVEMENT

To use region movement, play a new site card (face down) and a series of up to four regions (face down) that connect the company's current site with the new site (i.e., the company moves). A series of regions "connects" two sites if:

- The current (i.e., site of origin) site is located in the first region, **and**
- That region card is adjacent to the next region card played, **and**
- That region card is adjacent to the next region card played, ... , **and**
- Finally, the last region card played is the region that the new site card is located in.

A region is adjacent to another region if and only if each region lists the other region on its card.

Clarification: To use region movement for a company, the region cards played must include the region containing the company's current site and the region containing the new site. If both the current site and the new site are in the same region, only that region card need be played.

Clarification: If two sites are separated by more than four regions, a company may not travel directly between them in one turn (unless some special resource card is used, e.g., Bridge, Shadowfax, etc.). The company must first travel to interim sites (one per turn) until it reaches a site that is within four regions of the destination site.

Clarification: Certain regions may appear to be adjacent on the maps, but turn out not to be adjacent upon examination of the lists on their cards. For example, Dagorlad and Rohan appear to be adjacent on the maps, but they are really separated by the Anduin River.

Playing Hazards

For the purposes of playing hazards, the site path for a company using region movement is defined by the region types of the region cards played. You can use a creature hazard to *directly attack* one of your opponent's companies if at least one of the region types on the creature's card matches that region type of a region card played by the company (two are required for creatures that require two symbols of the same type).

Clarification: Region movement can be more dangerous to use than normal movement—certain creatures can be played keyed to specific region cards.

For example, suppose you decide to move a company from Lórien to the Easterling Camp using the region cards: Wold & Foothills (☉), Brown Lands (☙), Dagorlad (☚), and Horse Plains (☛). The region types traveled through are the same as the site path used in normal movement between Lórien and the Easterling Camp (as given on the Easterling Camp site card)—so the same creatures may be played against the company based on region type. Adûnaphel (a Nazgûl) card normally can only be played keyed to dark-holds and dark-domains, but it also states that it can be played keyed to Dagorlad (and the Brown Lands). Thus, Adûnaphel could be played on this company as it moves through Dagorlad. Similarly, Indûr Dawndearth and Khamûl the Easterling could also be played.

Example: Lets look at our example for movement from the Starter Game (see page 26). Jessica's company in Bree (in the Arthedain region) wants to move to Thranduil's Halls (in the Woodland Realm region) in order to bring the Wood-elves faction into play. If she does not use region movement, this takes three turns: Bree to Rivendell, Rivendell to Lórien, and Lórien to Thranduil's Halls. Using region movement, she can do it in 2 turns.

The shortest number of region cards required for this move is 5 and there are two possible routes:

- Arthedain (A), Rhudaur (R), High Pass (H), Anduin Vales (V), Woodland Realm (W).
- Arthedain (A), Angmar (A), Gundabad (G), Anduin Vales (V), Woodland Realm (W).

Jessica decides on the first, less dangerous route. However, it is more than 4 regions long, so her company must first move to another site along the way. Jessica looks at her hand and sees that she has a Precious Gold Ring, so she decides move to Gladden Fields (in the Anduin Vales) to try and get the ring on her way to Thranduil's Halls (why waste a turn).

On her first turn, she moves to the Gladden Fields by playing the Gladden Fields site and the following regions: Arthedain (A), Rhudaur (R), High Pass (H), Anduin Vales (V).

On her second turn, she moves to Thranduil's Halls by playing the Thranduil's Halls site and the following regions: Anduin Vales (V), Woodland Realm (W).

7 • COMBAT

An *untapped* character that is not the target of a strike may tap to *support* a character in the same company that is the target of a strike. The target's prowess is modified by +1 for each supporting character.

Clarification: If a character is assigned a strike from an attack, he may **not** tap to support a character that is facing a strike from the same attack.

An ally may tap to give a +1 prowess modification in this manner.

Example: A Cave Drake (two strikes, 10/-) attacks your company which consists of the untapped characters: Bilbo, Balin, Bofur, Beretar, and Beregond.

You opponent assigns the two strikes to Bilbo and Balin. You play a Halfling Stealth to cancel the strike against Bilbo. Balin is carrying the Arkenstone, so you really want to keep him alive. You tap Balin to face the attack, and you tap Bofur and Beregond to support him. You would also like to tap Bilbo for support, but you cannot—he was assigned a strike, so he is still a target of this attack.

Balin has a prowess of 6 versus this attack: 4 (his own prowess) + 1 (Bofur's support) + 1 (Beregond's support).

8 • CORRUPTION

Before the roll is made for a corruption check, you may tap other characters in the same company as the character making the check. The corruption check is modified by +1 for each such character and/or Wizard tapped.

Clarification: If more than one character in a company are forced to make corruption checks, the corruption checks are resolved one at a time in an order chosen by the player controlling the characters. Each character tapped may only give a +1 modification to one corruption check, **not** to all of the corruption checks.

Clarification: When the Free Council is called, a character may only tap to give a +1 corruption check modification to another character in the same company.

Example: Your company consists of the untapped characters: Bilbo, Balin, Bofur, Beretar, and Beregond. A Weariness of the Heart is played on Balin, requiring him to make a corruption check.

Balin is carrying the Arkenstone (4 corruption points) and some Healing Herbs (1 corruption point), so you tap Bilbo and Beregond to help him with his corruption check. Balin has a corruption point total of 5, but his roll is modified by +2 (+1 for Bilbo and +1 for Beregond). He will only fail if he rolls 3 or less.

9 • INFLUENCE

Influence is the only way that your characters can directly affect your opponent's resources. During your site phase, one and only one of your characters may tap to attempt to influence away one of your opponent's characters, followers, allies, factions, or items. This may only take place if the influencing character and the target of the influence are at the same site. If you successfully influence the target, it is discarded. In some cases, you may reveal an identical card and attempt to play it (i.e., he convinces the target to join his side).

Such an influence attempt may not be made on the first turn, and a Wizard may not make such an attempt on the turn he is revealed.

Influencing an Opponent's Character

To attempt to influence one of your opponent's non-Wizard characters you must make an influence check. You make a roll (2D6) and:

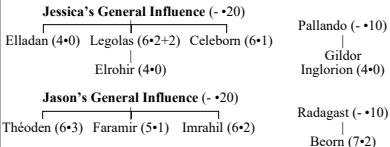
- Add the influencing character's unused direct influence.
- Subtract your opponent's unused general influence points.
- Subtract the result of a roll (2D6) made by your opponent .
- Add any other modifications (from cards and special abilities). All modification cards must be played before making the roll.

If the modified result is greater than the target's mind attribute, the target character card and all of the non-follower cards he controls are discarded. Otherwise, nothing happens.

If you reveal an identical character card from your hand before making the roll for the influence check, the target character's mind attribute is treated as if it were zero. If the attempt is unsuccessful, you must discard the character card you revealed. If such an influence check is successful, the target character and his non-follower cards are discarded **and** the revealed character card may be immediately played (appearing at the same site). In order to play this character, you must have enough unused general influence to control him **or** an influencing character at the same site must have enough direct influence.

Clarification: If you reveal an identical character in order to nullify the target character's mind attribute for an influence check, you must discard that character if you do not play him.

Example: Jessica and Jason each have one company organized as follows:



Jessica moves her company to the same site as Jason's company. During her site phase, Pallando attempts to influence Faramir. Jessica has 4 unused general influence, Jason has 3 unused general influence, and Pallando has 6 unused direct influence. Jessica rolls 2D6 and gets a 8, while Jason rolls 2D6 and gets a 7. So the modified result of the influence check is $4 = 8$ (Jessica's roll) + 6 (Pallando's unused direct influence) - 3 (Jason's unused general influence) - 7 (Jason's roll). This result is not greater than Faramir's mind attribute of 5, so Faramir is not influenced and remains in play. If Jessica had rolled a 10 or higher, Faramir would have been discarded.

If Jessica had revealed a Faramir card from her hand before the rolls were made, his mind attribute would have been zero for the purposes of this roll. In this case, the influence check would have been successful—Jason would have discarded his Faramir card and Jessica would have played her Faramir card. He must be played as Pallando's follower because she only has 4 unused general influence.

In the case in which Faramir is influenced, Jessica should not celebrate too much. During his turn, Jason can shift Beorn to control by general influence and then use Radagast's 10 unused general influence points to attempt to influence one of Jessica's characters.

Influencing an Opponent's Ally

To influence an opponent's ally, you must make an influence check as outlined above. However, the following exceptions apply:

- Instead of the controlling character's mind attribute, the influence check uses the ally's mind attribute.
- The result is also modified by the "unused direct influence" of the character controlling the ally.
- Revealing an identical ally card reduces the ally's mind attribute to 0 and allows you to play the card if the influence check is successful.

Influencing an Opponent's Follower

To influence an opponent's follower, you must make an influence check as outlined above. However, the result is also modified by subtracting the "unused direct influence" of the follower's controlling character.

Influencing an Opponent's Faction

To influence an opponent's faction, you must make an influence check as outlined above. However, the following exceptions apply:

- Instead of a mind attribute, the influence check uses the value usually required to bring the faction into play (as given on the faction's card).
- The influence check is modified by any of the faction's applicable "Standard Modifications" (as given on the faction's card).
- Revealing an identical faction card reduces the the value usually required to bring the faction into play to zero and allows you to play that card if the influence check is successful.

You may only influence an opponent's factions if the influencing character is at the site where the faction was played.

Influencing an Opponent's Item

To influence an opponent's item, you must make an influence check as outlined above. However, the following exceptions apply:

- The mind attribute of the character controlling the item is used.
- The result is also modified by subtracting the "unused direct influence" of the item's controlling character.
- You *must* reveal an identical item card in order to make an influence attempt on an item (i.e., you are attempting to convince the controlling character that the item would be more useful to the cause of the Free Peoples in your hands). If the influence check is successful, you may play your card with the character that made the influence check—if you choose not to play the item, discard it.

Clarification: The unused direct influence for an influence check against an item is affected by any direct influence modification that the target item gives its bearer.

10 • PLAYING AND DRAWING CARDS

There are several Standard Rules changes involving playing cards.

LIMITS ON DRAWING CARDS

During your turn, you may draw cards based on one of your moving companies only if the company contains a Wizard or at least one character with a mind attribute of three or more.

PLACING A CARD ON-GUARD

During the movement/hazard phase of your opponent's turn, you may place one card *on-guard* for each of your opponent's companies. This card is played face down next to the company's new site or next to its current site if it did not move. Any card can be placed on-guard (i.e., it does not have to be a hazard, you can bluff). Such a card does count against the hazard limit for the company it is placed on.

The card will remain on that site until one of the following occurs:

- *The company decides to face the site's automatic-attack.* If the on-guard card is a hazard creature keyed to the company's site **or** a hazard that can modify the automatic-attack, it may be revealed before the automatic-attack is resolved. If it is a hazard creature, it will attack after the automatic-attack is resolved.
- *The company plays a card keyed to the site.* If the on-guard card is a non-creature hazard, it may be revealed if it is a hazard that directly affects the company or a character in the company (e.g., a hazard that forces all characters to make a corruption check).
- Otherwise, return the card to your hand at the end of the site phase.

In the first two cases, the card is handled as if it had been played during the movement-hazard phase (i.e., short-events are discarded, long-events last until your opponent's next long-event phase, etc.).

Example: After visiting Thranduil's Halls, Jessica's company moves to The Lonely Mountain. During her movement/hazard phase, Jason places a card on-guard. The card is Awaken Denizens, but Jessica does not know that. This card doubles the # of strikes for an automatic-attack at a Ruins & Lairs site.

During her site phase, Jessica states that her company will face The Lonely Mountain's automatic-attack (a Dragon, 1 strike with a prowess of 14). Jason reveals his on-guard card and the automatic-attack becomes 2 strikes with a prowess of 14 each. Jessica's company must face this attack (it may be canceled).

Suppose Jason had placed a Cave Drake on-guard. Then Jessica's company would have to face the automatic-attack and then the Cave Drake.

Suppose Jason had placed a Weariness of the Heart on-guard. Then, if Jessica's company successfully faced the automatic-attack and played an item, Jason could reveal the Weariness of the Heart to force any one character in the company to make a corruption check.

Dice Roll Timing

Before a roll is made for combat or a check, cards may be played that will modify the result of the roll. However, once the roll is actually made, no further cards may be played that modify the dice roll result. This modified result is used to determine *effects* of the combat or check before any other actions are taken. When the effects of a dice roll require other actions (e.g., a successful strike requires a body check) those actions become the initial actions (any further rolls come first) in the next chain of effects after the roll.

Timing Rules

You and your opponent may both want to perform actions at the same time or actions that are sequenced with respect to other actions. This can happen during your movement/hazard phase (or during your site phase if your opponent has a card on-guard). Such actions almost always include playing a card, tapping a card already in play, and revealing an on-guard card.

Your opponent may always declare an action in response before your action is resolved. Then, you may respond to his action, and he can respond to your second action, and so on until neither player can (or wants to) perform an action.

You must give your opponent a chance to respond to every action, and vice versa. If you perform an action and move on to another action

without giving your opponent a chance to respond, you must “backup” if he indicates that he wants to respond.

Such a series of declared actions is called a chain of effects. You always have the option of declaring the first action in a chain of effects during your turn. The actions in a chain of effects are resolved one at a time from last declared to first declared (i.e., the last declared action is resolved first, then the second to the last, etc.).

You may follow one of your declared actions with another of your declared actions in the same chain of effects, so long as you give your opponent a chance to respond to first action.

An action in a chain of effects is negated if the conditions required to perform it are negated by another action that is resolved before it in the chain of effects.

Timing Example: You play *Weariness of the Heart* on Bilbo to force him to make a corruption check. Your opponent taps Frodo (2nd action in this chain of effects) to give Bilbo +1 to this check. You play *Call of Home* on Bilbo (3rd action), which forces Bilbo to make a successful roll or return to his owner’s hand. Finally, your opponent plays *Tookish Blood* on Bilbo. This cancels any effect for the rest of the turn which would discard Bilbo or send him to his owner’s hand. Now you resolve actions from last to first:

- *Tookish Blood* takes effect.
- *Call of Home* takes effect, but *Tookish Blood* negates any effect it would have.
- Frodo gives +1 to Bilbo’s corruption check (an action can target a dice-rolling action that was declared earlier in the same chain of effects, even though the dice-rolling action has not taken effect).
- Bilbo makes his corruption check—he rolls the dice adding +1 to his roll because of Frodo’s help (other modifications not discussed here). *Tookish Blood* cancels any result of this corruption check that would discard Bilbo.

If your opponent had played *Tookish Blood* on Bilbo after his dice roll, i.e. after this chain of effects was resolved, it would not have affected your *Call of Home* nor Bilbo’s corruption check. *Tookish Blood* only cancels those actions that occur during the rest of the turn, and not prior actions.

Consider if *Tookish Blood* had not been played and if you played *Call of Home* on Frodo. First Frodo rolls for *Call of Home* when resolving the chain. If he fails this check, Frodo goes back to your opponent’s hand. The 2nd action in the chain would then be negated because the conditions required to perform it, namely Frodo being in Bilbo’s company, were negated by your *Call of Home*.

• PART III •
OPTIONAL RULES

Each of these optional rules may be used if all players agree before the game begins.

Special Movement to Gorgoroth Rules — A company may only move to or from a site in Gorgoroth (e.g., Barad-dûr, Mount Doom) by using one of the following:

- Specific region movement from a site in Imlad Morgul (Cirith Ungol, Minas Morgul, or Shelob's Lair).
- Specific region movement that passes through Nurn or Udûn.

Burglaring — A Hobbit may attempt to “burglar” at an untapped site. If you decide to make a burglary attempt, make a roll. If the result is greater than 5, the Hobbit taps the site without facing the automatic-attack and may tap to play an item that is playable at that site. Otherwise, the Hobbit faces the automatic-attack alone.

Recently Visited Sites — If a site is in the opponent's discard pile, the number of strikes and prowess for the site's automatic-attack are increased by 1.

Tapping to Face Multiple Strikes — A character can tap, take a -3 mod, and face two strikes.

MULTI-PLAYER RULES

Except for the guidelines presented in this section, a multi-player game (3-5 players) uses the normal rules.

Victory Conditions: The normal rules are used for victory conditions and to determine when the game ends. However, when a player calls the Free Council, each of the other players gets to take one final turn. If a player's Wizard is eliminated, that player is out of the game; however, the game only ends in this manner if only one player is left in the game. The doubling of your marshalling points based on a MP type only applies if none of your opponents has a card in play of that type.

Getting Ready to Play: Before the players set up their decks for play, each player makes a roll (reroll all ties). When play starts, the second highest roller will sit to the left of the high roller, the third highest roller will sit to the left of the second highest roller, etc.

The highest roller chooses the Wizard he will play, the second highest roller chooses his Wizard from the remaining Wizards, etc. Each player may place up to two of his Wizard cards in his play deck.

At this point each player should have his play deck constructed. For multi-player games, half (round up) of the hazards in your play deck must be hazard creatures.

Each player should select a character pool of up to 25 characters. The *low* roller reveals a character from his pool; this character starts in play. Then, the player to the right of the low roller reveals a starting character that has not already been revealed. This process continues in a counter-clockwise direction until all players have revealed their starting characters as outlined in the normal rules (i.e., 1-5 characters with a 20 or less mind attribute total). Then, each player may place up to 10 characters from their character pool into their play decks.

After the characters are all revealed, each player may exchange up to three cards between his play deck and his cards not being used (all normal play deck restrictions must be met).

The highest roller takes his turn first. Then, the player to his left takes his turn, and so on (i.e., play proceeds clockwise).

The Player Turn: Your “hazard-opponent” for the purposes of hazards is the player to your left. During your Long-event Phase, you remove your own resource long-events and the hazard long-events belonging to your hazard-opponent. Only your hazard-opponent may draw cards (based on the site being moved to) and play hazards during your movement/hazard phase. A player only has the option of discarding a card during an End-of-Turn Phase if it is his own turn or if it is his hazard-opponent’s turn.

Twilight cards can be played at any time by any player. Permanent-events, long-events, and other “global” events (e.g., tapping Ren the Unclean) affect all players.

Middle-earth: The Wizards Companion provides some expanded, variant multi-player rules.

SOLITAIRE RULES

Getting Started: Place all of your hazard cards in one shuffled deck. (*Variant #1:* Have someone construct a hazard deck for you. *Variant #2:* Construct several “well-tuned” hazard decks of approximately 25 cards each, then play against each one.) Your play deck has no hazards and must have at least 30 cards. Your hand size is only five cards.

During Play: Proceed normally, except for the following exceptions. There is no opponent’s player turn. Whenever you would draw or discard to get a hand of 8 cards, you now draw or discard to get a hand of 5 cards. During the movement/hazard phase, you draw and discard normally for each company.

Playing Hazards: During the movement/hazard phase, for each company, you draw hazard cards equal to 2 plus twice the number of hazard cards normally drawn for that site. Then you must play as many of those hazard cards as you can within the hazard limit for the company. You should play the hazards in the fashion that is most disadvantageous for your companies. Any cards requiring *Doors of Night* are saved and played when a *Doors of Night* is drawn.

Object of the Game: The object of the solitaire game is to accumulate as many marshalling points (MPs) as you can by the time you exhaust your play deck for the second time.

Middle-earth: The Wizards Companion provides some expanded, variant solitaire rules.

• • •

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FULL PLAYER TURN SUMMARY

Untap Phase

Each of your characters may do one of the following:

- Untap **or**
- Heal (if at a Haven site).

Untap all of your other tapped non-site cards.

Organization Phase

The following actions may be taken in any order:

Play a character card **or** a Wizard card (if allowable).

Reorganize your characters at the same Haven into any number of companies.

Shift your characters between being controlled by general influence and being controlled by direct influence.

Transfer items between your characters at the same site. A corruption check is required for the character giving up an item.

Store items or other designated resources from your companies at a Haven site **or** at sites specified on the item cards. A corruption check is required for the character giving up an item.

Each of your companies may do one of the following:

- Stay at its current site.
- Play another site (face down) that can be moved to (i.e., reached) directly from the company's current site. This is the company's new site card.
- *Standard Rules Only*: Play a new site card and a series of up to four specific regions that connect the current site with the new site. (See pages 54-56.)

Long-event Phase

First, remove all of your resource long-events already in play.

Then, play any new resource long-event cards.

Finally, remove all of your opponent's hazard long-events.

Address rules questions and comments via email to metwice@aol.com or mail to: I.C.E., P.O. Box 1605, Charlottesville, VA, 22902. Look for METW discussion areas on your favorite on-line service and visit our home page on the WWW (<http://www.ironcrown.com>).

Movement/Hazard Phase

Follow this procedure for each of your companies. You decide which of your companies goes first, second, etc.:

- 1) If the company has a face down site card (i.e., its new site card), turn it over. Your company's current site becomes its *site of origin*.
- 2) If the company is not moving, no cards are drawn. If the company is moving to a non-haven site, you *may* draw up to the number of cards indicated by the site that it is *moving to* (at least one card must be drawn); your opponent does the same. If the company is moving to a haven site, you *may* draw up to the number of cards indicated by the site that it is *moving from* (at least one card must be drawn); your opponent does the same.
- 3) Your opponent plays hazards on the company—each hazard is resolved as indicated in its text. These hazards are played and resolved one at a time and in some cases may not directly affect the company. A hazard may not be played if it targets a different company or a character in a different company.

If the company is not moving, hazard creatures may only be keyed to the company's site of origin. Hazard creatures must be "keyed to" the moving company's site path and/or new site. If a creature is keyed to more than one region type and/or site type that applies, your opponent decides which one is used.

The maximum number of hazards that may be played on a company during a given movement/hazard phase (i.e., the hazard limit) is equal to the size of the company *or* two, whichever is larger (Hobbits count half, round up). The hazard limit is determined for each company at the beginning of the movement/hazard phase (e.g., it remains fixed).

- 4) If the company has been required to return to its site of origin, return the new site card to the location deck (or discard if it is tapped) and proceed to step 6 (the site of origin becomes its current site). No additional hazards may be played on that company.

- 5) Remove the company's site of origin (i.e., the site the company came from). Discard the site card if it is tapped and not a Haven. Otherwise, return it to the location deck. At this point, the company is considered to have arrived at the new site (i.e., its new site becomes its site of origin). *Standard Rules Only:* Return any region cards to the location deck.
- 6) You must discard any cards in excess of eight in your hand; your opponent does the same for his hand. If you have fewer than eight cards, you must draw cards until your hand has eight cards; your opponent does the same for his hand.

Note: Repeat steps 1-6 for each of your companies.

Site Phase

In the order you decide (i.e., you decide which goes first, second, etc.), each of your companies at an *untapped* site may:

- do nothing **or**
- follow this procedure:
 - 1) You decide to enter and explore the site.
 - 2) If the site has an automatic-attack, it attacks the company. The attack is resolved normally (see pages 29-33).
 - 3) The company may attempt to play one item, ally, faction, or information resource card that is "playable" at that site. Generally, this will involve tapping the character that will control the card played. If the resource card is successfully played, the site card is tapped **and** one additional character may tap to play a minor item.

Certain resource cards other than items, allies, factions, and information will state the conditions under which they may be played. Such cards may be played at tapped and untapped sites, and do not tap a site when played (e.g., *Return of the King*, *Lucky Search*, etc.).

Standard Rules Only: One of your characters or your Wizard may attempt to influence away one of your opponent's characters, followers, allies, factions, or items (if it is at the same site).















End-of-Turn Phase

You may discard one card. Then you must draw or discard cards until your hand has 8 cards. Your opponent does the same.

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SYMBOL KEY

Region Type	Symbol	Site Type	Symbol
Coastal Seas		Havens	
Free-domains		Free-holds	
Border-lands		Border-holds	
Wilderness		Ruins & Lairs	
Shadow-lands		Shadow-holds	
Dark-domains		Dark-holds	
		Other	Symbol
		Mind	
		Direct Influence	

COMBAT MODIFICATIONS

Condition	Modification to Target's Prowess
Unwounded, tapped character	-1
Wounded character	-2
For each unused strike allocated	-1
Untapped character decides not to tap	-3
For each character tapped to support	+1
Up to 1 resource card requiring skill	varies
Other resource cards	varies
Hazard cards	varies

MIDDLE-EARTH: THE DRAGONS™

This insert provides expansion rules, clarifications, and a scenario for use with both *Middle-earth: The Wizards (METW)* and *Middle-earth: The Dragons (METD)*. These rules are recommended for all *METW* games even if *METD* is not used.

KEY WORDS AND TERMS (Clarification)

A “key word” is an identifier for a card which makes it affectable by or usable with other cards as the cards’ text dictate. For example, in *METW*, key words include: Orc, spell, environment, Dragon, Undead, Wolves, etc.

Middle-earth: The Dragons introduces several “key words” to the Middle-earth collectible card game: Drake, light enchantment, dark enchantment, ritual, riddling attempt, riddling roll, offering attempt, flattery attempt, capture, and helmet. There are no special rules for these key words; except that a character may only use the effects of one helmet at a time. Note that the key words, Dragon and Drake, are mechanically independent. Some of the key words are not affected by any currently existing cards (e.g., offering attempt and capture), but they will be with the release of future expansions.

A “bearer” of a specific card refers to the character that bears or controls that card.

DRAGON LAIRS

Any site with a Dragon automatic-attack is a Dragon’s lair. There are nine unique Dragons associated with the following lairs:

Dragon	Lair (site)	Lair’s Region
Agburanar	Caves of Úlund	Withered Heath
Bairanax	Ovir Hollow	Grey Mountain Narrows
Daelomin	Dancing Spire	Withered Heath
Eärcaraxë	Isle of the Ulond	Andrast Coast
Itangast	Gold Hill	Withered Heath
Leucaruth	Ireock	Withered Heath
Scatha	Gondmaeglom	Grey Mountain Narrows
Scorba	Zarak Dûm	Angmar
Smaug	The Lonely Mountain	Northern Rhovanion

HOARDS

Certain items are *hoard items*. Such an item may only be played at a site that contains a hoard. Each site with a Dragon automatic-attack (i.e., each Dragon's lair) contains a hoard. A hoard minor item may not be included with a starting company, and may not be played at a site that does not contain a hoard.

Example: You can not play a hoard minor item at Wellinghall after successfully influencing the *Ents of Fangorn* like you can with a normal minor item. Wellinghall does not contain a hoard.

MANIFESTATIONS OF DRAGONS

Each of the nine unique Dragons (see above) has three different *manifestations*:

Basic — In this manifestation a Dragon is in his standard active mode. Each of these manifestations is represented by a standard creature card (e.g., the cards for Smaug, Agburanar, Daelomin, and Leucaruth from *METW*).

Ahunt — In this manifestation a Dragon is considered to be hunting in a wide range of regions. Each of these manifestations is represented by a hazard long-event that will attack any company moving in a given set of regions (e.g., *Smaug Ahunt* normally causes an attack against any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows).

At Home — In this manifestation a Dragon is considered to be resident in his lair. Each of these manifestations is represented by a hazard permanent-event that gives its lair an additional automatic-attack and causes certain other global effects (e.g., *Scorba At Home* gives Zarak Dûm an additional automatic-attack and each major item gives an additional corruption point).

Different manifestations of the same Dragon may be in play at the same time. The fact that each manifestation is unique unto itself does not preclude the other manifestations.

Only your opponent can receive marshalling points from defeating a manifestation of a Dragon that you played. If you defeat a Dragon manifestation that you played, it is removed from the game and no one receives its marshalling points.

If at any time an attack from a manifestation of a unique Dragon is defeated or if the manifestation is otherwise removed from the game:

- All existing manifestations in play of the same Dragon are removed from the game.
- No further manifestations of the same Dragon may be played.
- The Dragon's lair no longer has an automatic-attack.

Example: You have played *Smaug at Home* and *Smaug Ahunt* (both are still in play). Then you play *Dragon's Desolation* and *Smaug* on one of your opponent's companies at Weathertop. Your opponent plays *Old Thrush*, rolls lucky, and defeats *Smaug*. He gets 5 MPs for defeating *Smaug* and *Smaug*, *Smaug at Home*, and *Smaug Ahunt* are all removed from play and The Lonely Mountain (Smaug's lair) no longer has an automatic-attack.

If, instead, one of your own companies had gone to The Lonely Mountain and defeated *Smaug at Home*, you would not receive the 5 MPs.

HAZARD LIMIT (*Clarification*)

The base hazard limit is determined (i.e., set) simultaneously at the moment a company reveals its new site or otherwise announces it is beginning its movement/hazard phase. Any cards which modify a company's hazard limit played prior to this point are then immediately applied to the company's base hazard limit in the order chosen by the player controlling the company. With such modifications established, any cards played after this point are interpreted in the order they are resolved. Any effects which modify the hazard limit against a company during its site phase are ignored. Any reduction in the hazard limit during a movement/hazard phase does not affect cards already announced and played.

CHARACTERS FACING MULTIPLE STRIKES

When certain *Middle-earth: The Dragons* cards are played, a character may be assigned to receive more than one strike from a given attack. Such a character must face a strike sequence for each strike he is assigned to face. If a character is tapped or wounded following one of these strike sequences, he must then accordingly modify his prowess for any following strike sequences. If a character is eliminated or otherwise removed from play before he has faced all of his assigned strikes, those strikes he has yet to face are then considered to be cancelled (i.e., they have no further effect).

REMOVING CORRUPTION CARDS

A character may choose to ignore the restriction that he tap to remove a corruption card (as printed on a corruption card), and suffer a -3 penalty to the dice roll to remove it. This means a character can remain untapped and still attempt to remove a corruption card (the roll is modified by -3), **or** that he can attempt to remove a corruption card even if he is already tapped or wounded (the roll is modified by -3).

A character may only attempt to remove each corruption card once per turn if he ignores the tapping restriction to do so.

Example: During his organization phase, Beorn has 3 corruption cards: *Lure of Nature*, *Lure of Expedience*, and *Lure of the Senses*. He taps and rolls to attempt to remove the *Lure of the Senses*; his roll is an 8, so the card is removed (greater than 6 was required). If, instead, Beorn had not tapped for this attempt, he would have failed (he would have needed to roll a 10 or better). He then rolls to attempt to remove *Lure of Nature*; his roll is a 6 modified by -3 for a net result of 3, so the card is **not** removed (greater than 4 was required). Finally, he rolls to attempt to remove *Lure of Expedience*; his roll is a 9 modified by -3 for a net result of 6, so the card is removed (greater than 5 was required).

THE SIDEBOARD

With the publication of *Middle-earth: The Dragons*, the number of different resource and hazard strategies increases dramatically. To enable players to react to more specific strategies during play, the sideboard size is increased by five (e.g., from 15 to 20 for the 1-deck and 2-deck games, from 20 to 25 for the 3-deck game, etc.).

At the end of your opponent's untap phase, if your opponent's Wizard is in play, you may at this point bring up to five hazard cards from your sideboard to your discard pile; **or**, if your play deck has at least 5 cards, you may bring one hazard card directly from your sideboard into your play deck (reshuffle). If you move cards from your sideboard in this fashion, the hazard limit for each of your opponent's companies is reduced to half of normal (round up, e.g., a hazard limit of 2 becomes 1, a hazard limit of 3 becomes 2, etc.).

REGION MOVEMENT LIMITATION

Normally, a company moving with region movement may lay down a maximum of four region cards. If a company moving with region movement is using effects that allows additional region cards to be laid down, no more than six regions may be used.

MANY A GLEAMING GOLDEN HOARD

• A Scenario For Middle-earth: The Dragons

To play this scenario, each player will need at the **very** least one starter deck and several boosters from *Middle-earth: The Wizards* **plus** some *Middle-earth: The Dragons* (*MED*) booster packs—the exact number of which will depend on the chosen victory conditions.

Special Rules

Each player is attempting to acquire and store “lost treasures.” A lost treasure must be a hoard major or a hoard greater item played at a Dragon’s lair. When such an item is played with one of his characters, a player must designate whether or not it is a lost treasure—as limited by the following conditions. Other items may be played normally at Dragons’ lairs.

- Only one lost treasure may be played at each different Dragon’s lair. For example, if *Magical Harp* (a unique hoard major item) is played at The Lonely Mountain and is designated to be a lost treasure, no other lost treasures may be played at The Lonely Mountain.
- If a player already has one unstored lost treasure in play, he may not designate another hoard major or greater item to be a lost treasure.
- Any unique hoard major or hoard greater item which has been designated as a lost treasure must retain this designation for the entire game. This distinction applies even if such an item is discarded (e.g., through a failed corruption check, by being influenced away, etc.) and then later brought back into play by either player. In such a case, a lost treasure may be played with a character even if another character under his player’s control already bears a lost treasure (i.e., in this case a player could have more than one unstored lost treasure in play).
- A player’s hand size increases by one each time one of his characters stores a lost treasure.

Victory Conditions

The first player to store five lost treasures wins immediately. If both players have a limited collection of *MED* cards or want to play a shorter game, this requirement can be reduced to only 2, 3, or 4 lost treasures. For a longer game, you can require that the winner also defeat one or two unique Dragons.

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Additional credits can be found in the *Middle-earth: The Wizards* rulesbook (due to space limitations, we were unable to include them here).

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Middle-earth: The Dragons is made for ICE in Belgium by Carta Mundi.

MIDDLE-EARTH: DARK MINIONS™

This insert provides expansion rules and clarifications for use with all *Middle-earth Collectible Card Game™* (MECCG) products.

Note: For a copy of these rules in larger type with more examples send a request and a self-addressed, stamped envelope to ICE, P.O. Box 1605, Charlottesville, VA, 22903. Alternatively, visit our home page on the WWW (<http://www.ironcrown.com>).

Minion Cards (*Clarification*)

MEDM includes *minion cards*—a new type of card with a new type of template—the background is iron with a “rusted” purple tint. In *MEDM*, minions are used as hazards called *agents*. An agent is a hazard that represents an individual that has been sent on a covert mission by the Dark-lord or one of his Dark Lieutenants. However, not all agents are minions. The two agents on the normal hazard template are “non-Minion agents:” *My Precious* and *Lobelia Sackville Baggins*.

The concept of minions used in a non-agent fashion will be introduced in *Middle-earth: The Lidless Eye™* (a stand-alone expansion due out in the Spring of 1997). In *The Lidless Eye*, minions will be used like characters, but each minion will be under the influence of one of Sauron’s Dark Lieutenants.

Permanent-events (*Clarification*)

If one of your companies splits into two or more companies, you may place any resource permanent-events that were on the original company (as a whole) with any of the resulting companies. Some events of this type must be discarded (as specified) when a company splits (e.g., *Fellowship*).

You may not make an influence attempt on an item with a permanent event on it.

Placement of cards “off to the side” (*Clarification*)

Certain cards and effects require other cards be placed “off to the side” (for example, *Sacrifice of Form* from *Middle-earth: The Wizards™*). Cards placed off to the side are placed on the playing surface off to the side of the normal area of play. Such cards are kept with their host permanent-event that caused this effect. Any card placed off to the side absolutely cannot be targeted or otherwise affected by the game except by cards that specifically affect cards placed “off to the side.”

Cards placed off to the side are in play for the purposes of uniqueness. Unless stated otherwise, when a host permanent-event is removed from the playing surface, any cards placed off to the side under it are discarded.

Usually the host card will state some mechanic that affects the cards placed off to the side with it. Unless stated otherwise on its host card, a card placed off to the side will give its marshalling points to its owner. However, the cards typical with *Middle-earth: Dark Minions* are “taking prisoners” cards, and characters taken prisoner yield negative marshalling points.

THE UNDER-DEEPS

Note: Created by streams of molten rock and expanded by geothermal eruptions of super-hot gas, the Under-deeps are a result of a combination of natural and supernatural forces. The hand of Morgoth joined what was once a collection of countless, sundered cavern complexes. His greater servants used this maze of tunnels and chambers to travel surreptitiously throughout Endor.

Although Endor changed during the Elder Days, the core of the Under-deeps survive. Though travel between the underground sites is now difficult, if not impossible, for all but the greatest (and luckiest) explorers. Blocked or twisting away from their original course, the Under-deeps seem broken. Junctions and strongholds seem lost. Many appear as simple caves or side passages, no longer resembling their past grandeur. Others lie hidden behind veils of rock. Nearly all are still there, though, awaiting discovery—as is their creator.



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An Under-deeps site card has “Under-deeps” in the section that normally gives a site’s region, and its name contains “...-deeps” or “Under-...” An Under-deeps site is just like any other site with the following exceptions:

- Unlike other sites, each Under-deeps site is **not** considered to be in a region—instead it is located below another site, called the Under-deeps site’s *surface site*.
- Instead of a nearest Haven, each Under-deeps site lists all of its “Adjacent Sites.” Each Under-deeps site is adjacent to its one surface site and a number of other Under-deeps sites. The first adjacent site listed is always the Under-deeps site’s surface site.
- *Eagle-mounts* and *Gwaihir* cannot be used to move to or from an Under-deeps site.
- A company moving to and/or from an Under-deeps site has no site path. So, hazards may only be played keyed to the company’s new site.
- An environment card that changes site type (e.g., *Choking Shadows*, *Quiet Lands*, etc.) cannot be used to change the site type of an Under-deeps site.
- Normally, when you successfully play an item, faction, ally, or information at a site, the site card is tapped and one additional character may tap to play a minor item. At an Under-deeps site, you can play any item playable at the site instead of this minor item.
- You may not consider marshalling points associated with a company at an Under-deeps site for the purposes of calling the Free Council.

Example: Legolas taps and plays *Glamdring* (a major item) at The Under-grottos and the site taps. At this point, Gimili could only tap to play a minor item at a non-Under-deeps site. But The Under-grottos is an Under-deeps site, so Gimili can tap to play anything playable at The Under-grottos: a minor item, a major item, or a gold ring. He taps and plays a *Precious Gold-ring*.

Under-deep Site Movement

One of your companies that begins its turn at the surface site of an Under-deeps site can move normally *or* it can move to its adjacent Under-deeps site (i.e., the company moves to an Under-deeps site from its surface site). One of your companies that begins its turn at an Under-deeps site may only move to one of the adjacent sites listed on the Under-deeps site card.

Each adjacent site is followed by a number in parentheses—this number indicates how difficult it is to move from the Under-deeps site to the adjacent site. When an adjacent site is revealed by one of your companies whose site of origin is an Under-deeps site, you must make a roll (2D6). If the result is greater than or equal to the number in parentheses following the adjacent site as listed on its site of origin, the movement/hazard phase proceeds normally. Otherwise, the company returns to its site of origin and the movement/hazard phase proceeds as if the company had not moved.

Note: A company moving from a surface site to its Under-deeps site does not need to make a roll.

Example: A company that starts at Carn Dûm can move normally or it can move to The Iron-deeps—The Iron-deeps lists Carn Dûm as an adjacent site. Similarly, a company that starts at The Iron-deeps may attempt to move to any adjacent site listed: Carn Dûm (0), The Under-leas (6), or The Under-vaults (7). However, after committing to movement, the moving player must roll a 6 or better to successfully move to The Under-leas or a 7 or better to successfully move to The Under-vaults.

MANIFESTATIONS

Certain entities (e.g., the Balrog, Gollum, Lobelia, etc.) have several different *manifestations*, each represented by a different *MECCG* card.

- If one manifestation of such an entity is already in play, you may *not* play another manifestation of the same entity.
- If an attack from a manifestation is defeated, the manifestation is removed from play and you may not play any further manifestations of the same entity.

Exception: Different manifestations of the same unique Dragon may be in play at the same time.

Note: If one card says that it is the manifestation of another card, these restrictions apply to both cards.

Example: *Gollum* (the ally manifestation of Gollum) is in play with one of your characters. So, neither you nor your opponent can play *My Precious* (the agent manifestation of Gollum) until *Gollum* is discarded. If your *Gollum* is eliminated, *My Precious* and your opponent's *Gollum* (if any) may never be played.

TAKING PRISONERS

Certain hazard permanent-events cause a character to be taken prisoner—these are called hazard hosts. A character taken prisoner immediately leaves his original company and is placed under its hazard host “off to the side.” Additionally, the player playing the hazard host must take a site card from his location deck and place it with the hazard host—this is called the rescue site. Playing a rescue site is governed by the following rules.

- 1) Any restrictions listed on the hazard host must be observed (e.g., it must be a Ruins & Lairs, must have an Orc automatic-attack, etc.).
- 2) If the hazard host is played on a character moving with region movement, the rescue site must be a site located in a region in which the character was moving **or** in a region adjacent to a region in which the character was moving.
- 3) If the hazard host is played on a character moving with starter movement, the rescue site must be located in the region containing the site of origin or the new site.
- 4) If the hazard host is played on a character not moving, the rescue site must be located in the same region as the character’s site.
- 5) If the hazard host is played on a character moving to a new site that is an adjacent site of an Under-deeps site, the rescue site can be that Under-deeps site.
- 6) If a rescue site is not available within these rules, the hazard host cannot be played!
- 7) When removed from the play surface, rescue sites always return to the location deck.

When taken prisoner, a character cannot take any actions (including healing or untapping) and cannot be affected by any cards except for those that specifically affect characters taken prisoner. A character taken prisoner is not controlled (i.e., does not use any influence), and all of his followers revert to general influence (which must be legally reconciled during his player’s next organization phase). Any items, allies, or events controlled by a character are discarded when the character is taken prisoner unless the hazard host states otherwise. As an exception, a ring born by an imprisoned character stays with the character.

While a prisoner, a character yields negative character marshalling points equal to the marshalling points he normally would give. If eliminated while imprisoned, the character yields these negative character marshalling points permanently (place the character's card in your marshalling point pile).

Rescue and the Rescue-attack

Hazard hosts that cause a character to be taken prisoner require a company controlled by the player of the imprisoned character to rescue the character in order to return him to a normal status of play. Alternatively, if the hazard host is discarded by a non-rescue mechanism (e.g., by *Marvels Told*), the character forms his own company at the rescue site. At any point outside of the initial attack or conditions by which a hazard host is played, the hazard host is discarded if there are no imprisoned characters are under it. Whenever, the hazard host is discarded, the rescue site always returns to the location deck.

To rescue a character, the company must be at the rescue site during the site phase and must face any automatic-attacks at the site as normal. The site can be tapped or untapped. The company must next face any rescue-attacks at the site. Rescue-attacks are not considered automatic-attacks. Following the rescue-attack, an untapped character in the rescuing company can tap, and all characters taken prisoner under the hazard host immediately join the company under general influence (which must be legally reconciled during the player's next organization phase)—the rescue attempt is successful. The company's site then taps (if untapped), and one minor item may be played with an untapped member of the rescuing company.

Note: If he has one available, a player must use a site from his own location deck to rescue imprisoned characters. If he does not have the site or if the site is in his discard pile, the copy with the hazard host can be used to show the rescuing company's movement (if the rescue attempt is successful, the site would remain in play until the company leaves the site). In this case the site is not available for the rescuing player to use for any purpose (other than to rescue prisoners and play one minor item) until the company leaves the site and his play deck is exhausted.

AGENTS

An agent has the same attributes as a character: race, skills, direct influence, prowess, body, mind, marshalling points, and special abilities. During play, each agent must be in one of the following states: face-down and untapped, face-down and tapped, face-up and untapped, face-up and tapped, or face-up and wounded.

An agent can be thought of as a *hazard* that acts as a creature with the following special effects:

- It normally remains in play until it is eliminated.
- If using the minimum number of creatures requirement (i.e., in the Council of Lórien tournament rules) for a starting play deck, each agent only counts as half a creature.
- The total of the mind attributes of all of your agents in your play deck and sideboard may not exceed 36.

An agent is always located at a site. Once an agent has been revealed or has moved to a site that is not one of its home sites, one of your site cards must be used for this purpose. A face-up agent's site card must always be face-up. Agents move and operate alone (i.e., they do not move and operate in "companies").

Each agent is unique—all normal rules apply. If a specific agent is in play face-up and a second, identical agent is turned face-up (i.e., it is revealed), the second agent is immediately discarded.

Untapping an Agent

Each of your agents untaps during your untap phase.

Playing an Agent

To play an agent, place it face-down (and untapped). The agent is assumed to be at any one of its home sites (no site card is required).

Agent Actions

Each of your agents who was already in play at the beginning of your opponent's turn may take one and only one of the following actions each turn.

- A tapped or untapped agent may *move* to a non-Haven, non-Underdeeps site in the same region or in an adjacent region (see below). The agent taps if not already tapped.
- An agent may *return to its home site* (i.e., remove all of the site cards on the agent).

- An agent may tap to *make certain creatures playable* at its current site (see below).
- A wounded agent may *heal* (i.e., move from wounded status to tapped status).
- An untapped, face-up agent may be *turned face-down* along with its site card.

Performing any one of these actions with an agent counts as one against the hazard limit. These actions may only be taken during your opponent's movement/hazard phase.

Note: Certain cards allow an agent to take more than one action during a given turn.

Moving an Agent (*Agent Action*)

When one of your agents moves, tap it and place its new site card on top of the agent and any other site cards already on the agent (face-up if the agent is face-up, face-down if the agent is face-down). If the agent is face-up, return to your location deck all site cards other than the new site card. Thus, the top site card on an agent indicates its current site.

Alternatively, you may remove the top site card on a face-down agent (i.e., it moves back to its previous site).

Note: If Starter Rules are being used *and/or* you are not using region movement, agents may not move.

Revealing an Agent

You may turn any of your face-down agents face-up (i.e., reveal them) at any time during your opponent's movement/hazard phase. This doesn't count as an agent action as outlined above **and** it doesn't count against the hazard limit. Alternatively, you must reveal an agent when it attacks, when it makes an influence attempt, or when certain cards are played.

Note: Certain hazard cards specify that an agent must tap for the card to take effect. A face-down agent that taps in this fashion must be revealed (i.e., turned face-up).

If one of your agents is revealed before it has moved, you must immediately choose which home site it is at—place the appropriate site card with the agent. If you do not have such a site card in your location deck, discard the agent at the end of the current turn.

If one of your agents is revealed after it has moved, the first site card that was played must be one of its home sites **or** it must be in the same region as one of the agent's home sites **or** it must be in a region adjacent to a region that contains one of the agent's home sites. Any site card other than the first site card must be in the same region as the previous site placed on the agent **or** it must be in a region adjacent to the region that contains the previous site placed on the agent.

If one of your agent's series of sites indicating its travel is illegal, the agent has no effect. In addition, it is immediately discarded and any site cards associated with the agent are returned to your location deck.

When one of your agents and its site cards are revealed, all site cards other than the agent's current site card are returned to your location deck (after verifying that the path of movement was legal).

Playing Creatures at an Agent's Site (*Agent Action*)

If one of your agents and one of your opponent's companies are both at the same Ruins & Lairs (♣), Shadow-hold (♠), or Dark-hold (♣), you may tap the agent and then attack that company with any non-unique hazard creatures (regardless of what they are keyed to) of the same creature type as the site's automatic-attack.

If one of your agents and one of your opponent's companies are both at the agent's home site, you may tap the agent and then attack that company with certain hazard creatures (regardless of what they are keyed to) based upon the site type:

- You may play Men, Dwarves, Elves, Dúnedain, and Hobbits at Free-Holds (⊕).
- You may play Orcs, Nazgûl, Men, Dwarves, Elves, Dúnedain, and Hobbits at Border-Holds (♣).
- You may play Orcs, Nazgûl, and Trolls at Ruins & Lairs (♣).
- You may play Orcs, Nazgûl, Undead, and Trolls at Shadow-Holds (♠).
- You may play Orcs, Nazgûl, and Trolls at Dark-Holds (♣).

In either case, if a creature is played in this manner, the agent is revealed (if it was not already revealed).

Attacking With an Agent

During your opponent's site phase, each of your agents may attack a company if the following conditions are met:

- The agent is at the same site as the company.
- The company decides to enter the site.

This attack is declared and enacted at the start of the site phase immediately following any automatic-attack. If face-down, turn the agent face-up.

Note: Certain cards (e.g., *Cunning Foes*, *To Get You Away*, etc.) allow an agent at a company's new site to attack a company during the movement/hazard phase.

Resolving Combat With an Agent

When one of your agents attacks it is considered to be the *attacker* and it has one strike unless modified. Combat with an agent is handled like any other combat with the following exceptions:

- The prowess for each of the agent's strikes is modified by a roll (2D6)—a separate roll is made for each strike.
- A *wounded* agent's prowess is modified by -2.
- If the agent is *face-down* when the attack is declared, one of the following applies:
 - If at his home site, his prowess is modified by +5 for that attack **and** his body is modified by +1 **and** the attacker chooses defending characters.
 - If *not* at his home site, his prowess is modified by +2 for that attack.
- If a face-down agent attacks as the result of the play of a card, the agent is considered to be face-down when the attack is declared.
- If the agent is *face-up at his home site* when the attack is declared, his prowess is modified by +2 for that attack **and** his body is modified by +1.
- After the combat, the agent remains in play **and** it must be face-up and tapped *or* face-up and wounded.

Note: Agents are **not** characters—you may not play resource cards to modify an agent's prowess (e.g., a *Risky Blow* will not affect an agent's prowess). Hazard cards affect an agent attack normally.

Marshalling Points from Agents

Only your opponent can receive marshalling points by defeating an agent that you played. If you defeat an agent that you played, it is removed from the game and no one receives its marshalling points.

Marshalling points from defeating an agent count as kill points **not** as character points.

Influencing With an Agent

During your opponent's movement/hazard phase, certain cards and special abilities allow your agents to attempt to influence allies, factions, followers, and characters. After an influence attempt, the agent remains face-up and in play.

To influence an ally, follower, or character, the agent must be at the new site for the target *or* at the target's current site if the company did not move. To influence a faction, the agent must be at the site at which the faction is playable.

To attempt to influence in this manner, your agent must make an influence check as outlined in section 9 of the Standard Rules. However, the following exceptions apply:

- Your agent's unused direct influence and any other modifications are used (i.e., the agent is doing the influencing, not a character).
- If your agent is *at his home site* his direct influence is modified by +2.
- You can't use resources cards to help the attempt (e.g., you may **not** reveal an identical resource card, you may not use a *Muster*, etc.).
- If the target *character* (or *follower*) has the same home site as the agent, treat the character's (or follower's) mind attribute as zero *and* your agent's roll is modified by +2.
- If the target *ally* is playable at the agent's home site, treat the ally's mind attribute as zero *and* your agent's roll is modified by +2.
- If the target *faction* is playable at the agent's home site, treat the number required to bring the faction into play as zero *and* your agent's roll is modified by +2.

CREATURES AS AUTOMATIC-ATTACKS

Any hazard creature you play as an automatic-attack is discarded if defeated—it is not placed in your opponent's marshalling point pile.



RULESBOOK

“AND INTO THE HEART OF THE STORM,
WITH A CRY THAT PIERCED ALL OTHER SOUNDS,
TEARING THE CLOUDS ASUNDER, THE NAZGÛL CAME...”
“...AND ALL WERE BRANDED WITH THE FOUL TOKEN
OF THE LIDLESS EYE...”

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INTRODUCTION

During the Third Age, Sauron the Dark Lord returned and threatened to enslave all of Middle-earth. However, having been defeated and almost destroyed in the Second Age, Sauron hesitated—he wanted to restore himself to full power before starting his final assault on the Free Peoples. This meant he needed to marshal overwhelming tactical and strategic resources; and, if possible, he needed to recover the lost reservoir of his vast might, The One Ring.

Sauron wanted to remain in the safety of Barad-dûr, in the center of his web of control. So his chief tools for gathering resources were his Ringwraiths, the nine Nazgûl. While Sauron could automatically exert control over any Nazgûl, the Nazgûl maintained a large amount of independence and free will—they were of little use to Sauron without it.

In *Middle-earth: The Lidless Eye (MELE)*, you play one of these nine Ringwraiths, the Nazgûl. Your goal is to marshal enough resources so that the Dark Lord will be confident enough to send you

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and your armies to launch the first blow necessary to crush the Free Peoples. Since your fellow Ringwraiths do not agree on how best to accomplish this goal (and of course none are as worthy as you), you must compete with them to be the first to gather enough forces to gain the Dark Lord's confidence. If your opponent has access to *Middle-earth: The Wizards™ (METW™)* cards, you will also be able to play a Ringwraith against a Wizard.

In *The Lord of the Rings*, the Witch-king of Angmar was the first Ringwraith to succeed. Sauron dispatched him and his armies to destroy Gondor. However, due to a subtle twist of fate, he fell on the brink of victory, not against a "man" of great power, but against a woman (Éowyn) and a single Hobbit (Merry).

"Dangerous forces" in *Middle-earth: The Lidless Eye* are represented by *hazards* that the players use against one another. For example, if you move a character into the Lonely Mountain, your opponent could play a Dragon card as a hazard. These hazards are not "controlled" by the Ringwraiths, but rather they represent the dangerous forces that are abroad in Middle-earth, threatening everyone, good and evil characters alike. All Ringwraiths are working to bring Sauron to full power, so conflict takes the form of hazards and direct attempts to "persuade" or "dominate" each other and each other's characters and forces, rather than the form of direct conflict.

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Additional credits can be found in the *Middle-earth: The Wizards* rulesbook
(due to space limitations, we were unable to include them here).

USING THIS RULESBOOK

These rules are organized into five sections: the Starter Rules, the Standard Rules, the Optional Rules, Using *MELE* with *METW*, and the Appendices. The Starter and Standard Rules are for a two-player game; multi-player rules are provided in the Optional Rules.

The “Using *MELE* with *METW*” section contains the essential rules for integrating *METW* cards with *MELE*. The Full Player Turn Summary provided on pages 92-94 is a great reference for getting started.

Note: The rules for *MELE* are very similar to the rules for *Middle-earth: The Wizards*. Passages with major rules differences are marked with a line of bullets as a sidebar (just as this paragraph is marked). Experienced players of *METW* can examine these passages and proceed with playing.

The Starter Rules — The Starter Rules contain all the guidelines you need to play *MELE*. They have been designed to simplify teaching the game and to speed up play. You should use the Starter Rules if you or your opponent have never played before.

If you are already an experienced player of collectible card games, you might initially read the Full Player Turn Summary on pages 92-94 **and** the sections that are not boxed. Then, as you play, you can refer to the other material that details the more complex rules and special situations that may arise during play.

The Standard Rules — These rules assume you have already played several games using the Starter Rules. The Standard Rules consist of additions and extensions to the Starter Rules that make play and deck building more flexible, exciting, and interesting. We recommend that experienced *MELE* players use all of the Standard Rules.

The Optional Rules — Interesting variations to the standard rules. Before play begins, both players must agree on which optional rules are to be used.

Using MELE with METW — These guidelines explain how play proceeds when one player is a Ringwraith and one player is a Wizard. This section also describes how to integrate cards (usually hazards) from *METW* (and vice versa) even if both players are

Appendices — This section contains a Full Player Turn Summary, a glossary, a color insert with card keys and a Middle-earth map (see the center of this book), and conventions of tournament play. These conventions of tournament play are also widely adopted for casual play.

Note: *MELE* is a collectible card game—each player usually has a large number of *MELE* cards available, but only a limited number are used in any one game. Before each game, a player must choose the cards he will use for that game. This process is referred to as “deck construction.” Often deck construction is just as important (if not more important) than actual play.

BRIEF PLAYER TURN SUMMARY

Play consists of a series of “Player Turns.” During your turn, follow the steps outlined in this turn summary. Then, your opponent does the same during his turn. You and your opponent alternate turns until the game ends.

This brief player turn summary is included here to give you a very basic idea of how play proceeds; refer to pages 92-94 for the Full Player Turn Summary.

Untap Phase — Heal (if at a Darkhaven site) **or** untap your characters and other tapped non-site cards.

Organization Phase — You may play a character, reorganize your companies, transfer/store items, and decide where each of your companies is going to move.

Long-event Phase — Remove and play certain “long-event” cards.

Movement/Hazard Phase — You may move each of your companies to its new site, while your opponent plays hazards on each of your companies.

Site Phase — You may have each of your companies enter its current site to attempt to play an item, ally, faction, etc.

End-of-Turn Phase — Your turn ends.

Note: For purposes of readability, these rules use the standard masculine pronouns when referring to a person of uncertain gender. In such cases, these pronouns are intended to convey the meanings: she/he, him/her, etc.

• PART I •

STARTER RULES

To get a general idea of how to play, read the Starter Rules sections that are not boxed. Later you can refer to the boxed sections for more information on special situations.

Note: These rules apply to a Ringwraith player playing a Ringwraith player. See Part IV (page 73) for guidelines for handling a game between a Ringwraith and a Wizard.

Note: In *MELE* you will draw multiple cards each turn, and in some cases you will have to discard a number of cards each turn. Don't let this worry you, it's part of the flow of play. Just keep cards that are immediately useful during the next turn **or** that are crucial to your overall strategy.

Random Values

Two six-sided dice (2D6) should be used to generate random values during play. This is called "making a roll." To make a roll, roll 2D6 and add the two results together.

Note: If dice are not available, a random value can be generated by drawing a card from your play deck. Each card in a play deck has a number on the right side just below the center. You can use this number as the random value, then discard the card. **Do not use this method if dice are available!**

1 • THE VICTORY CONDITIONS

The game ends when one of the following occurs during play:

- 1) If your Ringwraith is "eliminated" (i.e., fails a body check)—your opponent wins.
- 2) If you move *The One Ring* to Barad-dûr—Sauron is reunited with *The One Ring* and you win. (See page 44 for more on Rings.)
- 3) Otherwise, the winner is decided at the *Audience with Sauron*. This audience is called when one of the following occurs:
 - When each play deck has been exhausted once, the audience starts following the current turn.
 - If your play deck has been exhausted *and* you play a *Sudden Call* card as a **resource** during one of your turns, the audience starts following your opponent's next turn (i.e., your opponent gets one last turn).

- If you have at least 20 marshalling points *and* you play a *Sudden Call* card as a **resource** during one of your turns, the audience starts following your opponent's next turn (i.e., your opponent gets one last turn).

Note: In the Standard Game, you may also use a *Sudden Call* card as a Hazard to cause the Audience with Sauron to be called (see page 54).

Note: If one or both players only has access to a starter deck (76 cards), this requirement of 20 marshalling points should be lowered to 18.

THE AUDIENCE WITH SAURON

Just before the Audience With Sauron, each non-Ringwraith character must make a corruption check. The player who took the last turn makes corruption checks for his characters first.

At the audience, Sauron decides which Ringwraith has been the most successful and will deliver the first massive blow against the Free Peoples. This is based upon a comparison of the resources each of the Ringwraiths has marshalled.

Clarification: Characters do not automatically untap when the audience is called. A character may only untap during his own untap phase.

Clarification: A character that fails his corruption check by two or more prior to the Audience With Sauron is eliminated. That character and any non-follower cards he controls are not available at the Audience With Sauron—thus, they do not count towards the marshalling point totals.

A player may play resource cards that can affect his characters' corruption checks made prior to the audience. Hazard cards may *not* be played.

The winner of the game is the player that has gathered the most marshalling points from:

- Control of resources: characters, allies, items, and factions.
- Defeating certain creatures.
- Carrying out the instructions on resource cards.

Marshalling points are printed on the top left corner of the cards.

Note: You may find it useful to use pencil and paper or extra dice to keep a running total of marshalling points.

Clarification: If both players have the same number of marshalling points at the Audience With Sauron, the game ends in a tie.

Example: Our two players are Wendy and Nick. Wendy has 20 marshaling points and Nick only has 18. During her turn, Wendy plays a *Sudden Call* card—Sauron calls the audience. Each player has one company in Carn Dûm (CPs = Corruption Points, MPs = Marshaling Points):

Wendy Controls:	CPs	MPs
Orcs of Angmar (faction)	0	2
Beornings (faction)	0	3
Seize Prisoners (miscellaneous)	0	2
<i>Dwar the Ringwraith</i> (controls:)	Total CPs: 0	0
The Warg-king (ally)	0	2
<i>Troll-chief</i> (controls:)	Total CPs: 5	2
Black Mace (item)	3	2
Magic Ring of Fury (item)	2	2
<i>Troll Lout</i> (controls:)	Total CPs: 1	1
Saw-toothed Blade (item)	1	0
<i>Shagrat</i> (controls:)	Total CPs: 0	2
<i>Grisnákh</i> (controls:)	Total CPs: 0	1
<i>Orc Tracker</i> (controls:)	Total CPs: 1	1
Orc-liquor (item)	1	0

Nick Controls:	CPs	MPs
<i>Indûr the Ringwraith</i> (controls:)	Total CPs: 0	0
<i>Ciryaher</i> (controls:)	Total CPs: 0	2
<i>Tarcil</i> (controls:)	Total CPs: 5	2
Palantír of Orthanc (item)	3	3
Magic Ring of Enigma (item)	2	2
<i>Orc Captain</i> (controls:)	Total CPs: 2	2
Saw-toothed Blade (item)	1	0
Foul-smelling Paste (item)	1	0
<i>Lieutenant of Morgul</i> (controls:)	Total CPs: 0	3
Stinker (ally)	0	2
<i>Orc Captain</i> (controls:)	Total CPs: 0	2

Since Wendy played the *Sudden Call* card, Nick gets one final turn. Nick moves his company to Cameth Brin. After facing hazards, he plays the *Hillmen* faction for 4 more MPs. Nick now has 22 MPs and will win the game if he does not lose MPs due to characters failing corruption checks.

In this example, any character with 4 or more corruption points (the *Troll-chief* and *Tarcil*) could fail his corruption check (see pages 35-38 for a detailed explanation and example of corruption checks). If the *Troll-chief* fails his corruption check, Wendy loses 6 of her MPs. If *Tarcil* fails his corruption check, Nick loses 7 of his MPs.

2 • THE CARDS AND DECKS

There are four types of cards: site cards, character cards (including Ringwraith cards), resource cards, and hazard cards.

Note: Color diagrams of the various types of cards can be found in the color insert. The card types can be distinguished as follows:

Site cards have a grey parchment background on the front.

Character cards (non-Ringwraith) have a rusted-purplish iron background on the front. Each Ringwraith card has a blood-red stone background.

Resource cards have a grey-blue steel background on the front.

Hazard cards have a steel gray metal background on the front.

Site cards (i.e., location cards) have a map of Middle-earth on the back.

Character, resource, and hazard cards have the burning eye on the back.

Note: *MELE* doesn't include region cards. If you have *METW* region cards, you can use region movement as outlined on page 78.

Clarification: For emphasis, a value used during play is often provided both in a card's text and in another place on the same card. For example, a character's corruption check modifier is stated both in the text and the lower right corner of the character's card.

Note: Each starter deck has a small pack of cards called a fixed set. There are 5 fixed sets in all. One appears randomly in each starter deck. The top facing card of all fixed sets is a Ringwraith and is different for each fixed set and can be seen through the window of the starter deck box.

A fixed set is included in each starter deck to make a starter deck playable without any other cards.

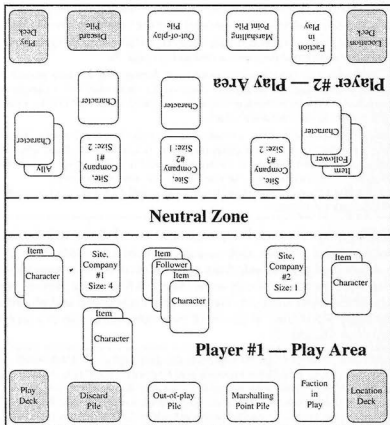
During play, your cards are organized into 2 decks and 3 piles:

Location Deck — This deck consists of your site cards. You may examine and select cards from your location deck as required by play (i.e., do not randomly draw them). After being played, your non-Darkhaven site cards are sometimes discarded and placed in the discard pile (i.e., when one of your companies leaves a tapped site, it is discarded).

Note: Site cards and regions represent the geography of Middle-earth. They are used to control the acquisition of resources. Each turn, examine the resources in your hand and select a nearby site to travel to. Do not worry too much about which site to use, just pick one that has the resource type you want to play. It also helps if you preselect the location cards you are most likely to use. See the color insert for a map of Middle-earth.

Play Deck — This deck consists of your resource cards, hazards cards, and character cards. You randomly draw cards from this deck during play. Your play deck starts with an equal number of resource cards and hazard cards.

You can use resources at certain sites and under certain conditions. Resources include: items, factions, allies, events, etc. *You may only play resource cards during your own turn.* You use hazards to hinder and attack your opponent's characters in order to prevent them from marshalling resources. *You may only play hazard cards during your opponent's movement/hazard phase.*



Clarification: The card, *Twilight*, is an exception to this rule—it can be played at anytime, either as a resource or as a hazard (it does not count against the hazard limit). Certain other cards specifically state when they may be played as exceptions.

Discard Pile — Your discarded cards are placed face down in your discard pile. When your play deck is *exhausted*, the location cards in your discard pile are returned to your location deck. You shuffle the other cards in your discard pile and they become your new play deck.

Clarification: Your play deck is “exhausted” when you draw its last card. Some cards require that your play deck be manipulated and then re-shuffled—this does **not** “exhaust” your play deck.

Out-of-play Pile — Your cards that are removed from active play after being used and that do not award marshalling points are placed in your out-of-play pile.

Marshalling Point Pile (MP pile) — In addition to marshalling points from active cards in play, you gain marshalling points when certain cards become inactive. When you store certain resource cards (e.g., items, information cards, etc.), they are placed in your MP pile. When you defeat all of the strikes from a creature that has its MPs marked with an “*” in the upper-left corner of its card, the creature’s card is placed in your MP pile.

Note: When you defeat all of the strikes from a creature that does *not* have an “*” next to its MP value in the upper-left corner of its card, the creature’s card is **not** placed in your MP pile, it is placed in your opponent’s out-of-play pile. Unlike *METW*, you do not get MPs for defeating certain creatures—after all, many creatures are fighting the Free People too.

Note: Because hazard cards are distinct from resource cards, you may not play your hazards on your side of the playing surface. *At the end of a game, it will be obvious whose cards are whose, i.e., hazards in your area must belong to your opponent.* We suggest adopting a neutral zone between each player’s side of the playing surface. Non-targeted long-events and permanent-events can be played in this neutral zone.

Note: You may freely examine the contents of your discard pile; your opponent may not. The contents of your out-of-play and marshalling point piles may be freely examined by you and your opponent.

Clarification: If a character is eliminated due to combat or due to failing a corruption check, his card is placed in the out-of-play pile—that character may not be brought back into play by either player.

When a card is removed from active play in all other cases, the card is discarded unless the card specifically states otherwise.

Clarification: In general, cards in your out-of-play pile and your marshalling point pile are considered to be actively in play for the purposes of being unique (if the card states it is unique).

KEYWORDS

Several types of cards are referred to by the keyword included in the first few words of a card's text. For example, the text of a "spirit-magic" card starts with *Magic. Spirit-magic*; the text of a "wolf" card starts with *Wolves*; the text of a "Palantír" starts with *Unique. Palantír*.

Keywords do not necessarily carry any rules (though some do like *Unique* and *Corruption*). Keywords are used to determine if an effect in the game affects a card.

CARD COMBINATIONS

Often combinations of several cards and other actions are required to achieve a desired result. For example, to bring *The One Ring* into play requires: traveling to a site to play one of the Gold Ring cards, some sort of "Test" card or ability, *The One Ring* card, and a high die roll. In addition, the *Scroll of Isildur* card will improve the chances of successfully getting *The One Ring* into play.

TAPPING AND CARD POSITIONS

Normally, during play, each of your cards is placed on the playing surface so that its top is towards your opponent and its bottom is towards you. During play certain cards must be “tapped” when they are used—this is a record keeping mechanism to keep track of card usage. To tap a card, rotate it 90° so that it is turned sideways—to untap a card, rotate it back 90° to its normal position.

When one of your characters is wounded, his card is placed with its top towards you (i.e., rotated 180° from an untapped position). All restrictions to tapped characters also apply to wounded characters.

Note: At any given time during play, each character in play must be in one of three “states:” he must be either untapped, tapped, or wounded.

Clarification: A tapped (or wounded) character can perform any action that does not require the character to tap. For example, a tapped (or wounded) character can move normally, he can fight with a penalty (if the attacker chooses him as the target of a strike), he can transfer items, etc. A tapped (or wounded) character may **not** tap to acquire an item, to influence a faction, to play a card requiring that he tap, etc.

Items and characters tap independently.

UNIQUE & “MAY NOT BE DUPLICATED” CARDS

If a card states that it is “unique” or that it “may not be duplicated,” only one such card (or its effects) may be in play at a time. The first card played takes precedence (influence checks may change this). This restriction applies to all cards in play, i.e., both yours and your opponent’s.

Only one of each “unique” card may be included in your play deck and starting cards combined. As an exception, two of the same Ringwraith may be included in your play deck (to give you a better chance of drawing one early).

Note: If a unique card is eliminated, that card may not be brought back into play by either player.

3 • GETTING READY TO PLAY

Follow these steps to get ready to play:

- 1) Place your site cards in your location deck, including all of your Darkhaven cards (i.e., Minas Morgul, Dol Guldur, Carn Dûm, and Geann a-Lisch). You may include any number of Darkhaven cards, but only one of each non-Darkhaven site card.
- 2) Place between 25 and 50 Resource cards **and** an equal number of Hazard cards in your play deck (if you have fewer than 25 of either available, just use all of the cards of that type you have). Only one of each “unique” card may be included. No more than three copies of any one non-unique card may be included.
- 3) Place one to six starting minion characters (no Ringwraiths, no minion agents from *Dark Minions*) face down in front of you. The combined mind attributes (see page 18) of these characters must be 20 or less. You and your opponent reveal your characters simultaneously, placing any duplicated characters into your play decks. Then organize your starting characters into followers and companies and place them at Minas Morgul (i.e., place a Minas Morgul site card next to them).
- 4) You *may* assign up to 2 non-unique minor items to your starting characters (i.e., 2 items, **not** 2 to each character). These items must come from cards that you have not committed to your play deck.
- 5) Place up to 10 non-Ringwraith character cards in your play deck. Only one of each character card may be included. In addition, place up to two Ringwraith cards in your play deck (you may place two copies of the same Ringwraith). Shuffle your play deck.
- 6) Draw a hand of eight cards from your play deck.
- 7) Each player makes a roll, and the player with the highest result goes first (reroll if tied).

Clarification: None of your starting characters may be considered to be followers to determine their combined mind attributes. That is, these characters have to have combined mind attributes of 20 or less.

Clarification: The initial 1-6 minion characters and two minor items do count toward the “one-unique” and “three-others” limits on the play deck. However, they do **not** count towards the number of resource and character cards in your starting play deck.

4 • 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
- 2) Organization Phase
- 3) Long-event Phase
- 4) Movement/Hazard Phase
- 5) Site Phase
- 6) End-of-Turn Phase

A detailed Full Player Turn Summary can be found on p. 92-94.

Clarification: The actions that may be taken during your organization phase may be taken in any order (e.g., you can store an item, then bring a character into play, and then store a second item).

Clarification: You may play a site (i.e., move to a site) that your opponent previously used or is currently using.

Clarification: If one of your companies doesn't move, neither player draws cards based on that company's movement. However, your opponent can play still play allowable hazards on that company (hazard limit still applies).

Clarification: During the site phase, a company may decide not to enter its current site. In this case, the company does not face the automatic-attack, but it may not take any other actions or play cards during the site phase. The company remains at the site and it may decide to enter the site on a later turn.

Clarification: Before a company can attempt to play an item, ally, faction, or other card that is “playable” at its current site, it must face the site's automatic-attacks. The company need not defeat the attacks, it merely needs to resolve the attacks normally (such attacks could be canceled).

A company can face a site's automatic-attacks and still not play a card (e.g., all of its characters are tapped after facing the automatic-attacks). If such a company wants to play a card at the site on a later turn, it must face the automatic-attacks again.

Clarification: A site taps when an item, ally, or faction card is played at that site. The play of certain other resource cards may tap sites—such a card will specifically state that playing it taps the site. Non-Darkhaven sites only normally untap after being discarded and after your play deck is exhausted. So, each time through your play deck, only one such card may normally be played at a given non-Darkhaven site. Darkhaven cards, whether tapped or not, always return to your location deck untapped.

5 • CHARACTERS & COMPANIES

As a player, you influence and control a number of characters 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 (e.g., corruption check modifiers). A character can be *eliminated* and removed from play as a result of combat (failing a body check) or corruption (failing a corruption check).

- If you have enough general influence or direct influence during a given turn, you may bring into play: one non-Ringwraith character at his home site or at any Darkhaven **or** your Ringwraith at his home site or Minas Morgul (see page 20).

Characters are primarily controlled by your pool of 20 general influence points. For each controlled character, you must commit a number of general influence points equal to his mind attribute. In addition, you may control a character by using another character's direct influence—a character controlled in this fashion is called a *follower* and does not use general influence points. (See page 19 for an extended example.)

During play, you may organize your characters into groups called companies. A company's *size* is equal to the number of characters in it. A company is limited to a size of seven. A company's *hazard limit* is equal to two or the size of the company, whichever is greater. The maximum number of hazards that can be played on a company during a given movement/hazard phase is equal to its hazard limit.

Companies can only combine at a Darkhaven—just remove all but one of the companies' Darkhaven site cards. The resulting company then has one site card consisting of a Darkhaven site card.

One company can split into two or more companies only at a Darkhaven (use two Darkhaven cards).

Note: The number of characters you have in play limits the number of actions you may take during a given turn. You use your other characters' direct influence on a character to bring that character into play and to keep him in play. A character in play can move and take actions (e.g., defending against attacks, influencing, etc.). Items, allies, and other cards representing things a character acquires and controls are placed under his card.

Note: Sometimes two or more companies combine and the resulting company has two or more of the same cards that say: "cannot be duplicated on a given company." When this happens, immediately discard all but one of those cards (your choice).

Clarification: During the organization phase, one Darkhaven card may be used to represent the location of two or more companies, so long as the distinction between companies is clearly presented spatially. However, we suggest the use of multiple Darkhaven cards for clarity.

Clarification: Even if you have no characters in play, the game is not over. You may continue to draw and discard cards—eventually you will draw your Ringwraith or a character.


Note: *MELE* characters are different from *METW* characters. When it is important to distinguish between the two types of characters, *MELE* characters are referred to as "minions" (or minion characters) and *METW* characters are referred to as "heroes" (or hero characters). See pages 74-75 for more information.

CHARACTER ATTRIBUTES

Each character's abilities are defined by the following attributes (the notation for certain attributes is given in brackets).

Race: This is one criterion for using certain resources and for bringing certain items, characters, and factions into play (e.g., only a Dwarf can fully utilize a Dwarven Ring). The races are: Elf, Dwarf, Dúnadan, Man, Orc, Troll, and Ringwraith.

Skills: This is one of the criterion for using certain cards (e.g., warrior skill is required to use certain weapons). The skills are: warrior, scout, ranger, sage, and diplomat. Some characters have more than one skill.

Direct Influence []: A character's direct influence determines which of your characters he may control (i.e., have as followers). In addition, a character's unused direct influence affects his chances of influencing factions and your opponent's resources.

Prowess [lower left, to left of "P"]: A character's prowess is a measure of a character's offensive capabilities in combat.

Body [lower left, to right of "P"]: A character's body is a measure of how difficult it is to physically eliminate the character. This is a mixture of the ability to avoid an attack and the ability to absorb or deflect an attack (e.g., armor, shield, blocking).

- **Mind** [○]: A character's mind determines how many influence points (a Ringwraith's general influence points or a character's direct influence points) are required to keep this character in play.
- Your Ringwraith has no mind and requires no influence to control.

Marshalling Points [upper left]: This is the number of marshalling points you receive when you have the character in play. This value represents the character's importance to Sauron.

Special Abilities: Some characters have special abilities that are detailed on their cards. Special abilities include corruption check modifiers, influence bonuses, and prowess bonuses. For example, Shámas has an influence bonus against the *Dunlending* faction.

INFLUENCING (CONTROLLING) A CHARACTER

You have a pool of 20 general influence points. At the end of your organization phase, the total mind attributes of your characters in play (not counting followers) must be less than or equal to 20; this total is equal to your *used general influence points*. Your *unused general influence points* help your characters resist the effects of certain cards (e.g., *Call of Home*, *Muster Disperses*, etc.).

Note: In the Standard Rules, your *unused general influence points* helps your characters, factions, allies, and items resist influence attempts made by your opponent.

Direct Influence

Some characters have a direct influence attribute of one or more. If such a character's direct influence is greater than or equal to another one of your characters' mind attribute, he may take control of that other character, who then becomes a *follower* of the controlling character. These conditions must be met:

- The total mind attributes of all of a character's followers may not exceed his direct influence.
- A character may be in control of another character that is in play only if both characters are in the same company.

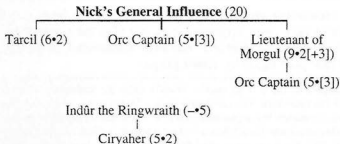
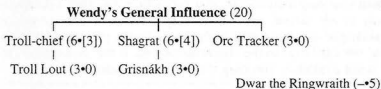
A follower does not require influence from your general pool, and he must remain stacked under the character exerting the direct influence. A follower may not use his direct influence to control

A follower is handled in all other ways as a normal character (e.g., counts for company size, takes actions normally, etc.).

If you have enough unused general influence points, you may move a follower from direct influence to general influence (or vice versa) during your organization phase.

If a character directly influencing a follower is removed from play, the follower remains in play and does not immediately count against general influence. However, during your next organization phase, you must discard the follower, place the follower under the control of another character in his company with enough available direct influence, or place the follower under the control of general influence (if enough is available).

Example: In this example and later examples, the notation “#•#” is used. The first number is the character’s mind attribute; the second is his direct influence (DI). A direct influence value in brackets applies only against certain types of characters (in this example, only against Orcs and Trolls). In our example from page 8, Wendy and Nick each have one company at Carn Dûm (a Darkhaven) organized as follows:



Wendy’s company size is 6 and she has 5 unused general influence; Nick’s company size is 6 and he has 0 unused general influence.

BRINGING CHARACTERS INTO PLAY

During your organization phase, you may perform **one and only one** of the following activities:

- You may play a non-Ringwraith character card. You must place him at his home site *or* at any Darkhaven site. If you do not have enough general influence or direct influence to control the character by the end of your organization phase, then the character is returned to your hand. You must place him at his home site or at any Darkhaven site.
- You may play a Ringwraith card if you do not have one in play. This is called “Revealing Your Ringwraith.” You may **not** reveal a Ringwraith if your opponent has already revealed that Ringwraith. You must place your Ringwraith at his home site or at Minas Morgul. You need not control a Ringwraith with influence—he represents you, the player. While revealing your Ringwraith is an advantage, it also carries with it the danger of losing the game by having your Ringwraith eliminated.

When you play a character, you may place him into a company already at his arrival site **or** he may become a new company (consisting of one character). In the second case, you must place the arrival site card next to the character played. If the appropriate site card is not available, you may not play the character.

Clarification: Playing a character does **not** tap a site.

Most characters are unique. So if you already have a unique character in play, your opponent may not play the same character. Similarly, if a unique character has been eliminated, he may not be brought into play again by either player.

Example: In the p. 8 example, Wendy calls the audience. Then Nick takes his final turn. His company is at a Darkhaven, so he may play a character during his organization phase. Nick has Grishnákh and an Orc Tracker in his hand (each has a 3 mind attribute). Nick would like to play Grishnákh, but he is unique and Wendy already has him in play. The Orc Tracker is not unique, so Nick plays him. Nick has no unused general influence, so the Orc Tracker must be placed under the control of one of Nick’s non-follower characters with at least 3 unused direct influence. Only Nick’s non-follower Orc Captain meets these requirements.

Note: In the Standard Rules, some exceptions to these restrictions are presented for "Ringwraith followers" (see page 58).

COMPANIES

A company is a group of characters that move and act together. This allows characters to move, act, and defend as a unit, allowing stronger characters to protect the weaker characters. This mechanism can be used to allow a variety of tactics during play.

For example, if you have 3 characters in play, the 3 characters can move separately and perhaps do more in terms of acquiring marshalling points (items, other characters, etc.); but each individual character is more vulnerable to danger. However, the same 3 characters operating as a company might acquire marshalling points more slowly, but they are safer (i.e., you risk less).

Normally, a company is limited to a size of seven, but a company at a Darkhaven site may be of any size. For these purposes, an ally does not count as a character. The size of a company is determined for each company at the beginning of the movement/hazard phase (e.g., it remains fixed even if a character leaves the company).

Clarification: A company is **not** an "attack," and a character is **not** an "attack." So hazards that modify attacks have no effect on characters and companies.

Limitations on Company Composition

Unless at a Darkhaven, a Ringwraith may not be in a company with other characters.

Overt and Covert Companies

The text for certain cards distinguish between overt companies and covert companies. Any company that contains a Ringwraith in *Fell Rider* mode, an Orc, or a Troll is an overt company. Any other company is a covert company.

Note: An overt company is readily identifiable as an evil force (i.e., it has Orcs, Trolls, etc.), and thus is subject to direct conflict with most Free Peoples. A covert company is not readily identifiable as an evil force, and thus can operate relatively freely in the domains of the Free Peoples.

HEALING

Each of your characters at a Darkhaven may heal during the untap phase of your turn. Such a character moves from a wounded position to a tapped position. In addition, certain cards can heal characters when they are played (e.g., *Foul Smelling Paste*).

• RINGWRAITH EFFECTS

- After being revealed, a Ringwraith operates like any other character except that it may only be in a company with other characters if it is at a Darkhaven. There are several other special effects:
 - Any gold ring in the Ringwraith's company is automatically tested at the beginning of the end-of-turn phase. Any ring test in a Ringwraith's company has a modification of -2.
 - A Ringwraith may carry items (including rings) but may not use them (i.e., an item has no effect on a Ringwraith's company or on his attributes and abilities).
 - Ringwraiths never make corruption checks and corruption cards may not be played on Ringwraiths.
 - The movement of Ringwraiths is restricted (see page 25).

6 • MOVEMENT

In *MELE* the lands of northwest Middle-earth are represented by regions. The site cards represent places that companies can visit within those regions. Except for a moving company during its movement/hazard phase, each company always has a *current site card* associated with it—the company is located at that site.

Note: Site paths do not direct the movement process. The site path is used to determine which hazard creatures your opponent may play against your moving company.

Note: By using the site cards and site cards only, a company can move from any site to any other site. First, if necessary, the company moves to the nearest Darkhaven. Then, if necessary, it moves to other Darkhavens. Finally, it moves from that Darkhaven to the destination site.

A company commits to moving by playing a *new site card* (face down) during its organization phase. A company does not have to move during a given turn (i.e., it does not play a new site card).

At the beginning of its movement/hazard phase, a moving company's current site card becomes its *site of origin*—the company is considered to be en route to its new site card (i.e., the company is moving).

At the end of a moving company's movement/hazard phase (before players return to their hand sizes), its site of origin is removed (discard if tapped; otherwise, return it to your location deck) and the new site card becomes the company's current site card.

Clarification: Some cards can interrupt this process by forcing a company to return to its site of origin.

Moving From a Non-Darkhaven Site

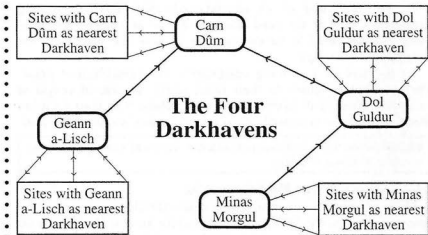
If the company's site of origin is a non-Darkhaven site, the new site card *must* be the Darkhaven listed as the nearest Darkhaven on the site of origin card (i.e., the company can move back to its nearest Darkhaven).

Moving From a Darkhaven Site

If the company's site of origin is a Darkhaven, the new site card must meet one of the following requirements:

- If the new site card is not another Darkhaven, it must list the site of origin as its nearest Darkhaven (i.e., the company can move to any site that has the Darkhaven the company is at currently as the site's nearest Darkhaven).
- If the new site card is another Darkhaven, it must give a site path to the Darkhaven the company is at currently (i.e., the company can move to one of its adjacent Darkhavens; each Darkhaven is adjacent to either one or two other Darkhavens).

Note: If a company is not moving, no cards are drawn. If a company is moving to a non-Darkhaven site, you *may* draw up to the # of cards indicated by the site that it is *moving to* (at least one card must be drawn); your opponent does the same. If a company is moving to a Darkhaven site, you *may* draw up to the # of cards indicated by the site that it is *moving from* (at least one card must be drawn); your opponent does the same.



Clarification: To summarize the movement process:

- Except for a moving company during its movement/hazard phase, each company is always at a specific site, called its *current site*.
- A company wanting to move to a *new site* plays a new site card face down beside its current site card by the end of its organization phase. A company can only move: from a non-Darkhaven site to its "Nearest Darkhaven," from a Darkhaven site to one of its "adjacent Darkhavens," or from a Darkhaven site to a non-Darkhaven site that lists that Darkhaven as its "Nearest Darkhaven."
- At the beginning of its movement/hazard phase, a moving company's new site card is revealed and its current site card becomes its *site of origin*.
- At the end of its movement/hazard phase, the site of origin is removed and the moving company's new site card becomes the company's current site card (unless the company is forced to return to its site of origin).

Suggestion: To help decide where a company should move, look at the resource cards in your hand. Then decide to which of your available sites to move. For example, if you have a major item, go to a site where a major item can be played.

Example: Wendy's company is at Barad-dûr (i.e., its current site) and wants to go to The Lonely Mountain to try and bring the Smaug Aroused faction into play. Barad-dûr's nearest Darkhaven is Minas Morgul, while The Lonely Mountain's nearest Darkhaven is Dol Guldur.

First it takes one turn to move from Barad-dûr to Minas Morgul using the site path, ■ ▲, indicated on the Barad-dûr site card. Wendy plays the Minas Morgul site card as her new site card during her organization phase, and she removes the Barad-dûr site card at the end of her company's movement/hazard phase.

During her next turn, the company may move from Minas Morgul to Dol Guldur using the site path, ▲ ■ ■ ▲ ■, indicated on both the Minas Morgul and Dol Guldur site cards. Wendy plays the Dol Guldur site card during her organization phase, and she removes the Minas Morgul site card at the end of her company's movement/hazard phase.

Finally, the company takes one turn to move from Dol Guldur to The Lonely Mountain using the site path, ■ ♣ ♣, indicated on The Lonely Mountain site card. Wendy plays The Lonely Mountain site card during her organization phase, and she removes the Dol Guldur site card at the end of her company's movement hazard phase.

MOVING YOUR RINGWRAITH'S COMPANY

The company containing your Ringwraith may freely move from Darkhaven to Darkhaven and from a non-Darkhaven site to a Darkhaven. However, in order to move from a Darkhaven to a non-Darkhaven site, a Ringwraith must have a special resource card: a *Black Rider* card, a *Fell Rider* card, or a *Heralded Lord* card (i.e., the Ringwraith must be in Black Rider mode, in Fell Rider mode, or in Heralded Lord mode).

Example: Suppose Ren the Ringwraith is at Barad-dûr and wants to move to The Lonely Mountain as outlined in the previous example. On his first turn, he moves to Minas Morgul—he does not need a special card because he is moving from a non-Darkhaven site to a Darkhaven. On his second turn, he moves from Minas Morgul to Dol Guldur as outlined—he does not need a special card because he is moving from a Darkhaven to a Darkhaven. On his third turn, he plays a *Black Rider* card in order to move from Dol Guldur (a Darkhaven) to The Lonely Mountain (a non-Darkhaven).

SITE PATHS

There are six types of regions and six types of sites:

Region Type	Symbol	Site Type	Symbol
Coastal Seas	[☉]	Darkhavens	[★]
Free-domains	[☺]	Free-holds	[☐]
Border-lands	[☻]	Border-holds	[☑]
Wilderness	[☼]	Ruins & Lairs	[☒]
Shadow-lands	[☽]	Shadow-holds	[☓]
Dark-domains	[☿]	Dark-holds	[☔]

A *site path* is the sequence of regions between a site and its nearest Darkhaven. However, each region in the sequence is only indicated by its type, not by its name. Each non-Darkhaven site card has a site path on it. Each Darkhaven site card has two site paths, but each of those two paths gives the sequence of regions between the Darkhaven and one of the two Darkhavens nearest to it.

Note: Site paths do not direct the movement process. The site path is used to determine which hazard creatures your opponent may play against your moving company (see page 46).

Clarification: A “company’s site path” during its movement/hazard phase is the site path between its site of origin and its new site. On non-Darkhaven site cards, the site path is provided on the top left border. On Darkhaven cards, the site path to each of the two adjacent Darkhavens is provided in the card text.

Example: The Lonely Mountain site’s nearest Darkhaven is the Dol Guldur site. The symbol for Wilderness is ☼, the symbol for Dark-domain is ☑. So the site path between Dol Guldur and the Lonely Mountain is: ☑ ☼ ☼.

The regions between these two sites are Southern Mirkwood (Dark-domain), Heart of Mirkwood (Wilderness), and Northern Rhovanion (Wilderness).

Example: In the Example of movement from Barad-dûr to The Lonely Mountain on page 25, the first site path used was from Barad-dûr to Minas Morgul: [D] [A]. During that movement/hazard phase Nick (Wendy's opponent) can play hazard creatures keyed to Dark-domains (D), Shadow-lands (A), and Darkhavens (the new site). During the next turn, the company uses the site path from Minas Morgul to Dol Guldur: [A] [D] [D] [A] [D]. During that movement/hazard phase, Nick can play hazard creatures keyed to Shadow-lands (A), double Shadow-lands (A A), Dark-domains (D), double Dark-domains (D D), and Dark-havens (the new site). Finally, the company takes one turn to move from Dol Guldur to The Lonely Mountain using the site path, [A] [A] [A]. Nick can play creatures keyed to Wilderness (A), double Wilderness (A A), Shadow-lands (A), and Ruins & Lairs (L, the new site).

Region Types

Coastal Seas [S]: Regions consisting primarily of open water.

Free-domains [C]: Civilized regions (e.g., Lindon, Anórien, etc.).

Border-lands [B]: Less civilized regions on the border of the wilderness or shadow territory (e.g., Rohan, Lamedon, etc.).

Wilderness [W]: Sparsely populated, uncivilized regions that cover most of NW Middle-earth (e.g., High Pass, Enedhwaith, Rhudaur, etc.).

Shadow-lands [A]: Regions with some active Shadow-forces and settlements (Imlad Morgul, Dagorlad, etc.).

Dark-domains [D]: Regions with heavy concentrations of Shadow-forces (Southern Mirkwood, Gorgoroth, etc.).

Site Types

Darkhavens [*]: Sites of rest and healing (e.g., Minas Morgul, Dol Guldur, Carn Dûm, and Geann a-Lisch).

Free-holds [F]: Dangerous site for minions of Sauron (e.g., Minas Tirith, Edoras, etc.).

Border-holds [B]: Relatively dangerous site for minions of Sauron (usually in Border regions; e.g., Bree, Lake-town, etc.).

Ruins & Lairs [L]: Deserted sites often inhabited by dangerous creatures (e.g., the Lonely Mountain, Barrow-downs, etc.).

Shadow-holds [A]: Relatively deserted sites often inhabited by dangerous creatures and Shadow-forces (e.g., Goblin-gate, Mount Gram, etc.).

Dark-holds [D]: Sites with heavy concentrations of Shadow-forces (Dol Guldur, Barad-dûr, etc.).

7 • COMBAT

Combat normally occurs when one of three things happen:

- When a creature hazard is played on a company.
- When a company at a site with an *automatic-attack* decides to attempt to play a resource card for that site (i.e., decides to attempt to enter the site).
- When any other card indicates that a company must face an attack.

ATTACKS & STRIKES

Combat consists of one or more *attacks* that must be resolved one at a time. An attack consists of one or more *strikes*:

- Each strike can target one and only one character in the attacked company.
- Each character can be the target of only one strike from a given attack.
- If an attack has more strikes than the company has characters, the attacker may allocate the excess strikes as -1 modifiers (i.e., a -1 modifiers for each unallocated strike) to the prowess(es) of whichever target(s) he chooses. See the Strike Sequence on page 33.
- You and your opponent must play any cards that modify the number of strikes before you assign the strikes.

Unless the attack states otherwise, the defender chooses which *untapped* characters will be the targets of given strikes. Then, the attacker chooses which other defending characters not yet assigned a strike will be the target of any remaining unassigned strikes.

Clarification: If the text on a creature card states that the “attacker chooses defending characters,” any characters (not yet assigned a strike) in the defending company may be chosen (by the attacker) as the targets of the attack’s strikes.

Clarification: The defender may choose not to assign strikes that he is allowed to assign. These strikes are then assigned by the attacker to any characters that have not yet been assigned strikes.

Clarification: All of an attack’s strikes must be assigned to the characters in the defending company or as modifiers to the strikes assigned. The attacker may **not** choose to not apply strikes or excess strike modifiers. Only those strikes that are assigned need be defeated for the creature’s marshalling points to be received by the defender.

Strike Modifications

There are a number of standard modifications to the prowess of each target character facing a strike:

- An unwounded, tapped character must modify his prowess by -1.
- A wounded character must modify his prowess by -2.
- Normally a character that is the target of a strike is tapped after the strike is resolved. However, a character may choose to take a -3 modification to his prowess to avoid being tapped. If so, the character is not tapped after the strike is resolved (he may still be wounded).
- If an attack has more strikes than the company has characters, the attacker may allocate the excess strikes as -1 modifiers to the prowess of whichever target(s) he chooses. See the Strike Sequence on page 33.
- The target's prowess may also be modified due to the play of certain resource and hazard cards. Only one resource card requiring skill may be played against a given strike.

Condition

Mod. to Target's Prowess

Tapped character *	-1
Wounded character *	-2
Untapped character decides not to tap *	-3
For each unused strike allocated (i.e., each extra strike) *	-1
Up to one resource card that requires skill	varies
Other resource cards	varies
Hazard cards	varies

Clarification: The prowess modifications marked with an * above are applied for a given strike and then are removed immediately after the strike is resolved. That is they do not carry over from strike to strike.

Note: Ignore effects that modify the number of strikes for an attack that states that "every character in the target company faces one strike" (unless an effect reduces the number of strikes to a specific number, e.g., *Veils of Shadow*).

Resolving Strikes

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 strike before the roll is made (see “The Strike Sequence” on page 33). To resolve a strike, the defender makes a roll (2D6) and adds his modified prowess:

- If this result is greater than the strike’s prowess, the strike *fails*. Such a strike is defeated if its body attribute is “-” **or** if it has a body attribute and fails a body check.
- If this result is equal to the strike’s prowess, the strike was *ineffectual* (i.e., the strike is avoided but not defeated).
- Otherwise, the strike was *successful* (i.e., the character was defeated). If the attack was a “detainment” attack, an untapped target is tapped. Otherwise, the target character is wounded and must make a body check.

BODY CHECKS

If a strike against a character is successful and the attack was *not* a detainment attack, the character is wounded and must make a body check. To make a body check, the attacker makes a roll (2D6). If the character was already wounded before this strike, the roll is modified by +1.

- The text on certain characters’ cards states: “Discard on a body check result of # or #.” In this case, you must discard the character if the modified body check roll is equal to either of these numbers.
- Otherwise, if the modified body check roll is greater than the character’s body attribute, the character is eliminated.
- Otherwise, nothing further happens (i.e., the character is just wounded).

Note: As a result of certain rolls, certain characters may be discarded rather than being wounded. These characters are usually Orcs and Trolls. This effect represents the target running or slinking away from the attack.

Clarification: If a character was already wounded before a strike wounds him again, the resulting body check modification is always +1 (regardless of how many times a character is wounded).

Clarification: If a strike against a character is successful, a body check must be resolved for the character before anything else happens. For example, *Foul Smelling Paste* may not be used to heal such a character until after the body check is resolved (of course, if the character is eliminated, the *Foul Smelling Paste* may not be used on him at all).

As presented above, a strike that fails is defeated if its body attribute is “-” **or** if it has a body attribute and fails a body check. To make such a body check, the **defender** makes a roll (2D6); if this value is greater than the strike’s *body attribute*, the strike is defeated.

Example: *Landroval* has a prowess of 12 and a body of 6. He normally has two strikes when he attacks. If one of his strikes against a character fails, the defender makes a body check. If the resulting roll is greater than 6, that strike is defeated. However, both of *Landroval*’s strikes must be defeated in order for him to be eliminated—this would require at least two body check rolls greater than 6.

“Detainment” Attacks

Certain attacks detain targets rather than wound them. When a strike from a detainment attack is successful, an untapped target is tapped instead of being wounded. This represents the target being stopped and questioned. The following types of attacks are detainment attacks:

- Card text will sometimes state that an attack is a detainment attack.
- Any Nazgûl attack against a minion company is a detainment attack.
- Any attack keyed to Dark-domain, Shadow-hold, or Dark-hold is a detainment attack.
- Any Orc, Troll, Undead, or Man attack keyed to Shadow-land is a detainment attack.

The parameters above apply if the attack is keyed to the region symbol or site symbol (by type) **or** if keyed to a region or site by name which happens to be of the appropriate type (i.e. has the appropriate symbol).

• DEFEATING AN ATTACK

• An attack by a hazard creature is defeated if it is *not* a detainment attack **and** if all of its strikes directed against (i.e., assigned to) a company are defeated.

• If even one of the strikes was canceled or ineffectual, the attack is **not** defeated. If the attack is canceled, the attack is **not** defeated. A canceled attack has no effect on the defending company (though the company is considered in its history to have faced it). A detainment attack from a creature is never defeated and the creature's card is always discarded after the attack is resolved.

If a hazard creature has multiple attacks, each **must** be defeated in order for the creature to be defeated.

Example: Lagduf is untapped with a prowess of 5 and a body of 8. He is facing a strike from a *Huorn* (only has one strike) with a prowess of 10 and a body of "-." Lagduf could decide not to tap against the strike; in which case his prowess would only be 2 (his normal prowess of 5, minus 3 for not tapping) against this strike. However, Lagduf decides to tap to face the strike.

Lagduf rolls an 8. 8 plus his prowess of 5 is greater than the *Huorn*'s prowess of 10. Therefore the strike fails and the *Huorn* attack is defeated (it only has one strike and its body attribute is "-").

Next Lagduf has to face a *Slayer*, which has two attacks against the same character, each with one strike at 11 prowess. Lagduf is tapped, so he now has a -1 to his prowess (i.e., his prowess is 4).

Against the first attack's strike Lagduf rolls a 7. His total is 11 ($= 7 + 4$) which ties the strike's prowess of 11. Therefore the strike is ineffectual and nothing happens.

Against the next attack, Lagduf rolls a 3. His total of 7 ($= 3 + 4$) is less than the strike's prowess of 11. Therefore the strike is successful. Lagduf is immediately wounded and must make a body check. His opponent rolls the dice for the body check. If he rolls a 9 or more, Lagduf will be eliminated and removed from play. Lagduf's opponent actually rolls an 8 and is not eliminated. However, Lagduf is discarded because his card states that he is discarded on a body check result of 8.

• Marshalling Points

• You receive creature marshalling points for defeating a creature with an * next to its marshalling points. Place the card in your marshalling point pile.

If you defeat a creature that does *not* have an * next to its marshalling points, place the card in your out-of-play pile. You do **not** receive marshalling points for eliminating it.

Note: A Wizard player does not receive marshalling points for defeating a creature with an * next to its marshalling points.

THE STRIKE SEQUENCE

The “strike sequence” is the time from when a player declares that one of his characters will resolve a strike until the strike dice roll is made and any associated body checks are made.

Strikes are resolved one at a time as decided by the defending player (i.e., he chooses a strike to resolve, the strike is resolved, he chooses the next strike to resolve, the strike is resolved, etc.).

All of the factors affecting a strike must be decided during the strike sequence before making the roll (2D6). Cards that do not affect the strike may not be played during the strike sequence. Address these factors in the following order:

- 1) The attacker may play hazard cards that affect the strike (these count toward the hazard limit against this company).
- 2) The attacker may decide to use any or all of his remaining (if any) -1 modifiers due to unallocated strikes (i.e., strikes in excess of the company’s size).
- 3) A target untapped character may take a -3 modification so that he will not automatically tap following the strike sequence.
- 4) The defending player may play resource cards that affect the strike (up to one card that requires skill).

Clarification: The prowess modifier and maximum for a weapon is applied to a character before any other modifiers are applied. For example, the Lieutenant of Dol Guldur has a base prowess of 7 and a *Broad-headed Spear* (+2 prowess to a maximum of 8)—he starts with a prowess of 8 before any other modifiers are applied.

Similarly, the body modifier and maximum for a shield, armor, or helmet is applied before any other modifiers are applied.

Example of Combat [(#/#) means (prowess/body)]

You control Bróin (3/8), Threlin (4/7) and his follower Dôgrib (4/7) with *Foul-smelling Paste*, Jerrek (5/8), and Nevido Smôd (4/8) (with a *Shadow-cloak*). They are en route from Carn Dûm to Geann a-Lisch. There are 5 characters in the company, meaning the hazard limit is 5.

Your opponent plays *Orc-raiders*. He keys this hazard creature to one of the Wilderness in your company's site path. Bróin, a scout, taps and plays *A Nice Place to Hide* to cancel the attack. *Orc-raiders* is discarded.

Your opponent next plays *Orc-warband* (second hazard). He states it is keyed to a Wilderness in your company's site path, because the *Orc-warband* becomes a detainment attack if he keys it to a Shadow-land. It's a (4/-) hazard creature with 5 strikes that receives +3 to prowess against a company that has faced an *Orc* attack. Even though Bróin canceled the *Orc-raiders*, the company is still considered to have faced them, so the *Orc-warband* will be (7/-). There are 5 strikes and 5 characters, so each character will face one strike (no decisions on strike allocation can be made). Bróin elects to face his strike first. His opponent plays *Weariness of the Heart* (third hazard) on Bróin to give -1 to his prowess. This modification to his prowess is in addition to the -1 Bróin suffers for being tapped. No other effects are played to affect the strike and Bróin rolls the dice. The result is a 4. Bróin's prowess of 1 plus the dice roll is less than the prowess of the *Orc-warband's* strike against Bróin, so Bróin is wounded. The body check. It's a 7—Bróin lives!

Nevido Smôd faces the next strike. Nevido Smôd taps and rolls a 2, falling to a successful strike. Your opponent rolls the body check, but only gets a 4 so Nevido Smôd lives. Dôgrib chooses to face his strike next. He chooses not to tap and therefore gets a -3 modification to his prowess. He rolls a 6 which ties the prowess of the *Orc-warband* strike. The strike is ineffectual. Threlin resolves his strike next, taps, and defeats it by rolling a 7. Jerrek resolves the final strike, taps, and defeats it by rolling a 3. *Orc-warband* is discarded.

Your opponent sees that one character, Dôgrib, is untapped. He plays an *Elf-lord Revealed in Wrath* (15/9) (a fourth hazard) keyed to the Shadow-land (*Doors of Night* is not in play) and reasons that Dôgrib will have to take its one very powerful strike with little chance of canceling it. (After all, if you give up the option of assigning the one strike to your untapped character, namely Dôgrib, the opponent will be able to choose from all 5 characters which will take the strike). Your opponent does not see what Dôgrib sees. Before assigning the strike, Dôgrib discards his *Foul-smelling Paste* to heal and untap Nevido Smôd, who then announces he is taking the strike. The Elf-lord is keyed to the Shadow-land, so Nevido Smôd taps his *Shadow-cloak* to cancel its single strike. The Elf-lord is discarded.

The opponent announces he will play no more hazards and the company breathes a sigh of relief. Bróin will be able to heal at the start of the next turn since his company will be at Geann a-Lisch, a Darkhaven.

8 • CORRUPTION

As Sauron's minions (i.e., your characters) operate in Middle-earth, they are subject to temptations. A character runs the risk of becoming totally corrupted and fleeing Sauron's "service" to pursue his own nefarious schemes (i.e., a corrupted character leaves play).

Each character has a corruption point total. This starts at zero, but certain cards and activities will change this total during play. Most cards that affect a character's corruption are kept under the character's card until discarded. Only one corruption card (a hazard that gives corruption points) may be played on a given character each turn.

Note: Minion characters are not completely subjected to Sauron will. If they were, they would be of little use—independent, but loyal, servants can accomplish much more than slaves. So, minion characters can be corrupted by having their own individual desires and temptations conflict with the goals of their masters. A corrupted minion character has decided that it is in his own best interest to make himself scarce and head for parts unknown. Ringwraiths can not be corrupted—they already suffered the ultimate corruption when they became Ringwraiths.

CORRUPTION CARDS

For these purposes, a "corruption card" is a *hazard card* that gives a character corruption points. A corruption card's text includes the word "*Corruption.*" in italics. Cards that force a corruption check but do not give corruption points (e.g., *Weariness of the Heart*) are not "corruption cards." A corruption card is limited as follows:

- A character may have more than one corruption card, but only one may be played on him each turn.
- Certain corruption cards state: "Cannot be duplicated on a given character." So, a given character may only have one of each such corruption card.
- Corruption cards that may not be played on Dwarves may also not be played on Orcs.
- Corruption cards may not be played on Ringwraiths.

CORRUPTION POINTS

A character's corruption point total can be determined by summing the corruption point values of: the corruption cards under his card **and** any other cards he controls (e.g., usually items).

CORRUPTION CHECKS

When a card or other effect indicates that one of your characters must make a corruption check, you must make a roll (2D6) and add any appropriate modifications. One of the following results:

Nothing Happens — If the modified result is greater than the character's corruption point total, nothing happens.

- **The Character Taps** — If the modified result is equal to the character's corruption point total **or** one less than the character's corruption point total, the character is very tempted but does *not* fail the corruption check. If the character is untapped, tap the character.

The Character is Eliminated — If the modified result is less than character's corruption point total by two or more, the character *fails* the corruption check and is eliminated (i.e., remove him from active play) and you must discard any non-follower cards he controls.

- Ringwraiths never make corruption checks.

- **Clarification:** A character eliminated due to a corruption check is removed from active play. He may not be played again by either you or by your opponent. In this case, the character is permanently lost to Sauron.

CORRUPTION CHECK MODIFIERS

Certain characters receive modifiers to corruption checks, and certain cards may give modifiers to a corruption check. Modifiers to corruption checks are printed in the lower right of the appropriate card. A plus or a minus sign indicates a **modifier** to any corruption checks a character makes (rather than corruption points).

Clarification: There are two different values that affect corruption checks:

- *Corruption check modifiers* always have either a plus (+) sign or a minus (-) sign (e.g., as noted on some character cards). The sum of all such applicable modifiers are added to the corruption check roll.
- *Corruption point values* never have a plus or minus sign. The sum of all such values is the character's corruption point total for the purposes of a corruption check.

Both values appear in the lower right of certain cards.

REMOVING CORRUPTION CARDS

A character may choose to ignore the restriction that he tap to remove a corruption card (as printed on a corruption card), and suffer a -3 penalty to the dice roll to remove it. This means a character can remain untapped and still attempt to remove a corruption card (the roll is modified by -3), or that he can attempt to remove a corruption card even if he is already tapped or wounded (the roll is modified by -3).

Each turn, a character may only make one removal attempt for each corruption card if he uses the -3 modifier.

Example: At the beginning of his organization phase, Tarcil has three corruption cards: *Lure of Nature*, *Lure of Expedience*, and *Lure of the Senses*. He taps and rolls to attempt to remove the *Lure of the Senses*; his roll is an 8, so the card is removed (greater than 6 was required). If, instead, Tarcil has not tapped to attempt to remove *Lure of the Senses*, he would have failed (he would have needed to roll greater than a 9).

He then rolls to attempt to remove *Lure of Nature*; his roll is a 6 modified by -3 for a net result of 3, so the card is not removed (greater than 4 was required). Finally, he rolls to attempt to remove *Lure of Expedience*; his roll is a 9 modified by -3 for a net result of 6. This is greater than the 5 that is required, so the card is removed.

Example: (CP = Corruption Point) Let us look at Layos traveling across Middle-earth. He starts out carrying a *Blazon of the Eye*, so he only has 1 CP when he leaves Carn Dûm. For this example assume Layos is traveling with other Men who take care of any attacks played on his company.

First he heads to the Dunnish Clan-hold. On the way there he gets a *Lure of Expedience* played on him, which gives him 2 more CPs for a total of 3. While at the Dunnish Clan-hold he taps to play *High Helm*. Not only does this raise his CP total to 5, but it also triggers a corruption check from the *Lure of Expedience*. Layos rolls a 6, which is greater than his CP total of 5, so he is fine.

During the organization phase Layos attempts to remove the *Lure of Expedience*. Since he is planning to return to Carn Dûm, he is not worried about being tapped. So, he taps and rolls an 8, easily better than the 5 he needed to succeed. His CP total drops to 3.

On the way back to Carn Dûm, Layos gets a *Lure of Nature* played on him, bringing him back up to 5 CPs. Since there are three Wildernesses in the site path between Dunnish Clan-hold and Carn Dûm, Layos must make three

corruption checks. On the first two he rolls a 7 and a 12, easily beating his corruption point total. On the third check he rolls a 4. Since this is one less than his CP total, he would normally tap. However, he is already tapped, so there is no effect.

At Carn Dûm he tries to remove the *Lure of Nature* without tapping. He rolls a 7 modified by -3 for not tapping—this is not greater than 4, so the *Lure of Nature* is not removed. Layos would like to tap and try again; but, since he tried without tapping, he cannot make another attempt.

His company moves to Dol Guldur. The hazard player plays a *Lure of the Senses* on Layos bringing his CP total up to 7.

At the beginning of his next turn, Layos is ready to tap to attempt to remove the *Lure of the Senses*, and then the *Lure of Nature* without tapping. Unfortunately, he first has to make a corruption check at the end of the Untap phase because of his *Lure of the Senses*. He rolls a 5. Since this is 2 less than his CP total, he is eliminated from the game and his *Blazon of the Eye* and *High Helm* are discarded.

9 • INFLUENCE

You have a pool of general influence. Your characters have direct influence. These two forms of influence can control and affect characters (see pages 18-19) and factions.

Your *unused general influence* is equal to 20 minus the sum of the mind attributes of your non-follower characters in play (i.e., do not count your followers).

A character's *unused direct influence* is equal to his direct influence attribute minus the sum of the mind attributes of his followers. All characters have a direct influence attribute of at least zero, so any character has unused direct influence of at least zero.

Note: In the Standard Game, direct influence can be used to attempt to interfere with your opponent's control of his characters, followers, factions, allies, and items (see page 64).

BRINGING A FACTION INTO PLAY

In order to play a faction card, you must tap one of your characters that is at the "site" indicated on the faction's card. Then you must make an influence check. Make a roll (2D6), add your character's unused direct influence, and add any appropriate modifications (any

applicable *standard modifications* from the faction card and from any other cards played). All influence check modifier cards must be played before making the roll (2D6).

If the modified result is greater than the value required on the faction card, place the faction in your marshalling point pile (it now counts towards your marshalling point total). Otherwise, you discard the faction card. Once a faction is brought into play, it is not controlled by any specific character and it does not count against general or direct influence.

STANDARD MODIFICATIONS

Most faction cards list some “standard modifications” to the influence check based only upon what other factions are already in play for both players.

Note: Some standard modifications are given for factions not included in *MELE*. Later products will include these factions.

Clarification: Certain characters have special modifications to influence checks. Such a modification only applies if it belongs to the character that was tapped to make the influence check.

Example: During your site phase, you have Lieutenant of Morgul in play in a company at Lossadan Cairn. You also have *Ice-Orcs* in your hand, and your opponent has *Wargs of Forochel* in play. Lieutenant of Morgul has no followers, so his unused direct influence is 2.

You tap Lieutenant of Morgul to attempt to bring the *Ice-orcs* into play. You make your influence check roll (2D6), and the result is 5. This roll is modified by:

- Lieutenant of Morgul’s unused direct influence: +2
- +3 — Lieutenant of Mordor has a special ability: his direct influence is increased by +3 against Orc factions.
- A standard modification of +2 because the *Wargs of Forochel* are already in play, as listed on the *Ice-Orcs* card.

So the modified result is 11 (=5+2+3+1). Since this is greater than 10 (the number required by the faction card), the *Ice-Orcs* are successfully brought into play and the site taps.

If you had rolled a 3, your modified result would have been 9 (=3+2+3+1), and you would have had to discard the faction and Lossadan Cairn would not have tapped.

10 • PLAYING AND DRAWING CARDS

You may only play hazard cards during your opponent's movement/hazard phase. Except for resource long-events, you may play resource cards anytime during your own turn unless specifically prohibited by the rules or the cards themselves.

Unless stated otherwise, a card is playable only if its effect applies to an existing situation, hazard, attack, etc. (i.e., you may not play a card just to discard it). A card cannot be played for no effect. A card may be played if it has a potential effect.

Clarification: An automatic-attack at a company's new site may be targeted by a hazard during the company's movement/hazard phase. Such a hazard may be played even if the attack will not be faced (i.e., if the company decides not to face the automatic-attack during the site phase).

Note: *MELE* resources are different from *METW* resources. *MELE* resources are referred to as "minion resources" and *METW* resources are referred to as "hero resources." See page 74 for more information.

During your movement/hazard phase, both players draw cards when each company moves. If a company moves to a non-Darkhaven site, you *may* draw up to the number of cards indicated by the site that it *moved to* (at least one card must be drawn); your opponent does the same. If the company moves to a Darkhaven site, you *may* draw up to the number of cards indicated by the site that you *moved from* (at least one card must be drawn); your opponent does the same.

EVENTS

There are both resource events and hazard events. Each event falls into one of three classifications based upon how long it stays in play.

Short-event — A short-event's effects are implemented; then, it is discarded. The effects of some short-events last for a specific period as stated on its card (e.g., some say: "until the end of the turn").

Permanent-event — The effects of a resource permanent-event are immediately implemented. Its effects last until the card is discarded. Certain effects can cause a permanent-event to be discarded; these effects are given in the text of specific cards.

If one of your companies splits into 2 or more companies, you may place any resource permanent-events that were on the original

Clarification: Hazard short-events and permanent-events can be played only during an opponent's movement/hazard phase. Resource short-events and permanent-events can be played at any time during your turn—as limited by specific card text.

Long-event — The effects of a long-event are immediately implemented when it is played. Long-events last approximately two turns, one of yours and one of your opponent's.

You may only play a resource long-event during your long-event phase. Its card and effects remain in play until your next long-event phase or until otherwise discarded.

You may only play a hazard long-event during your opponent's movement/hazard phase. Its card and effects remain in play until your opponent's next long-event phase or until otherwise discarded.

Clarification: The effects of many long-events and permanent-events affect both players because they can remain in effect during both players' turns. Remember, when you play a long-event hazard, it will remain in effect during your next turn. For example, *Awaken Denizens* increases the # of automatic-attack strikes at Ruins & Lairs for one turn for each player.

Example: One of Nick's companies with a hazard limit of six is moving from Minas Morgul to Dunharrow; its site path is ♠ ♠ ♠ ♠. Wendy plays *Doors of Night* (a permanent-event) during Nick's movement/hazard phase. This causes all resource environment cards in play to be discarded and their effects canceled. This card will remain in play until it is discarded due to the play of *Skies of Fire*, *Twilight*, or another card that says it force the discard of *Doors of Night* or a hazard permanent-event.

Wendy then plays *Fell Winter* (a long-event). First it gives all Border-holds [1] (including Dunharrow) an automatic-attack: Wolves — 3 strikes at 7 prowess. Since *Doors of Night* is in play it can do two more things: change all Border-lands [1] into Wilderness [♠], making the site path ♠ ♠ ♠ ♠; and change all Free-domains [♠] into Border-lands [1], making the site path ♠ ♠ ♠ ♠. Unless it is discarded by another card, *Fell Winter* will stay in play until Wendy's next long-event phase (about two turns).

Finally, Wendy plays *Arouse Defenders* (a short-event), which allows her to add 3 to the prowess of one automatic-attack at a Border-hold [1]. She uses it on Dunharrow and chooses to add 3 to the Wolf attack from *Fell Winter*, making the prowess 10. *Arouse Defenders* is discarded, but its effect will remain until the end of the turn (unless canceled before then).

RESOURCE CARDS, NON-EVENT

Certain resource cards may only be played if specific required conditions exist. A faction card, ally card, or item card must be played during your site phase and requires an untapped character and an untapped site. In addition, the company must face any automatic-attacks located at the same site before such a card can be played. Resource events do not generally require an untapped site nor that the automatic-attack to be faced. This may vary based upon specific card text.

Normally, when a character leaves play, all cards controlled or on him are discarded. There are two major exceptions to this:

- Sometimes, the card that causes the character to leave play allows him to transfer an item(s) (e.g., *Call of Home*).
- If a character is eliminated due to failing a body check, one item can be immediately transferred to each unwounded character in his company; but, the rest of his items are discarded.

Factions

If one of your characters is at the site specified on a faction card, he may tap during the site phase to attempt an influence check in order to play the faction card. If the character successfully influences the faction as indicated on the faction's card (see pages 38-39), the faction card is placed in your play area. After a faction is successfully played at a site, the site card is tapped.

Clarification: If an attack from a Dragon faction is defeated, remove the Dragon from play. No player receives its marshalling points.

Clarification: Once a faction is brought into play, it is not associated with any character or company. A faction plays no active role after it is brought into play.

Allies

A character may tap during the site phase to play an ally card if he is at the site specified on the ally card **and** the character meets the requirements indicated on the ally card. The ally card is placed under the character's card and that character controls the ally. After an ally is played at a site, the site card is tapped. An ally does **not** count as a character for any purposes other than combat and the use of certain skills. Allies can **not** bear items.

An ally with a skill may take actions and play cards that require that skill. For example, *Last Child of Ungoliant* has the sage skill, so she can tap to play a *Secrets of Their Forging* card. Similarly, *Stinker* has the scout skill so he can tap to play a *Sneakin'* card.

Clarification: Allies that are eliminated are placed in the out-of-play pile (i.e., neither player may bring that ally or any manifestation of that ally back into play). Allies are not affected by corruption.

Items

If a character is at an untapped site that indicates that a specific type of item card (gold ring, minor, major, or greater) is “playable,” he may tap during the site phase to bring an item of that type into play. The item card is placed under the character’s card. After an item is played at a site, the site card is tapped.

A special item states at what sites and under which conditions it is “playable.”

A character may only use the effects of one *weapon* at a time **and** one *shield* at a time **and** one *armor* at a time.

Clarification: A special item with the keyword, Ring, at the beginning of its text does not tap the character or the site when played.

Clarification: An item only taps when used if its text states so. Thus, weapons and armor do not normally tap when used.

Clarification: A character may control (i.e., bear) any item, even if he cannot use its abilities.

Clarification: A character may control (i.e., bear) more than one weapon or more than one shield or more than one armor. However, only one of each type may be used at any given time.

Minor Items

If a resource card that taps a site (e.g., ally, faction, item, etc.) is successfully played at a site, one additional character may tap to play a minor item. Such a minor item may be played even if the site does not specifically state that a minor item is playable at the site. For example, a minor item played when bringing an ally into play would simulate a gift from the ally.

• Rings

• One of the types of items that your characters can bring into play
• are rings. There are 7 types of rings: mind rings, gold rings, lesser
• rings, magic rings, Dwarven rings, spirit rings, and *The One Ring*.

Gold Rings — After your company faces the automatic-attack at such a site which specifies that a gold ring can be played, you just tap a character and the site to play a gold ring from your hand.

• **Clarification:** A gold ring is a ring with unknown properties—it might be
• a lesser ring, a magic ring, a Dwarven ring, or even *The One Ring*. You will
• not know until you “test” it. There are 6 different gold rings in *MELE: A*
• *Little Gold Ring*, *The Least of Gold Rings*, *Gold Ring that Sauron Fancies*,
• *Bright Gold Ring*, *Gleaming Gold Ring*, and *Perfect Gold Ring*. Each has
• a different probability of being a specific type of special ring.

Testing a Gold Ring — Once you have a gold ring, you can “test” it to determine what kind of special ring it is. When you test a gold ring, you make a roll and add any applicable modification (due to the test card used and other cards). The gold ring card will indicate what special rings may be played based upon the modified roll.

If the roll indicates a special ring that you have in your hand, you may replace the gold ring with that ring and discard the gold ring. Otherwise, you just discard the gold ring (i.e., it was not that special). If the roll indicates more than one special ring in your hand, you choose which to play.

• There are five ways to test a gold ring:

- • If you have a sage character in the same company as the gold ring, you can play a *Test of Fire* card.
- • If you have a sage character in the same company as the gold ring and the company is at a site where “Information” is playable, you can play a *Secret of Their Forging* card (you do not have to roll, you can just play any special item ring except *The One Ring*).
- • Any gold ring in the Ringwraith’s own company at the start of the end-of-turn phase is automatically tested. Any ring test in a Ringwraith’s own company has a modification of -2.
- • Any gold ring in one of your companies at Barad-dûr at the start of the end-of-turn phase is automatically tested. Any ring test at Barad-dûr has a -3 modification.

- If you store a gold ring, it is automatically tested with a modification of -2.

Note: Due to the -2 and -3 modifications, the last three ring test methods given above have little chance of resulting in *The One Ring*. This reflects the influence of "fate" on Sauron's efforts to find the One Ring.

Example: You have Tarcil and Pon Opar (a sage) in the same company. Tarcil has *A Little Gold Ring*. In your hand, you have a *Test of Fire* card and three ring cards: *Trifling Ring* (a lesser ring), *Magic Ring of Lies*, and *Dwarven Ring of Durin's Tribe*.

Because Pon Opar is a sage in the same company as a gold ring, you play your *Test of Fire* on Tarcil's gold ring at any time during your turn. You roll a 5 for the test, so you may play either your *Trifling Ring* (any result) or your *Magic Ring of Lies* (6 or less) with Tarcil. In either case, the gold ring is discarded. If you had rolled a 9 or higher, you would have had the choice of playing your *Dwarven Ring of Durin's Tribe* or your *Trifling Ring*.

Note: A Ringwraith may carry a ring but may not use it (i.e., all items have no effect on a Ringwraith's company or on his attributes and abilities).

Clarification: Mind rings are minor items and are played as such. They are **not** special items.

THE HAZARD LIMIT

During your opponent's movement/hazard phase, the number of hazard cards that you may play on one of your opponent's companies is that company's *hazard limit*. The hazard limit is equal to two **or** the company's size, whichever is greater. A company's size is equal to the number of characters in it. For this purpose, allies do **not** count as characters.

A hazard limit can be modified by the play of certain cards. Tapping a Nazgûl permanent-event *does* count against the hazard limit.

Clarification: For the purposes of calculating hazard limits, each company's size is determined for each company at the beginning of its movement/hazard phase (i.e., it remains fixed). So, if a character is eliminated during his company's portion of the movement/hazard phase, his company's hazard limit does not change.

HAZARD CARDS, NON-EVENT

- Hazard cards represent evil forces and natural dangers in Middle-earth. Even though your Ringwraith and his minions are serving Sauron, the evil forces in the world will offend attack you on purpose or by mistake—that's the nature of evil.

You may play hazard cards only during your opponent's movement/hazard phase. Detainment attacks are described on page 31.





Note: Hazards that give bonuses to attacks do **not** give bonuses to characters and companies.

Creature Cards

You may use a creature card to *directly attack* one of your opponent's companies. Such an attack can occur only if one of the following criterion is met:

- The company is at a specific site at which the creature's card text says it can be played.
- The company's site of origin or new site is in a region where the creature's card text says it can be played.
- One of the site symbols on the creature's card matches the site that the company moved to (i.e., the new site) or stayed at (i.e., if the company did not move).
- At least one of the region symbols on the creature's card matches one of the region types the company moved through this turn (see below). If the creature's card has two region symbols of the same type (i.e., a deep Wilderness creature), then the company must have moved through at least two regions of that same type.

Note: The Geann a-Lisch site is a Darkhaven. However, as stated on its card, creatures keyed to Ruins & Lairs may be played against a company that has Geann a-Lisch as its new site or as its current site if it did not move.

Clarification: Two Wilderness symbols are required in a site path to play a deep Wilderness creature. However, the two symbols need not be adjacent in the site path. For example, a deep Wilderness creature may be played keyed to the site path:    . If a company travels with two Wilderness in its site path, the chance of encountering very dangerous Wilderness monsters has doubled, even if the two Wildernesses are not adjacent.

If a creature satisfies more than one of these conditions, you must choose (when you play the creature) one of these criterion that the attack is “keyed to.” The effects of certain cards are based upon the region or site type that a creature is *keyed to*.

The region types that a company moves through during a given turn are determined by the following criteria:

- If a company did not play a new site card, it did not move through any regions—so, no creature may be played based solely on region conditions.
- If the company was at a *Darkhaven* and has played a new *non-Darkhaven* site card, the region types are indicated by the new site card’s site path.
- If the company was at a *Darkhaven* site and has played a new *Darkhaven* site card (but no region cards), the region types are indicated by the new *Darkhaven* site card’s “Site Path from” the old *Darkhaven* site (i.e., the site path from the site of origin *Darkhaven*).
- If the company was at a non-*Darkhaven* site and has played a new *Darkhaven* site card (but no region cards), the region types are indicated by the site of origin’s site path (i.e., the site path on the site that the company left).
- *Standard Rules:* If the company used region movement, the region types of the site path are indicated by the region cards or an appropriate map (i.e., each region card has a region type).

Clarification: The player playing a hazard creature must specifically state the type of region or site that the creature is keyed to—it can affect the use of other cards.

For example, if a character with a *Shadow-cloak* faces a strike from a creature that has been played keyed to a *Shadow-land*, he can tap the *Shadow-cloak* to cancel the strike. However, if the creature is keyed to a *Border-land*, he cannot use his cloak against it.

Note: A creature played keyed to a specific region by name is **not** keyed to the specific region’s type. For example, if *Thranduil’s Folk* is played keyed to the *Grey Mountain Narrows* (a *Shadow-land* region), a target character with a *Shadow-cloak* can **not** use it to cancel a strike—the attack is keyed to the region by name, not by type.

Example: Certain card combinations make creatures more powerful. The hazard creature, *Dire Wolves*, has 4 strike with a prowess of 8. However, if played in combination with a *Wake of War* card, *Dire Wolves* has 5 strikes with a prowess of 9. If played in combination with a *Wake of War* and a *Doors of Night*, *Dire Wolves* has 6 strikes with a prowess of 10.

STORING CARDS

During your organization phase, you may *store* any of your items that are at a Darkhaven site. The controlling character must make a corruption check before an item can be stored.

A stored item is placed in your *marshalling point pile* and counts for marshalling points. Once an item is stored it may not be unstored and brought back into play. *The One Ring* may never be stored.

Some items and resource cards state that they can be stored when at a specific site (e.g., the *Seize Prisoners* card can be stored at a Darkhaven)—other cards may not be stored. Such an item or resource card is still placed in the marshalling point pile and cannot be brought back into play.

Note: If you store a gold ring, it is automatically tested (see page 44).

Clarification: A character bearing a certain type of card cannot untap until the card is stored (as stated in the card's text). After storing such a card, the character does not untap until the untap phase of his player's next turn.

Clarification: Unless stated otherwise on the card, the marshalling points for a card that can be stored apply regardless of whether or not the card is stored.

TRANSFERRING ITEMS

During your organization phase, you may transfer items between characters at the same site. The controlling character must make a corruption check before an item can be transferred.

Clarification: A corruption check is required before an item can be stored or transferred. A character that fails such a corruption check has decided not to follow his Ringwraith's commands concerning the item's use (i.e., the item is discarded and the character is eliminated).

HAZARD CREATURE:

- MARSHALLING POINTS
- TITLE
- SYMBOLS OF REGIONS AND SITES WHERE CREATURE CAN BE PLAYED
- HAZARD TYPE (CARD CLASSIFICATION)
- RANDOM VALUE (NOT RECOMMENDED FOR USE)
- CARD TEXT
- ARTIST
- QUOTE
- PROWESS/BODY



2* LANDROVAL

Unique, Animal. Two strikes (playable only against an overt minion company). Attacker chooses defending characters.

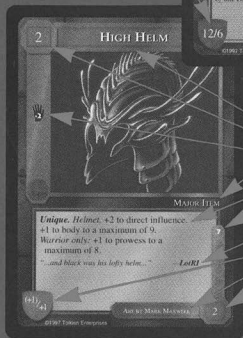
"...and Landroval's brother, greatest of all the Eagles of the North, mightiest of the descendants of old Thorndale." —LotRVL

CREATURE

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Art by PHILIP BRANTON

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2 HIGH HELM

Unique, Helmet. +2 to direct influence. +1 to body to a maximum of 9. Warrior only: +1 to prowess to a maximum of 8.

"...and black was his lofty helm..." —LotRI

MAJOR ITEM

(+1) (+1)

Art by MARK MAWTEL

7

2

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MINION RESOURCE:

- TITLE
- MARSHALLING POINTS
- DIRECT INFLUENCE MODIFICATION
- RESOURCE TYPE (CARD CLASSIFICATION)
- CARD TEXT
- RANDOM VALUE (NOT RECOMMENDED FOR USE)
- QUOTE
- PROWESS/BODY MODIFIER
- ARTIST
- CORRUPTION POINTS

MINION CHARACTER:

MARSHALLING POINTS

TITLE

MIND

DIRECT INFLUENCE

SKILLS & RACE
(CARD CLASSIFICATION)

RANDOM VALUE
(NOT RECOMMENDED FOR USE)

CARD TEXT

CORRUPTION CHECK MODIFIER

QUOTE

HOME SITE

ARTIST

PROWESS/BODY

1

ORC TRACKER

3

0

WARRIOR/RANGER ORC

Discard on a body check result of 7 or 8
-1 to all corruption checks

"Ughák a hógörök sósá mészé Szarvassz góh
Bóhóshó skál." *LotR:R*

12

Home Site: Amy Dark

Art by John Lutz

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1

DOE AMROTH

1

1

1

1

1

1

1

1

BELFALA

Nearest Darkhaven: Minas Morgul
Playable:

Information, Items (minor, major, gold ring)

Automatic attacks (2): (1st) Men — each character faces 1 strike with 8 prowess (detachment against covert company)

(2nd) Dunedan — 3 strikes with 10 prowess (against overt company)

1

2

Art by Ted Nasmith

MINION SITE:

TITLE

SITE TYPE

SITE PATH TO NEAREST HAVEN

REGION IN WHICH SITE IS FOUND

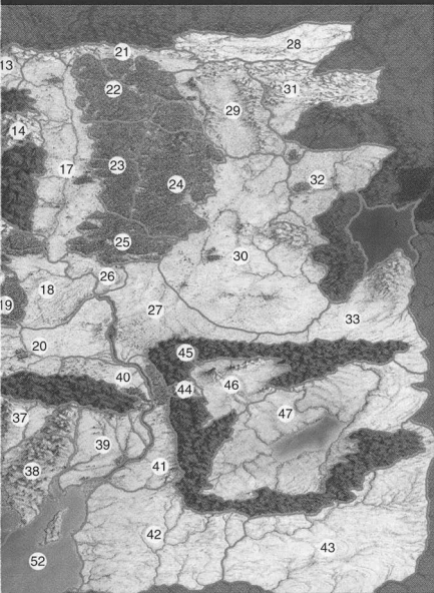
CARD TEXT

CARDS OPPONENT DRAWS
(NUMBER IS INVERTED)





















































CARDS YOU DRAW

ARTIST





REGION MAP KEY

#	Region Name	Type	#	Region Name	Type
1	Lindon		27	Dagorlad	
2	Númeriador		28	Withered Heath	
3	Forochel		29	Northern Rhovanion	
4	Arthedain		30	Southern Rhovanion	
5	The Shire		31	Iron Hills	
6	Cardolan		32	Dorwinion	
7	Angmar		33	Horse Plains	
8	Rhudaur		34	Old Pûkel Gap	
9	Hollin		35	Andrast	
10	Dunland		36	Anfalas	
11	Enedhwaith		37	Lamedon	
12	Old Pûkel-land		38	Belfalas	
13	Gundabad		39	Lebennin	
14	High Pass		40	Anórien	
15	Redhorn Gate		41	Ithilien	
16	Gap of Isen		42	Harondor	
17	Anduin Vales		43	Khand	
18	Wold & Foothills		44	Imlad Morgul	
19	Fangorn		45	Udûn	
20	Rohan		46	Gorgoroth	
21	Grey Mountain Narrows		47	Nurn	
22	Woodland Realm		48	Elven Shores	
23	Western Mirkwood		49	Eriadoran Coast	
24	Heart of Mirkwood		50	Andrast Coast	
25	Southern Mirkwood		51	Bay of Belfalas	
26	Brown Lands		52	Mouths of the Anduin	

Normally, when a character leaves active play (e.g., is discarded or eliminated), all cards controlled by him are discarded. There are two major exceptions to this:

- Sometimes, the card that causes the character to leave play allows him to transfer an item(s) (e.g., *Call of Home*).
- If a character is eliminated due to failing a body check, one item can be immediately transferred to each unwounded character in his company; but, the rest of his items are discarded.

ACTIONS AND CARD PLAY

The various activities that you and your opponent can perform during play are called actions. Typical actions include playing a card, making a corruption check, revealing a card, etc. The following general guidelines apply to resolving actions; more detailed guidelines can be found on pages 69-70.

- You must give your opponent a chance to respond to every action, and vice versa. If you perform an action and move on to another action without giving your opponent a chance to respond, you must “back up” if he indicates that he wants to respond. A series of declared actions made in response to one another is called a “chain of effects.” You always have the option of declaring the first action in a chain of effects during your turn. The actions in a chain of effects are resolved one at a time from last declared to first declared (i.e., the last declared action is resolved first, then the second to the last, etc.).
- If the play of a card requires other actions (e.g., corruption checks), the actions are resolved in the order in which they appear on the card.
- A required or declared dice roll is an action and can be the target of another action or effect declared later in the same chain of effects. Otherwise, a card cannot be targetted until it resolves.
- When the effects of a dice roll require further actions (e.g., a roll for a strike requires a body check), those actions become the first actions (any further rolls come first) in the next chain of effects after the roll.

• PART II •

STANDARD RULES

You should read and master the Starter Rules before tackling the Standard Rules.

Note: These rules apply to a Ringwraith player playing a Ringwraith player. See Part IV (page 73) for guidelines for handling a game between a Ringwraith and a Wizard.

1 • THE VICTORY CONDITIONS

The Standard Rules victory conditions differ from those found in the Starter Rules in three ways. First, the players can decide to play a longer game. Second, certain modifications to the marshalling point totals can be made at the Audience With Sauron. Third, *Sudden Call* may be used as a hazard to cause the Audience with Sauron to be called.

THE LONGER GAMES

The Starter Game when using Standard Rules is also called the “1-deck game.” For experienced players with tuned decks, this game usually lasts 20-60 minutes. If you want longer, more detailed play, there are 3 other games.

The 2-deck Game

In a “2-deck game” (the “short game”), the Audience is called when each play deck has been exhausted twice. You may use a *Sudden Call* card when a play deck has been exhausted twice, or when a play deck has been exhausted once and the player with that deck has at least 25 marshalling points (MPs).

The 3-deck Game

In a “3-deck game” (the “long game”), the Audience is called when each play deck has been exhausted three times. You may use a *Sudden Call* card when a play deck has been exhausted three times, or when a play deck has been exhausted twice and the player with that deck has at least 30 marshalling points (MPs). Increase the sideboard size to 30 cards.

• The 4-deck Game

- In a “4-deck game” (the “campaign game”), the Audience is called
- when each play deck has been exhausted four times. You may use
- a *Sudden Call* card when a play deck has been exhausted four times,
- or when a play deck has been exhausted three times and the player
- with that deck has at least 40 marshalling points (MPs). Increase the
- sideboard size to 35 cards.

MARSHALLING POINT MODIFICATIONS

There are five different types of marshalling points; each is associated with a specific shape:

Character Points	○
Item Points (Major, Greater, & Rings only)	□
Faction Points	▽
Ally Points	△
Kill Points (from defeating “*” creatures)	○
Miscellaneous Points	◇

At the audience, these types of marshalling points affect your final marshalling point total in two ways (apply them in the order listed):

- If your opponent has zero (or negative) points for any one type of marshalling point, your points for that same type of marshalling point are doubled. This doesn't apply to kill points and miscellaneous points.
- No more than half (round up) of your final marshalling points can come from any one type of marshalling point. If one type of marshalling point is over half of your total, reduce the points for that type until they are only half (or less) of your total.

Finally, you may reveal any unique marshalling point cards in your hand that match unique cards your opponent has in play. Each such revealed card reduces your opponent's final MP total by one.

Clarification: These marshalling point modifications do not apply until the audience actually takes place. Specifically, the modifications do not affect your MP total when it is used to determine if you can call the audience (i.e., you need 20 MPs to call the audience before any modification).

Example: Let's look Wendy and Nick at the Audience With Sauron using Standard Rules. Assume their companies are composed as outlined in the example on page 8. Let's also assume Nick failed to play the *Hillmen* faction. After corruption checks are made, Wendy has a raw marshalling point (MP) total of 20 and Nick has a MP total of 18.

Wendy notices that Nick has no faction points. So her faction points are doubled to 10. Unfortunately, Nick's problems are not over. 11 of his marshalling points are character points and only 7 are non-character points. Since he cannot have more than half of his points from any one source, Nick only gets 7 MPs from his characters.

At this point, the marshalling points (MPs) break down as follows:

Wendy's MP Cards	Initial MPs	Modified MPs
Troll-chief	2	2
Troll Lout	1	1
Shagrat	2	2
Grisnákh	1	1
Orc Tracker	1	1
Black Mace (item)	2	2
Magic Ring of Fury (item)	2	2
Beornings (faction)	3	6
Orcs of Angmar (faction)	2	4
The Warg-king (ally)	2	2
Seize Prisoners (misc.)	2	2
Total	20	25

Nick's MP Cards	Initial MPs	Modified MPs
Ciryaher	2	2
Tarcil	2	2
Lieutenant of Morgul	3	3
Orc Captain	2	0
Orc Captain	2	0
Palantír of Orthanc (item)	3	3
Magic Ring of Enigma (item)	2	2
Stinker (ally)	2	2
Total	18	14

At this point, Nick reveals that he has cards for *The Warg-king*, *Shagrat*, and *Grisnákh* in his hand (he was saving them for this). Since they duplicate three of Wendy's unique MP cards, her MP total is reduced by one for each of these. Thus, Wendy ends up with 22 MPs and Nick ends up with 14 MPs—Wendy wins. Nick curses his luck because he failed to bring the Hillmen into play on his last turn.

• SUDDEN CALL USED AS A HAZARD

• In addition to the normal situations outlined in the Starter Game, the Audience with Sauron is called when one of the following occurs:

- If your opponent's play deck has been exhausted *and* you play a *Sudden Call* card as a **hazard** during one of his turns, the audience starts following your next turn (i.e., you get one last turn).
- If your opponent has at least 20 marshalling points *and* you play a *Sudden Call* card as a **hazard** during one of his turns, the audience starts following your next turn (i.e., you get one last turn).

2 • THE CARDS AND DECKS

There are several Standard Rules changes involving manifestations and sideboards.

SIDEBOARDS

In addition to the normal location deck and play deck, you can have a 25 card "sideboard" deck. Your sideboard can contain resource, hazard, and character cards (including any Ringwraiths). However, your combined play deck, starting company, and sideboard can only contain one of each unique card and a maximum of three of any non-unique card. As an exception, you may choose one Ringwraith and include up to two copies of his card in your combined play deck and sideboard.

Using Your Sideboard When You Exhaust Your Deck

Whenever you exhaust your play deck, you may exchange (before reshuffling) up to 5 cards between your sideboard and discard pile. Each such card taken from your sideboard must be replaced by a card from your discard pile.

Using Your Sideboard When You Tap Your Ringwraith

During your organization phase, you may tap your Ringwraith to bring up to 5 resource and/or character cards from your sideboard into your discard pile.

Alternatively, if your play deck has at least 5 cards, you may tap your Ringwraith to bring one resource or character card directly from your sideboard into your play deck (reshuffle).

Using Your Sideboard When You Tap a Nazgûl Hazard

During your opponent's movement/hazard phase, you may tap and discard one of your Nazgûl hazard permanent-events in play to bring up to 5 hazard cards from your sideboard into your discard pile. The normal result of tapping a Nazgûl hazard does not apply. The Nazgûl hazard is discarded. Tapping a Nazgûl hazard in this fashion *does* count against the hazard limit.

Alternatively, if your play deck has at least 5 cards, you may tap and discard a Nazgûl hazard permanent-event to bring one hazard card directly from your sideboard into your play deck (reshuffle).

Using Your Sideboard

When Your Opponent's Ringwraith is in Play

At the end of your opponent's untap phase, if your opponent's Ringwraith is in play, you may at this point bring up to five hazard cards from your sideboard to your discard pile; **or**, if your play deck has at least 5 cards, you may bring one hazard card directly from your sideboard into your play deck (reshuffle).

If you move cards from your sideboard in this fashion, the hazard limit for each of your opponent's companies is reduced to half of normal for the rest of the turn (round up, e.g., a hazard limit of 2 becomes 1, a hazard limit of 3 becomes 2, etc.).

Clarification: Your opponent may verify how many cards move to and from your sideboard, but you do not have to reveal what those cards are.

Clarification: Your combined play deck and sideboard cannot violate the 1 unique card and 3 non-unique card limit. However, there is no restriction on the mix of hazards, resources, and characters in your sideboard. That is, for the purposes of your sideboard, you can ignore the play deck restrictions: the limit of 10 characters and the equal mix of resources and hazards.

MANIFESTATIONS

Certain entities (e.g., *Stinker*, Ringwraiths, etc.) have several different *manifestations*, each represented by a different card.

- If one manifestation of such an entity is already in play, you may *not* play another manifestation of the same entity.
- If an attack from a manifestation is defeated, the manifestation is removed from active play and you may not play any further manifestations of the same entity.

Exception: If you reveal your Ringwraith (see page 20), any manifestations of that Ringwraith are immediately discarded (e.g., a corresponding Nazgûl hazard or an identical Ringwraith card that has been played as a “Ringwraith follower,” see page 58). You cannot reveal a Ringwraith if your opponent has already revealed that same Ringwraith as his own (non-follower) Ringwraith.

Exception: Different manifestations of the same unique Dragon may be in play at the same time.

Note: If one card says that it is the manifestation of another card, these restrictions apply to both cards.

Example: *Stinker* (a minion ally) is in play with one of your characters. So, neither you nor your opponent can play *My Precious* (the hazard manifestation of *Stinker*) until *Stinker* is discarded. Similarly, if your opponent is playing a Wizard, he may not play *Gollum* (the hero ally manifestation of *Stinker*). If your *Stinker* is eliminated, *My Precious* and *Gollum* may never be played.

3 • GETTING READY TO PLAY

If both players agree to use *METW* region cards, add them to your location deck (i.e., you decide to use region movement, see page 78).

Note: For play balance, we recommend both players have access to approximately the same number of region cards. If this cannot be achieved, region cards should not be used.

4 • THE PLAYER TURN

The Full Player Turn Summary is presented on pages 92-94.

5 • CHARACTERS & COMPANIES

There are several Standard Rules changes involving characters and companies.

ORC SCOUTS

Orc scouts only count half towards a company's size (round up).

LIMITATIONS ON COMPANY COMPOSITION

There are three other limitations on the types of characters that can be in a company.

- Unless at a Darkhaven, an Orc or a Troll cannot be in a company that contains an Elf, a Dwarf, or a Dúnadan—and vice versa.
- Unless at a Darkhaven, your Ringwraith's company may only contain your Ringwraith and Ringwraith followers (see page 58).
- Unless at a Darkhaven, a company may only contain one leader. A leader is a character with the keyword "leader," in its text box.

These limitations also apply to moving companies.

Note: If two companies end up at a non-Darkhaven site and combining those companies would violate the limitations on company composition, one of the companies that just moved must return to its site of origin. Similarly, an effect that causes such a violation is cancelled (e.g., *We Have Come to Kill*).

DISCARDING CHARACTERS

Instead of bringing a new character into play during your organization phase, you may discard a character that is at a Darkhaven or at his home site. Your Ringwraith may not be discarded.

You must take this action when you are forced to discard a character due to a lack of available influence. In this case, the character(s) need not be at a Darkhaven.

Clarification: If a character's mind changes at any point, the influence required to control him also changes.

Clarification: If you do not have enough influence to control all of your character in play, they remain in play. However, you must discard any excess characters at the end of your next organization phase. If you bring a character into play during your organization phase and then do not have enough influence to control him, the character just brought into play must be returned to your hand at the end of your organization phase.

BRINGING CHARACTERS INTO PLAY

To play a character card, you must have enough general influence or direct influence available to control the character. In addition, you must meet **both** of the following requirements:

- If the character is *not* an agent, you may only play him at his home site or at any Darkhaven site. If the character is an agent, you may only play him at his home site.
- If your Ringwraith is in play, your Ringwraith (or a character with enough direct influence to control the character to be played) must be at the site at which the character is to be played.

• RINGWRAITH FOLLOWERS

- If the following conditions are met, you may bring another (different) Ringwraith character into play at your Ringwraith's site—such a character is called a "Ringwraith follower."
- Your Ringwraith is already in play.
- Your Ringwraith is at a Darkhaven **or** he is at the Ringwraith follower's home site.
- You have the card of the additional Ringwraith in your hand.
- Your opponent does *not* have the Ringwraith already in play **and** the Ringwraith has *not* been eliminated.
- You have the card or ability allowing a Ringwraith follower to be played (e.g., *They Ride Together*, The Witch-king's ability).

• A Ringwraith follower must always be under the control of your Ringwraith and may move to non-Darkhaven sites with your Ringwraith. Your Ringwraith must use 1 point of direct influence to control each Ringwraith follower. Your Ringwraith followers may not be influenced away by your opponent.

• A Ringwraith follower may not use any of its special abilities. Úvatha's ability to automatically join another Ringwraith's company is an exception to this.

• When you reveal your Ringwraith, your opponent must discard any identical Ringwraith card that has been played as a Ringwraith follower.

RINGWRAITH EFFECTS

This is a summary of the special effects of the Ringwraith character.

- A Ringwraith may only be in a company with non-Ringwraith characters if he is at a Darkhaven.
- Any ring in the Ringwraith's company at the beginning of the end-of-turn phase is automatically tested. Any ring test in a Ringwraith company has a modification of -2.
- A Ringwraith may carry items (including rings) but may not use them (i.e., an item has no effect on a Ringwraith's company or on his attributes and abilities).
- Ringwraiths never make corruption checks and corruption cards may not be played on Ringwraiths.
- Unless at a Darkhaven, a Ringwraith may not be in a company with non-Ringwraith characters.
- A Ringwraith may not use a site path that contains Coastal Sea regions.
- A Ringwraith's company may not use region movement.
- A Ringwraith follower is only discarded as described on the mode cards (i.e., *Heralded Lord*, *Black Rider*, and *Fell Rider*).
- A Ringwraith follower (see the previous page) may not use any of its special abilities. Úvatha's ability to automatically join another Ringwraith's company is an exception to this.
- If a body check against a Ringwraith is exactly equal to 7 or 8, the Ringwraith is returned to your hand. You do not lose the game if your Ringwraith is removed in this fashion—you may bring such a Ringwraith back into play in the same fashion as you revealed him in the first place. If this happens to your Ringwraith, you may *not* reveal a different Ringwraith as your Ringwraith **and** your opponent may not reveal the Ringwraith that you returned to your hand.

Note: This represents the Ringwraith's mount being eliminated.

SPLITTING A COMPANY AT A NON-DARKHAVEN SITE

During the organization phase, a company at a non-Darkhaven site may split into two or more companies. The following instructions apply:

- One of the companies may remain at the current site.
- One of the companies may return to the nearest Darkhaven site indicated by the current site's card.
- Any other companies must move to different sites using region movement.

Clarification: These restrictions mean that two companies may not start at the same site and then move to the same site separately (i.e., in such a situation the two companies would have to move as one company).

6 • MOVEMENT

If you have *Middle-earth: The Wizards* cards (or an appropriate map), there are two ways to move from one site to another. A company can use the site path on a site card (i.e., starter movement, see the Starter Rules) **or** it can use region cards as its site path to a specific site card (i.e., region movement).

- A *Ringwraith's* company may not use region movement.

If both players agree, they can use region movement as it is used in *METW*. See page 78 for region movement guidelines.

Clarification: Region movement is not necessary to play this game. Region movement just gives you more options; i.e., with region movement a company need not move to a Darkhaven every other turn. Region cards are not included in *MELE*. However, the map in the color insert facilitates region movement.

MOVING COMPANIES TO THE SAME NON-DARKHAVEN SITE

During the organization phase, two or more companies may move to the same non-Darkhaven site, but one of the following cases must apply:

- One company may already be at the site. In this case the other companies moving to the site must state that their new site card is already in play (the current site card for the non-moving company). This site card remains in play until at least the end of the turn.
- Two or more companies moving to the site must state that the same face down site card is their new site card.

In both cases, the two companies must face hazards separately and are then combined at the end of the movement/hazard phase. If two companies end up at a site and combining those companies would violate the limitations on company composition (see page 57), one of these companies must return to its site of origin. Similarly, an effect that causes such a violation is cancelled.

Note: This means that your Ringwraith's company may not move to the same non-Darkhaven site as one of your other companies, since this would result in your Ringwraith joining with other characters.

7 • COMBAT

An *untapped* character that is not the target of a strike may tap to *support* a character in the same company that is the target of a strike. The target's prowess is modified by +1 for each such supporting character.

Clarification: An ally may tap to give a +1 prowess modification in this manner.

Example: A *Cave-drake* (two strikes, 10/-) attacks your company which consists of the untapped characters Gorbag, Snaga, Muzgash, Ufthak, and an Orc Veteran. *Cave-drake* allows your opponent to assign the strikes, so he assigns them to Gorbag and Muzgash. Gorbag takes his strike without tapping and rolls a 12, easily defeating the attack. Muzgash has *He'll Talk* played on him, so you want him to survive. You tap Snaga, Ufthak, and the Orc Veteran to aid Muzgash in facing the strike. You would also like to tap Gorbag, but you cannot—he was assigned a strike from the attack, so he is still a target of this attack. Muzgash has a prowess of 7 versus this attack: 4 (his own prowess) + 1 (Snaga's support) + 1 (Ufthak's support) + 1 (Orc Veteran's support).

• CANCELING AN AUTOMATIC-ATTACK

• A character at one of his home sites may tap to cancel one automatic-attack at that home site. This does not apply if a character's home site is not a specific site (e.g., an Orc with an "Any Dark-hold" home site may not cancel an attack in this fashion).

• MARSHALLING POINTS

• You only receive kill marshalling points for defeating a creature with an * next to its marshalling points. You may use the creature's card as a trophy card (see below) **or** you may place the card in your marshalling point pile.

Note: A Wizard player does not receive marshalling points for defeating such a creature with an * next to its marshalling points.

• If you defeat a creature that does not have an * next to its marshalling points, you may use the creature's card as a trophy card (see below) **or** you may place the card in your out-of-play pile. You **do not** receive marshalling points for defeating it.

Note: You do not receive marshalling points if the creature you defeat is one of your own cards.

• TROPHIES

• If one of your minion companies defeats a creature, you may place the creature's card under the control of any Orc or Troll character that faced a strike from the creature's attack. This card is called a "*trophy*" and is treated as a minor item with zero corruption points. A trophy may not be transferred or stored. If a trophy that is *not* worth kill marshalling points to you is discarded, it is placed in your out-of-play pile. If a trophy that is worth kill marshalling points to you is discarded, it is placed in your marshalling point pile.

• Trophies give a character bonuses based upon the total number of marshalling points indicated by the trophies (i.e., on the creature cards). One and only one of the following sets of bonuses applies to a character with trophies:

- If a character's trophies have 1 marshalling point, the character receives +1 to direct influence.

- If a character's trophies have 2 marshalling points, the character receives +1 to direct influence and +1 to prowess (to a maximum of 9).
- If a character's trophies have 3 marshalling points, the character receives +2 to direct influence and +1 to prowess (to a maximum of 9).
- If a character's trophies have 4 or more marshalling points, the character receives +2 to direct influence and +2 to prowess (to a maximum of 9).

Note: You may not use one of your own cards as a trophy.

8 • CORRUPTION

Before the roll is made for a corruption check, you may tap other characters in the same company as the character making the check. The corruption check is modified by +1 for each such character tapped.

A corruption check for any character in a Ringwraith's company is modified by +2.

Clarification: If more than one character in a company is forced to make a corruption check, the corruption checks are resolved one at a time in an order chosen by the player controlling the characters. Each character tapped may only give a +1 modification to one corruption check, **not** to all of the corruption checks.

Clarification: When the Audience With Sauron is called, a character may only tap to give a +1 corruption check modification to another character in the same company.

Example: Your company consists of the untapped characters Gorbag, Snaga, Muzgash, Ufthak, and an Orc Veteran. A *Weariness of the Heart* is played on Gorbag, requiring him to make a corruption check.

Gorbag is carrying *The Iron Crown* (5 corruption points), so you tap Ufthak and Muzgash to help him with his corruption check. Gorbag has a corruption total of 5, but his roll is modified by +2 (+1 for Ufthak and +1 for Muzgash). He cannot fail and will tap only on a 3 or less.

9 • INFLUENCE

Influence is the only way that your characters can directly affect your Ringwraith opponent's resources. During your site phase, one and only one of your characters may tap to attempt to influence away one of your opponent's characters, followers, allies, factions, or items. This may only take place if the influencing character and the target of the influence are at the same site. If you successfully influence the target, it is discarded. In some cases, you may reveal an identical card and attempt to play it (i.e., he convinces the target to join his side).

Such an influence attempt may not be made on the first turn, and your Ringwraith may not make such an attempt on the turn he is revealed.

Note: An influence check can never be made against your Ringwraith, a Ringwraith follower, an ally controlled by your Ringwraith, or an item controlled by your Ringwraith.

Influencing an Opponent's Non-follower Character

To attempt to influence one of your opponent's non-follower characters you must make an influence check. You make a roll (2D6) and:

- Add the influencing character's unused direct influence.
- Subtract your opponent's unused general influence points.
- Subtract the result of a roll (2D6) made by your opponent.
- Add any other modifications (from cards and special abilities).

All modification cards must be played before either player makes a roll.

If the modified result is greater than the target's mind attribute, the target character card and all of the non-follower cards he controls are discarded. Otherwise, nothing happens.

If you reveal an identical character card from your hand before making the roll for the influence check, the target character's mind attribute is treated as if it were zero. If the attempt is unsuccessful, you must discard the character card you revealed. If such an influence check is successful, the target character and his non-follower cards are discarded **and** the revealed character card

may be immediately played (appearing at the same site). In order to play this character, you must have enough unused general influence to control him or an influencing character at the same site must have enough direct influence.

Clarification: If you reveal an identical character in order to nullify the target character's mind attribute for an influence check, you must discard that character if you do not play him.

Influencing an Opponent's Follower

To influence an opponent's follower, you must make an influence check as outlined above. However, the result is also modified by subtracting the "unused direct influence" of the follower's controlling character.

Influencing an Opponent's Faction

To influence an opponent's faction, you must make an influence check as outlined above. However, the following exceptions apply:

- Instead of a mind attribute, the influence check uses the value required to bring the faction into play (as given on the faction's card).
- The influence check is modified by any of the faction's applicable modifications (as given on the faction's card).
- Revealing an identical faction card reduces the value required to bring the faction into play to zero and allows you to play that card if the influence check is successful.

You may only influence an opponent's faction if the influencing character is at one of the sites where the faction is playable.

Influencing an Opponent's Ally

To influence an opponent's ally, you must make an influence check as outlined above. However, the following exceptions apply:

- Instead of the controlling character's mind attribute, the influence check uses the ally's mind attribute.
- The result is also modified by the "unused direct influence" of the character controlling the ally.
- Revealing an identical ally card reduces the ally's mind attribute to zero and allows you to play the card if the influence check is successful.

Influencing an Opponent's Item

To influence an opponent's item, you must make an influence check as outlined above. However, the following exceptions apply:

- The mind attribute of the character controlling the item is used.
- The result is also modified by subtracting the "unused direct influence" of the item's controlling character.
- You *must* reveal an identical item card in order to make an influence attempt on an item (i.e., you are attempting to convince the controlling character that the item would be more useful to Sauron's cause in your hands). If the influence check is successful, you may play your card with the character that made the influence check—if you choose not to play the item, discard it.

You may not make an influence attempt on an item with a permanent event on it.

Clarification: The unused direct influence for an influence check against an item is affected by any direct influence modification that the target item gives its bearer.

Example: Wendy moves her company to the same site as Nick's company. During her site phase, Lieutenant of Morgul attempts to influence Radgug (an Orc). Wendy has 5 unused general influence, Nick has 2 unused general influence, and Lieutenant of Morgul has 2 unused direct influence. Since Lieutenant of Morgul is attempting to influence an Orc, his special ability gives him +3 direct influence for a total of 5. Finally, Wendy reveals her own Radgug card. So, Radgug's mind is 0 for the purposes of this roll.

Wendy rolls 2D6 and gets a 6, while Nick rolls 2D6 and gets a 7. So the modified result of the influence check is $2 = 6$ (Wendy's roll) + 5 (Lieutenant of Morgul's unused direct influence) - 2 (Nick's unused general influence) - 7 (Nick's roll).

This is greater than Radgug's mind (0 for this roll), so Nick's Radgug card is discarded. Since Wendy revealed her Radgug card, she may now play it with her company. She decides to control him with her unused general influence, rather than place him as a follower of Lieutenant of Morgul.

Nick smiles when he sees this. On his turn he does not move. During the site phase he enters the site and his Lieutenant of Dol Guldur attempts to influence Radgug's card back. Lieutenant of Dol Guldur has 3 unused direct influence and a +2 direct influence against Orcs. Wendy now only has 1 unused general influence, since she used 4 to control Radgug.

Nick rolls 2D6 and gets a 5, while Wendy rolls 2D6 and gets a 7. So the modified result of the influence check is $2 = 5$ (Nick's Roll) + 5 (Lieutenant of Dol Guldur's unused direct influence) - 1 (Wendy's unused general influence) - 7 (Wendy's roll).

A 2 was good enough for Wendy, but it is not good enough for Nick. Since Nick could not play a Radgug card, he has to beat Radgug's mind of 4 to influence him away.

10 • PLAYING AND DRAWING CARDS

There are several Standard Rules changes involving playing cards.

PLACING A CARD ON-GUARD

During the movement/hazard phase of your opponent's turn, you may place one card *on-guard* for each of your opponent's companies. This card is played face down next to the company's new site or next to its current site if it did not move. Any card can be placed on-guard (i.e., it does not have to be a hazard, you can bluff). Such a card does count against the hazard limit for the company it is placed on.

The card will remain on that site until one of the following occurs:

- *The company decides to face the site's automatic-attack.* If the on-guard card is a hazard creature keyed to the company's site **or** a hazard that can modify the automatic-attack, it may be revealed before the automatic-attack is resolved. If it is a hazard creature, it will attack after the automatic-attack is resolved.
- *The company plays a card that potentially taps the site.* If the on-guard card is a non-creature hazard, it may be revealed if it is a hazard that directly affects the company or a character in the company (e.g., a hazard that forces all characters to make a corruption check).
- Otherwise, return the card to your hand at the end of the site phase.

In the first two cases, the card is handled as if it had been played during the movement-hazard phase (i.e., short-events are discarded, long-events last until your opponent's next long-event phase, etc.).

Note: A card may not be revealed in the second case above if it: returns the company to its site of origin, taps the site or a character in the company, forces the company to do nothing during the site phase, or potentially removes a character or ally from the company (outside of combat or forcing a corruption check).

Example: After visiting Gondmaeglom, Wendy's company moves to The Lonely Mountain. During her movement/hazard phase, Nick places a card on-guard. The card is *Awaken Denizens*, but since it is face down Wendy does not know that. This card doubles the number of strikes for an automatic-attack at a Ruins & Lairs site.

During her site phase, Wendy states that her company will face the Lonely Mountain's automatic-attack (a Dragon, 1 strike with a prowess of 14). Nick reveals his on-guard card and the automatic-attack becomes 2 strikes with a prowess of 14 each. Wendy's company must face this attack.

On the next turn Nick's company moves to Dimrill Dale. Wendy plays a *Cave-drake* on-guard. Nick declares he will face the automatic-attack (Orc, 1 strike at 6 prowess). Wendy reveals the *Cave-drake*, and Nick will have to face it after the automatic-attack.

Next, Wendy's company moves to the Dead Marshes. Nick plays a *Weariness of the Heart* on-guard. Wendy faces the automatic-attack and then plays an item. In response to the item being played, Nick reveals the *Weariness of the Heart* and forces one of Wendy's characters to make a corruption check.

Finally, Nick's company moves to Bag End. They face several creatures along the way and barely make it there in one piece. Additionally, Wendy places *A Nice Place to Hide* on-guard. Since it is a resource she will never be able to reveal it. Nick does not know this, and is worried about what the card might be, so he decides not to enter the site this turn. The site phase ends and *A Nice Place to Hide* returns to Wendy's hand.

LIMITS ON DRAWING CARDS

During your turn, you may draw cards based on one of your moving companies only if the company contains a Ringwraith *or* at least one character with a mind attribute of three or more.

DICE ROLL TIMING

Before a roll is made for combat or a check, cards may be played that will modify the result of the roll. However, once the roll is actually made, no further cards may be played that modify the dice roll result. This modified result is used to determine *effects* of the combat or check before any other actions are taken. When the effects of a dice roll require other actions (e.g., a successful strike requires a body check) those actions become the initial actions (any further rolls come first) in the next chain of effects after the roll.

TIMING RULES

You and your opponent may both want to perform actions at the same time or actions that are sequenced with respect to other actions. This can happen during your movement/hazard phase (or during your site phase if your opponent has a card on-guard). Such actions often include playing a card, tapping a character already in play, and revealing an on-guard card.

Your opponent may always declare an action in response before your action is resolved. Then, you may respond to his action, and he can respond to your second action, and so on until neither player can (or wants to) perform an action.

You must give your opponent a chance to respond to every action, and vice versa. If you perform an action and move on to another action without giving your opponent a chance to respond, you must "backup" if he indicates that he wants to respond.

Such a series of declared actions is called a chain of effects. You always have the option of declaring the first action in a chain of effects during your turn. The actions in a chain of effects are resolved one at a time from last declared to first declared (i.e., the last declared action is resolved first, then the second to the last, etc.).

You may follow one of your declared actions with another of your declared actions in the same chain of effects, so long as you give your opponent a chance to respond to your first action.

An action in a chain of effects is negated if the conditions required to perform it are negated by another action that is resolved before it in the chain of effects.

Creature hazards may not be played in response to other actions. They must always start a chain of effects.

Timing Example: One of your companies is moving with *Doors of Night* in play. Your opponent plays *Minion Stir* on the company. You think you can handle one extra strike and prowess, but not two, so you play *Skies of Fire* in response to get rid of *Doors of Night*. Your opponent plays *Twilight* in response, targeting your *Sky of Fire*. This is how it all works out:

0) *Doors of Night* in play.

1) *Minion Stir* declared.

2) *Skies of Fire* declared.

3) *Twilight* declared targeting *Skies of Fire*. Normally you can't target a card that isn't in play (hasn't resolved) yet, but *Twilight* says it can be played on cards not yet resolved.

4) No more actions are declared, so actions start resolving.

5) *Twilight* resolves cancelling and discarding *Skies of Fire*.

6) *Skies of Fire* would have resolved here, taking out *Doors of Night*, but it was cancelled so nothing happens.

7) *Minion Stir* resolves.

It is your turn so you have the option of starting the next chain of effects. You play a *Voices of Malice*, targeting *Minion Stir*. You would have like to have played it between 3) and 4), but *Minion Stir* was not in play at that time so you could not target it. Your opponent does not respond, so *Voices of Malice* resolves and discards *Minion Stir*.

• PART III • OPTIONAL RULES

Each of these optional rules may be used if all players agree before the game begins. Refer to the appendices (page 86) for conventions of tournament play—these are widely used for casual play.

- **Company vs. Company Combat** — When one player is a Ringwraith and his opponent is a Wizard (see Part IV), combat can occur between companies (see page 80). After such a combat, if your opponent's company has only wounded characters you may attempt to "steal an item." To steal an item, you must tap a character in your company that was involved in the combat. Then, you can force your opponent to discard an item of your choice in his company that was involved in the combat. Finally, if you have a manifestation of the discarded item in your hand, you may play it with the character
- 70 you just tapped.

MULTI-PLAYER RULES

Except for the guidelines presented in this section, a multi-player game (3-5 players) uses the normal rules.

Victory Conditions: The normal rules are used for victory conditions and to determine when the game ends. However, when a player calls the Audience With Sauron, each of the other players gets to take one final turn. If a player's Ringwraith is eliminated, that player is out of the game; however, the game only ends in this manner if only one player is left in the game. The doubling of your marshalling points based on a MP type only applies if none of your opponents has a card in play of that type.

Getting Ready to Play: Before the players set up their decks for play, each player makes a roll (reroll all ties). When play starts, the players will sit clockwise around the table in the order of their rolls, from highest to lowest. The highest roller chooses the Ringwraith he will play, the second highest roller chooses his Ringwraith from the remaining Ringwraiths, etc. Each player may place up to two of his Ringwraith cards in his play deck.

At this point each player should have his play deck constructed. For multi-player games, half (round up) of the hazards in your play deck must be hazard creatures.

Each player should select a character pool of up to 25 characters. The *low* roller reveals a character from his pool; this character starts in play. Then, the player to the right of the low roller reveals a starting character that has not already been revealed. This process continues in a counter-clockwise direction until all players have revealed their starting characters as outlined in the normal rules. Then, each player may place up to 10 characters from their character pool into their play decks.

After the characters are all revealed, each player may exchange up to three cards between his play deck and his cards not being used (all normal play deck restrictions must be met). The highest roller takes his turn first. Then, the player to his left takes his turn, and so on.

The Player Turn: Your "hazard-opponent" for the purposes of hazards is the player to your left. During your long-event Phase, you remove your own resource long-events and the hazard long-

events belonging to your hazard-opponent. Only your hazard-opponent may draw cards (based on the site being moved to) and play hazards during your movement/hazard phase. A player only has the option of discarding a card during an end-of-turn phase if it is his own turn or if it is his hazard-opponent's turn.

Twilight cards can be played at any time by any player. Permanent-events, long-events, and other "global" events (e.g., tapping *Ren the Unclean*) affect all players.

Middle-earth: The Wizard's Companion provides some expanded, variant multi-player rules.

SOLITAIRE RULES

Getting Started: Place all of your hazard cards in one shuffled deck. (*Variant #1:* Have someone construct a hazard deck for you. *Variant #2:* Construct several "well-tuned" hazard decks of approximately 25 cards each, then play against each one.) Your play deck has no hazards and must have at least 30 cards. Your hand size is only five cards.

During Play: Proceed normally, except for the following exceptions. There is no opponent's player turn. Whenever you would draw or discard to get a hand of 8 cards, you now draw or discard to get a hand of 5 cards. During the movement/hazard phase, you draw and discard normally for each company.

Playing Hazards: During the movement/hazard phase, for each company, you draw hazard cards equal to 2 plus twice the number of hazard cards normally drawn for that site. Then you must play as many of those hazard cards as you can within the hazard limit for the company. You should play the hazards in the fashion that is most disadvantageous for your companies. Any cards requiring *Doors of Night* are saved and played when a *Doors of Night* is drawn.

Object of the Game: The object of the solitaire game is to accumulate as many marshalling points (MPs) as you can by the time you exhaust your play deck for the second time.

Middle-earth: The Wizard's Companion provides some expanded, variant multi-player rules.

• PART IV •

USING MELE WITH METW

When one player is a Ringwraith and his opponent is a Wizard, play proceeds normally for each player within the limitations outlined in this section.

Note: Unless stated otherwise, the Wizard player uses the *METW* rules and the Ringwraith player uses the *MELE* rules. Most elements of *METW* and *MELE* are identical—both of these series are part of the *Middle-earth Collectible Card Game™ (MECCG™)*. Should a discrepancy arise between an aspect of the *MELE* rules and the *METW* rules, the *MELE* rules take precedence as they were written with refinements in language and organization. Do not to confuse an element of *MELE* that is particular to playing a Ringwraith with a Wizard's perspective on things—passages containing Ringwraith only rules are marked with a line of bullets as a sidebar.

1 • THE VICTORY CONDITIONS

Assuming you are a Ringwraith and your opponent is a Wizard, the game ends when one of the following occurs during play:

- 1) If your Ringwraith is “eliminated”—your opponent wins.
- 2) If your opponent's Wizard is “eliminated” (i.e., through combat or corruption)—you win.
- 3) If you move *The One Ring* to Barad-dûr—Sauron is reunited with *The One Ring* you win. (See page 44 for more on Rings.)
- 4) If your opponent moves *The One Ring* to Mount Doom and plays certain cards—*The One Ring* is destroyed; your opponent wins.
- 5) Otherwise, the winner is decided when either the *Audience with Sauron* is called (see pages 6-7) or the *Free Council* is called (see the *METW* Rules). The audience and the council are called when one of the following occurs:
 - When each play deck has been exhausted once, both the audience and the council start at the end of the current turn.
 - Otherwise, you as a Ringwraith have played an *Sudden Call* card or you as a Wizard have called the council (as outlined in the *MELE* rules and the *METW* rules). The council and the audience both start at the end of the next turn (i.e., your opponent gets one last turn).

THE AUDIENCE AND THE COUNCIL

All characters and Wizards make corruption checks as outlined in the *MELE* and *METW* rules. The winner is the player with the most marshalling points—i.e., the player who has done the most to help his side win.

At the Audience/Council, you may reveal any unique marshalling point cards in your hand that match unique cards that your opponent has in play. You may also reveal any marshalling point cards in your hand that are manifestations of cards that your opponent has in play. Each such revealed card reduces your opponent's marshalling point total by one.

2 • THE CARDS AND DECKS

Hazard cards are the same for both *MELE* and *METW* and may be freely used by both Ringwraiths and Wizards. *MELE* does not include region cards. However, if region movement is being used, Ringwraith players may use *METW* region cards (or an appropriate, mutually acceptable map).

MELE (i.e., Ringwraith) characters, resources, and sites are different from *METW* (i.e., Wizard) characters, resources, and sites. It is very important to distinguish between the two types:

- *MELE* characters are referred to as “minions” (or minion characters) and *METW* characters are referred to as “heroes” (or hero characters). Minion characters have a rusted purple background, while hero characters have a blue stone background.
- *MELE* resources are referred to as “minion resources” and *METW* resources are referred to as “hero resources.” Minion resources have a blue-gray metal background, while hero resources have a copper metal background.
- *MELE* sites are referred to as “minion sites” and *METW* sites are referred to as “hero sites.” Minion sites have a burned-gray parchment background, while hero sites have a white parchment background.

The hero version of a unique resource is a manifestation of the same minion version of the resource and vice versa. Normally, the only resources that have both minion and hero versions are items and factions.

Deck Construction

Only Ringwraith players may include minion characters, resources, and sites in their decks, while only Wizard players may include hero characters, resources, and sites in their decks.

However, there is an exception to this: a Ringwraith player may use any hero item resource card as if it were a minion item resource card. Similarly, a Wizard player may use any minion item resource card as if it were a hero item resource card. The following apply:

- All normal requirements must be met to play the item.
- All restrictions to movement still apply.
- All bonuses and special abilities are ignored.
- The item is only worth half (round up) of its normal marshalling points.
- The hero version of a unique item is a manifestation of the same minion version of the item and vice versa.

Example: Nick plays Wendy's favorite *METW* deck a lot so he prepares for the next game by putting *Book of Mazarbul* and *Glamdring* in his deck. During the game, he still has to go to Moria to play the *Book of Mazarbul* as it says on the card. Unfortunately, Nick cannot tap the *Book of Mazarbul* to increase his hand size, because all of its special abilities are ignored. If he gets *Glamdring* into play, it will only be worth 1 marshalling point to Nick instead of the normal 2.

Likewise Wendy is prepared for Nick's *MELE* One Ring deck. She plays the hero version of *Scroll of Isildur* which Nick often uses to help him get *The One Ring*. Even though Nick's minion version of *Scroll of Isildur* is a different card, it is considered a manifestation of Wendy's hero version. Since it is also unique, Nick cannot play his own *Scroll of Isildur* if Wendy has hers in play.

Note: Agent hazards (see *ME: Dark Minions*) require the use of sites for movement, and your agent hazards must still use sites from your site deck.

CARD EFFECT LIMITATIONS

Certain cards from the original *MECCG* are inappropriate for play against *MELE* decks. The following cards will have no effect on a Ringwraith player. This is because the mechanics of the cards do not work with the mechanics of Ringwraith companies, or their effect is too powerful against a Ringwraith company.

From *ME: The Wizards*

Bane of the Ithil-stone
Foul Fumes
Mûmak
The Nazgûl are Abroad

From *ME: The Dragons*

Winds of Wrath
Worn and Famished

From *ME: Dark Minions*

all events that require an agent
The Black Enemy's Wrath
Chance of Being Lost
Great Secrets Buried There
In the Heart of His Realm
Mordor in Arms

There are also certain cards from the original *MECCG* that your play group may not want to use. Some of these are cards that represent too much of an intentional action by Sauron himself. Sauron would not go about hindering his own lieutenants as they do his work. The rest of these cards represent something closely associated to the heroes of Middle-earth. Playing them on minions would make little sense in terms of simulating Tolkien's works. Again, it is up to your playgroup to decide if these cards have an effect on Ringwraith players:

From *ME: The Wizards*

Eye of Sauron
Morgul-knife
The Pale Sword
Rogrog

From *ME: The Dragons*

Black Breath
Gothmog
Many Sorrows Befall

From *ME: Dark Minions*

Aware of Their Ways
Eyes of the Shadow
In Great Wrath
Long Dark Reach
Out of the Black Sky
Revealed to All Watchers
Wraith-lord.

3 • GETTING READY TO PLAY

As mentioned above, only Ringwraith players may include minion characters, resources, and sites in their decks, while only Wizard players may include hero characters, resources, and sites in their decks. For these purposes, decks include sideboards. The following modifications to the deck requirements should be used:

- Place between 30 and 50 Resource cards **and** an equal number of Hazard cards in your play deck.
- You may place up to three Ringwraiths in your play deck. As an exception to the “only one unique card,” you may place up to three of the same Ringwraith in your play deck.
- Minion agents included in a Ringwraith’s deck count as characters for the purposes of meeting deck requirements. However, during play, each minion agent may be played as either a character (i.e., as a minion character) or as a hazard (i.e., as an agent).
- Minion agents included in a Wizard’s deck count as hazards for the purposes of meeting deck requirements.
- You must have at least 12 hazard creatures in your play deck. Several types of cards only count as half a creature for this purpose:
 - A creature that is also playable as an event (e.g., Nazgûl, *Mouth of Sauron*, *Shelob*, etc.)
 - A Dragon “Ahunt” or “At Home” manifestation
 - An agent (Wizard player only)

Note: These guidelines should also be used if both players have access to a large number of *MECCG* cards from *MELE*, *METW*, *ME: The Dragons*, and *ME: Dark Minions*.

4 • THE PLAYER TURN

The player turn remains basically the same. However, during your site phase, one and only one of your companies may do *one and only one* of the following:

- Attempt to influence away one of your opponent’s characters, followers, allies, factions, or items (if it is at the same site).
- Make an attack against one of your opponent’s companies (if it is at the same site). See page 80 for more details.

5 • CHARACTERS & COMPANIES

When you reveal your Ringwraith or play a Ringwraith follower, any corresponding Nazgûl hazard in play is discarded.

6 • MOVEMENT

If region movement is being used, Ringwraith players may use *METW* region cards (or an appropriate, mutually acceptable map).

Your Ringwraith company may not use region movement.

Note: Ringwraith must use starter movement because of their difficulties with crossing water. It is assumed that the site paths used in starter movement represent known and well traveled routes so that the Ringwraiths can use them to avoid water barriers that do not have fords, bridges, or ferries.

REGION MOVEMENT

To use region movement, play a new site card and a series of up to four regions (all face down) that connect the company's current site with the new site. A series of regions "connects" two sites if:

- The current (i.e., site of origin) site is located in the first region, **and**
- That region card is adjacent to the next region card played, **and**
- That region card is adjacent to the next region card played, . . . , **and**
- Finally, the last region card played is the region that the new site card is located in.

A region is adjacent to another region if and only if each region lists the other region on its card. The only exception to this is that Udûn is adjacent to Dagorlad for Ringwraith players.

Clarification: To use region movement for a company, the region cards played must include the region containing the company's current site and the region containing the new site.

If both the current site and the new site are in the same region, only that region card need be played.

Clarification: If two sites are separated by more than four regions, a company may not travel directly between them in one turn (unless some special resource card is used). The company must first travel to interim sites (one per turn) until it reaches a site that is within four regions of the destination site.

Clarification: Certain regions may appear to be adjacent on the maps, but turn out not to be adjacent upon examination of the lists on their cards. For example, Dagorlad and Rohan appear to be adjacent on the maps, but they are really separated by the Anduin River.

Playing Hazards

For the purposes of playing hazards, the site path for a company using region movement is defined by the region types of the region cards played. You can use a creature hazard to *directly attack* one of your opponent's companies if at least one of the region types on the creature's card matches that region type of a region card played by the company (two are required for creatures that require two symbols of the same type).

Clarification: Region movement can be more dangerous to use than normal movement—certain creatures can be played keyed to specific region cards.

Example: Lets look at our example for movement from the Starter Game (see page 25). Wendy's company is in Barad-dûr (in the Gorgoroth region) and wants to move to The Lonely Mountain (in the Northern Rhovanion region) in order to bring the *Smaug Aroused* faction into play. If she does not use region movement this takes three turns: Barad-dûr to Minas Morgul, Minas Morgul to Dol Guldur, and Dol Guldur to The Lonely Mountain. Using region movement, she can do it in two turns.

The shortest number of region cards required for this move is 5 and there are two possible routes:

- Gorgoroth ■, Udûn ■, Dagorlad ◀, Southern Rhovanion ◀, Northern Rhovanion ♣.
- Gorgoroth ■, Nurn ■, H. Plains ◀, S.Rhovanion ◀, N.Rhovanion ◀.

Since they both have the same site path neither is more dangerous than the other. Since they are both more than 4 regions long, Wendy's company will have to stop somewhere along the way. Wendy knows she has the *Easterlings* in her deck. On the chance that she might draw it, she takes the second route and stops at the Easterling Camp (in the Horse Plains region).

On her first turn, she moves to the Easterling Camp by playing the Easterling Camp site and the following regions: Gorgoroth ■, Nurn ■, Horse Plains ◀. On her second turn, she moves to The Lonely Mountain by playing the Lonely Mountain and the following regions: Horse Plains ◀, Southern Rhovanion ♣, Northern Rhovanion ♣.

7 • COMBAT

In Ringwraith vs. Wizard games, most combats with companies fighting creature attacks, automatic-attacks, and special attacks are handled normally. However, when combat occurs between a Ringwraith company and a Wizard company, certain special guidelines must be followed.

CANCELING AN AUTOMATIC-ATTACK

A character at one of his home sites may tap to cancel one automatic-attack at that home site. This does not apply if a character's home site is not a specific site (e.g., an Orc with an "Any Dark-hold" home site may not cancel an attack in this fashion).

Note: This rule applies to both minion and hero characters.

COMPANY VS. COMPANY COMBAT

During your site phase, one of your companies may attack one of your opponent's companies if the following conditions are met:

- Both companies are at the same site.
- Your company has faced the automatic-attack (if any).
- You have not already made an influence attempt against your opponent this turn.

This attack is declared and enacted at the end of the site phase following all other actions your company takes during the site phase.

Note: Hazards may not be played during company vs. company combat.

Note: Cards that affect the number of strikes of an attack have no effect on company vs. company combat.

Note: Hazards have no affect on company vs. company combat.

Resolving Combat With Another Company

When one of your companies is attacked by another company during your opponent's site phase, you are considered to be the defending company. Your opponent's company (the attacking company) is considered to be making a single attack with one strike corresponding to each of the characters in his company:

- Each strike can target one and only one character in the defending company.

- Each character can be the target of only one strike from a given attack.
- If an attack has more strikes than the defending company has characters, the attacker may allocate the excess strikes as -1 modifications (i.e., a -1 mod. for each unallocated strike) to the prowess(es) of whichever target(s) he chooses. See page 29.

This combat is handled like any other combat with the exceptions noted in this section.

Canceling an Attack From a Company

You can cancel an attack from a company just like you would cancel any other attack. Certain cards and abilities only cancel attacks with specific race types (e.g., *Not Slay Needlessly* only cancels attacks by Elves, Dwarves, Dúnedain, and Men). Such a card can be used to cancel an attack from company only if each character in the company has one of the race types that the card can cancel.

Example: In order to cancel an attack from a company, a scout in the defending company may tap to play *A Nice Place to Hide*.

Orc Quarrels normally cancels an Orc, Troll, or Man attack. So it can be used to cancel an attack from a company if that company consists of only Orcs, Trolls, and Men.

Note: If this attack is canceled, the site phase is over for the attacking company and play proceeds normally.

Assigning Strikes

For company vs. company combat, the process for assigning strikes differs slightly from normal combat:

- First, the defender chooses which *untapped* characters will be the targets of given strikes.
- Then, the attacker chooses which other defending characters not yet assigned a strike will be the target of any remaining unassigned strikes corresponding to his *untapped* characters.
- Finally, the defender assigns any remaining strikes to his characters that have not been assigned strikes.

A Strike's Prowess

Each strike's prowess is based upon the attacking character corresponding to the strike.

- The base prowess for each of the attack's strikes is equal to the corresponding character's prowess.
- A *wounded* attacking character's prowess is modified by -2.
- A *tapped* attacking character's prowess is modified by -1.
- An *untapped* attacking character that does not tap has his prowess modified by -3.
- If an attack has more strikes than the company has characters, the attacker may allocate the excess strikes as -1 modifications to the prowess of whichever defending character(s) he chooses. See the Strike Sequence on the next page.
- A strike's prowess may also be modified due to the play of certain resource cards. Each player may only play one resource card requiring skill on a given strike.

Resolving Strikes

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 strike before the roll is made (see "The Strike Sequence" below).

To resolve a strike, the attacker rolls (2D6) and adds his modified prowess—this is the strike's *final prowess*.

Then, the defender makes a roll (2D6) and adds his modified prowess:

- If this result is greater than the strike's final prowess, the strike *fails*. The character corresponding to the strike is wounded and must make a body check.
- If this result is equal to the strike's final prowess, the strike was *ineffectual* (i.e., a "tie" means that the strike is avoided but not defeated).
- Otherwise, the strike was *successful* (i.e., the character was defeated). The target character is wounded and must make a body check.

Body Checks

Body checks for both defending and attacking characters are resolved normally.

If a defending character is eliminated, the attacking player receives "kill" marshalling points as indicated on the character's card. If an attacking character is eliminated, the defending player receives "kill" marshalling points as indicated on the character's card.

The Strike Sequence

Strikes are resolved one at a time as decided by the defending player (i.e., he chooses a strike to resolve, the strike is resolved, he chooses the next strike to resolve, the strike is resolved, etc.).

All of the factors affecting the strike must be decided before making any rolls (2D6). Address these factors in the following order:

- 1) The attacker may play resource cards that affect the strike (up to one card that requires skill).
- 2) The attacker may decide to use any or all of his remaining (if any) -1 modifications due to unallocated strikes (i.e., strikes in excess of the defending company's size).
- 3) An attacking, untapped character may take a -3 modification so that he will not automatically tap.
- 4) A defending untapped character may take a -3 modification so that he will not automatically tap.
- 5) A untapped defending characters that is not (and has not been) himself the target of a strike from the same attack may tap to support a defending character. The defending character's prowess is modified by +1 for each supporting character.
- 6) The defending player may play resource cards that affect the strike (up to one card that requires skill).

Note: Even though it is not his turn, the defending player may play resource cards that affect the resolution of strikes.

Example: Wendy's company at Moria consists of the untapped Beorn (7/9 Warrior/Ranger) and the wounded Frodo (1/9 Scout/Diplomat). Nick moves his company to Moria. It consists of the untapped Carambor (5/8), the untapped Ciryaher (2/7), and the tapped Gulla (5/8). During the site phase he declares he is facing the automatic-attack. Ciryaher taps and plays *A Nice Place to Hide* to cancel the automatic-attack.

Since he has faced the automatic-attack Nick's company may now attack Wendy's company. First, because Beorn is untapped, Wendy gets to assign the strike to Beorn—she assigns Ciryaher's strike to Beorn. Then, because Frodo is not untapped, Nick then assigns the untapped Carambor's strike to Frodo. He cannot assign Gulla to Frodo since Gulla is tapped. Since all the defending characters have been assigned a strike, Gulla's strike becomes a -1 modifier that Nick can assign later.

Beorn does his strike sequence first. Nick plays no resources and decides to save his -1 modifier for Frodo. Beorn decides not to tap, so his prowess is 4 (= 7 - 3). Ciryaher is tapped, so his prowess is 1 (= 2 - 1). Wendy decides to play *Risky Blow* (+3 prowess and -1 body to a Warrior facing a strike), so Beorn's prowess is back up to 7. Finally the dice are rolled. Nick rolls a 6 and Wendy rolls a 3. The attacks final prowess is 7, and Beorn beats this easily with his prowess plus his roll equal to 10. Now Wendy gets to roll a body check against Ciryaher, and she rolls a 4. Ciryaher ends up wounded but not eliminated.

Next Frodo does his strike sequence. Nick plays a *Bold Thrust* and assigns the -1 modifier (from Gulla) to Frodo. Carambor then taps for his full prowess, plus 3 for *the Bold Thrust*, for a total of 8. Frodo has a -2 modifier because he is already wounded and a -1 modifier from the extra strike, so his prowess is a -2. Nick rolls for the final prowess of the strike and gets a 2, making the prowess 10. Frodo rolls and gets an 11, but unfortunately his -2 prowess drops this to a 9 and the strike succeeds. Nick rolls the body check and gets a 9. Normally this would not eliminate Frodo, but he was already wounded. So, he has a -1 body for this body check—Frodo is eliminated and removed from play.

MARSHALLING POINTS

A Wizard player does not receive marshalling points for defeating a creature with an * next to its marshalling points or for defeating a detainment attack.

If a hero company defeats an attack by a Ringwraith's Dragon faction, the hero player receives its marshalling points as kill marshalling points.

8 • CORRUPTION

There are no new guidelines for using corruption.

9 • INFLUENCE

Influencing your opponent's resources and characters is handled just as it is in *METW* and *MELE* with the following exceptions:

- All influence checks are modified by -5; i.e., its harder for evil characters to influence the Free Peoples and vice versa.
- Instead of revealing a card that is identical to the card being influenced, you may reveal a manifestation of that card or the same resource for the opposing side (e.g., if attempting to influence away the *Hillmen* from a Wizard, you can reveal the *Hillmen* minion faction resource for full effect).

10 • PLAYING AND DRAWING CARDS

This section presents some guidelines for handling several special types of cards.

RINGWRAITHS AND NAZGÛL

There are several types of cards that you can play a Ringwraith card even if the corresponding manifestation Nazgûl hazard permanent-event is already in play. In this case, the Nazgûl hazard permanent-event is discarded. This also applies in a game with two Ringwraith players using the Nazgûl hazard cards from *METW*.

AGENTS

Agents operate as outlined in the *ME: Dark Minions* rules with the following exceptions:

- Minion agents included in a Ringwraith's deck count as characters for the purposes of meeting deck requirements. However, during play, each minion agent may be played as either a character (i.e., as a minion character) or as a hazard (i.e., as an agent).
- Minion agents included in a Wizard's deck count as hazards for the purposes of meeting deck requirements.
- Agent hazards require the use of sites for movement, and your agent hazards must still use sites from your location deck.

· PART V ·

APPENDICES

CONVENTIONS OF TOURNAMENT PLAY

The following lists the essential rules for tournament deck construction and play. Refer to ICE's WEB page at "<http://www.ironcrown.com>" for the complete rulings or write I.C.E. at ICE, P.O. Box 1605, Charlottesville, VA 22902.

Character Draft: Starting characters are determined by **Character Draft**. Each Player selects up to 10 characters to put into his or her pool of potential starting characters. This happens before characters are selected for the play deck. Each player reveals his or her first choice for a starting character simultaneously with opponent. If this character is duplicated by opponent's selection, both characters are set aside (this character may not appear in either player's starting company). Each player then selects a second character to reveal (but not a character revealed earlier). Each unduplicated revealed character goes into its player's starting company. Each player continues this process until one of the following occurs: the player has 5 characters in his or her company, the total Mind of that player's starting characters is 20, the player has exhausted his or her pool of 10 potential starting characters, or the player decides to stop revealing characters (i.e., he or she is satisfied with the starting company). Note that when one player stops, the other player continues revealing characters until one of the four conditions is met. A player may not reveal a character that would bring the total Mind of all of his or her starting characters above 20.

In his or her play deck, each player may now assign up to 10 characters, and this may include any unrevealed or duplicated (set aside) characters from his or her pool of starting characters. Note that the Character Draft differs from the rulesbook in that a duplicated starting character does not automatically go into the play deck, and that its inclusion in the play deck does count against the deck's 10 character maximum.

The Weakest Link Method: If both players have an equal number of marshalling points (MPs) after the Free Council has resolved (i.e., there is a tie), add one corruption point to each non-Ringwraith character in play. Each character (except Ringwraiths) must make another corruption check, MPs are recounted, and victory is awarded to the player with the most MPs. If there is still a tie, add one more corruption point to each non-Ringwraith character and each makes another corruption check. Again, assess MPs to see if a winner emerges. If not, continue adding one corruption point, making corruption checks, and reassessing MPs until a winner emerges. If all non-Ringwraith characters in play are corrupted by the weakest link method (unlikely) and there is still a tie, roll dice to determine a victor.

Creature Minimum: A 12 creature minimum is required in each play deck's hazard mix. Creatures that are also events count as only half a creature towards this limit (rounding down). Such creatures include the Nazgûl, *Mouth of Sauron*, and *Shelob*. Sideboards have no such creature restrictions. Dragon "Ahunt" and At Home" manifestations count as half a creature for these purposes. Agents also count as half a creature for these purposes.

Construction Minimums: The minimum number of hazards and resources in a play deck is increased from 25 hazards and 25 resources to 30 hazards and 30 resources.

Number of Ringwraiths: Up to 3 of the same Ringwraith or up to 2 of the same Ringwraith and 1 of a different Ringwraith may be included in a play deck.

Dual Purpose Cards: A card that can be played as either a resource or as a hazard can be counted in either the resource mix or hazard mix of a deck for the purposes of including an equal number of resources and hazards.

Using Maps: If region movement is being used, an appropriate map of the regions of *MECCG* can be used to depict region movement (instead of using actual region cards). The text of region cards takes precedence over maps, however. Certain regions, which may appear to be adjacent on a map, in fact, are not listed as adjacent on the appropriate region cards (e.g., Rohan and Dagorlad, Cardolan and Lindon). Such regions are not considered adjacent, even when a map is used for region movement. Maps from the *Middle-earth CCG Maps™* were designed to minimize any visual discrepancies.

Legal Play of Cards: A player may not play a card just to discard it (i.e., just get it out of his or her hand). Specifically, a card may only be played if it meets at least one of the following criteria.

- 1) The card must have an immediate effect on the game.
- 2) The card is a long-event. Long-events can always be played, even if ultimately they will not affect play.
- 3) The card has a potential effect on play that could be triggered later. Most permanent-events fall into this category. Only those that are playable on or with a certain entity are restrictive. E.g., you cannot play a corruption card if no character exists that would be affected by it.

In all cases, if a card “cannot be duplicated,” a second copy of that card cannot be played—unless the first copy of the card is targeted for removal earlier in the same chain of effects when the second copy is played.

GLOSSARY

The following list provides a definition of the most common game terms. In many cases, the most pertinent rules associated with each term are also given.

Action: Any activity in the game (card play, a corruption check caused by *Lure of the Senses*, etc.). Each action is not immediately resolved when it is declared. An opponent and yourself have the opportunity to declare other actions in response. Meeting active conditions and exhausting a play deck are not actions—they are declared and resolve immediately.

Ally: A resource playable at an untapped site during the site phase that taps the site. Allies represents non-character personalities (e.g., *War-wolf* and *Stinker*) and require no influence check and no influence to control. An ally is considered a character only for the purposes of combat (facing strikes, tapping to support, etc.)

Attack: An action against a company that lists a number of strikes and prowess. Most attacks are either hazard creature attacks or automatic-attacks, though certain cards cause attacks which are neither of these. Most attacks are further described with a creature type though they do not have to be. An attack must be the first declared action in a chain of effects.

Automatic-attack: An attack a company must immediately face when it declares it will enter a site before it takes any actions at the site.

Attacker: During an attack, the player whose company is not facing the attack. The attacker makes decisions on behalf of the attack.

Attribute: An characteristic of a character or attack: prowess, body, race, a character’s listed skills, direct influence, mind, marshalling points, special abilities.

Audience with Sauron: The last stage of the game for a Ringwraith player. All non-Ringwraith minions make a corruption check, marshalling points are counted (with modifiers in the standard game), and MPs are compared to determine a winner.

Body: The second attribute listed in the shield in the lower left corner of a character or creature card. Body relates how difficult the character (or creature) is to eliminate (or defeat) in combat. A strike from an attack with no body (listed as “-” in the shield) is automatically defeated when it fails; no body check is required. If none is listed, an attack is considered to have no body.

Body Check: A dice roll made by an opponent on your character or on a strike that failed against his character. On your character, if this dice roll is greater than the character's body, the character is eliminated. On a strike, if this dice roll is greater than the strike's body, the strike is defeated. Body checks usually result from a strike sequence in combat, but certain cards call for body checks at other times.

"Cannot be duplicated.": Card text meaning only one copy of that card can be in play at all. No further copies of that card can be played unless the copy in play will be removed by an action declared in the same chain of effects.

"Cannot be duplicated on...": Card text that means only one copy of that card can be in play as stated: by a player, or on a given entity. No further copies of that card can be so played unless the copy in play will be removed by an action declared in the same chain of effects.

Chain of Effects: A series of actions declared in response to one another before any of them resolve. Actions in a chain of effects are resolved in the reverse order from which they were declared (last in, first out).

Character: A card representing an entity that is or directly serves a Ringwraith or Wizard.

Combat: The resolution of an attack. This involves strikes being assigned and strike sequences being performed. Combat specifically encompasses the time from the resolution of an attack action until the final strike sequence is completed. During combat, no attack may be actively declared.

Company: A coordinated groups of characters as designated by their player.

Company Size: The number of characters in the company with Orc scouts counting half (rounded up).

Condition, Active: A prerequisite for an action actively made by a player. Typically this involves tapping a character, discarding an item, or having a character of a particular skill in play. Active conditions are declared and resolved with no time for response by an opponent or yourself.

Condition, Passive: An action that causes another action to take effect. The triggered action will be the first declared action in the chain of effects immediately following the chain of effects that contained the passive condition.

Corruption: A keyword typically found on hazard permanent-events that give corruption. Only one corruption card can be played on a given character a turn.

Corruption Check: A dice roll a character makes if called for. If the result is greater than the character's accumulated corruption points, nothing happens. If the result equals or is one less than a minion's accumulated corruption, the minion becomes tapped if untapped (a hero would be discarded). If the roll is two or more less than a minion's accumulated corruption, the minion is eliminated and all cards on him are discarded (the same for a hero).

Corruption Points: A number (with no + or - symbol) typically shown in the lower right corner of items, corruption cards, and other cards. A character's accumulated corruption equals the total corruption points of all cards played on him.

Corruption Modifier: A number with a + or - symbol typically shown in the lower right corner of certain cards. Each corruption check (i.e., the dice roll) made by a character is modified by all corruption modifiers that apply.

Covert Company: A minion company with no Orcs or Trolls.

Creature: A hazard card with "Creature" in the classification line.

Current Site: The site card showing a non-moving company's location. A moving company has no current site from the moment its new site is revealed until its site of origin is removed.

Declaring an Action: Stating that an action is being played, though the actual effects of the action are not implemented until both players have had the chance to respond with the declaration of other actions. Each time you play a card, you are declaring an action. Actions

triggered by passive conditions are declared as the first action in the chain of effects following the chain of effects which produced the passive condition.

Defender: During an attack, the player whose company is facing the attack. The defender makes decisions on behalf of his company.

Detainment Attack: An attack whose strikes do not wound (and require no body check) if successful. A successful strike from a detainment attack only causes an untapped character to become tapped.

Direct Influence: The attribute listed in the hand symbol on a character. A character can control any number of followers such that their total mind in less than or equal to his direct influence.

Exhausting a Play Deck: When you draw the final card from your play deck into your hand. Immediately when the card is drawn, your discard pile becomes your new play deck. *Standard Game:* exchange up to 5 cards between it and your sideboard and shuffle. Return all discarded sites to your location deck.

Faction: A resource card with faction in the classification line. Factions represent unique Dragons or groups of creatures or peoples.

Follower: A character controlled with another character's direct influence. Followers cannot have followers.

General Influence: 20 points of influence a player inherently possesses—used to control characters

Hazard Limit: The maximum number of hazard cards that may be played against a company. The hazard limit equals the company's size (to a minimum of two) when it declares its movement/hazard phase is starting.

Hazards: Cards with a steel grey metal background. You may only play hazards during your opponent's movement/hazard phase.

Healing: Moving a character at a Darkhaven from wounded to tapped during his untap phase. Certain cards allow healing at other times, and some even to an untapped state.

Hero: A character controlled by a Wizard player. Non-Wizard hero cards have a blue stone background. Each Wizard hero card has a differently colored stone background. Heroes are not included in *MELE*.

Home Site: A site listed on a character's card where he may be brought into play (or discarded during your organization phase) in addition to Darkhavens.

Influence Check: A dice roll you make when your character is attempting to influence a faction or an opponent's card. Influence checks are called for in other situations also.

Item: A resource playable at an untapped site during the site phase that taps the site. The different types of items are: minor, major, greater, gold ring, and special.

Keyed To... (or Played At...): The manner a creature is played on a company. A creature is either: keyed to a region by type of name in a moving company's site path, or keyed to (played at) a moving company's new site by type or name, or keyed to (played at) the current site by type or name of company not moving.

Keyword: An italicized word in a card's text box typically stood off with a period. Keywords carry no inherent rules, but rather are used as card identifiers when determining if another card affects them. Many keywords do have rules accompanying them, however, like *Unique* and *Corruption*. Any words given in a card's classification line are also keywords.

Location Deck: Your deck of available sites (and region cards, if used). Only one of each non-Darkhaven site may be included in your location deck.

Long-event: A resource or hazard that stays in play for approximately two turns. Resource long-events can be played during your long-event phase. Hazard long-events can be played during your opponent's movement/hazard phase. Long-events are discarded during the appropriate player's long-event phase as described in the Full Player Turn Summary.

Marshalling points: The number printed in a card's upper left corner. A card's marshalling points relates how important that card is to Sauron. After the Audience of Sauron/Free Council, the winner is the player with the most accumulated marshalling points.

Mind: The attribute that determines how many influence points are required to control that character.

Minion: A character controlled by a Ringwraith player. Non-Ringwraith minion cards have a rusted-purplish iron background. Each Ringwraith minion card has a blood-red stone background. Minions are the only characters included in *MELE*.

Moving Company: A company in the process of moving between a site of origin and a new site. A company is moving during its movement/hazard phase from the time it reveals its new site until its site of origin is removed.

New Site Card: The site where a moving company is going. The company is at their new site when their site of origin is removed at the end of their movement/hazard phase.

Normal: As printed on the card without modification from other effects. Certain effects allow you to hold one more card than normal in your hand; these effects are cumulative and you should not necessarily consider normal in this sense to mean 8 cards.

Overt Company: A minion company with at least one Orc or Troll.

Permanent-event: A resource or hazard that stays in play indefinitely as stated in its text.

Play Deck: Your deck of cards from which you draw. At the start of the game, each player must have an equal number of resources and hazards with a minimum of 25 of each, up to two Ringwraith characters, and up to 10 of any other characters.

Player: You, the real person playing! A player is either a Ringwraith player or Wizard player. A Ringwraith player uses minion characters, minion sites, and minion resources, and can represent himself with a Ringwraith character. A Wizard player uses hero characters, hero sites, and hero resources, and can represent himself with a Wizard character.

Prowess: The first attribute listed in the shield in the lower left corner of a character or creature card. Prowess relates how well the character (or creature) performs in combat. All attacks in general have a given prowess.

Race: An attribute given in a character's classification line. The seven minion races are: Ringwraith, Orc, Troll, Elf, Dwarf, Dúnadan, and Man.

Region: The geographic unit into which northwestern Middle-earth is broken down. Regions are represented in 2 ways: by name and by type. There are six region types: Coastal Sea (☞), Free-domain (⊕), Border-land (⚔), Wilderness (♠), Shadow-land (♣), Dark-domain (♠).

Resolving an Action: Carrying out the actual effect on the game of an action. Multiple actions are resolved in a chain of effects in the opposite order they are declared.

Resources (minion): Cards with a grey-blue steel background. You may only play resources during your turn. Hero resources (not included in *MELE*) have a copper metal background.

Short-event: A resource or hazard that is discarded when it resolves (though it may have a lasting effect).

Site of Origin: The site where a moving company began its turn. The company is no longer at its site of origin when it reveals a new site at the beginning of its movement/hazard phase.

Site: The locations in Middle-earth represented by cards with a grey parchment background. Sites are represented in 2 ways: by name and by type. There are six site types in *MELE*: Darkhaven ☞, Free-hold ⚔, Border-hold ♠, Ruins & Lairs ♣, Shadow-hold ♠, Dark-hold ♠.

Site Path, Site's: The sequence of region types listed on a site's card.

Site Path, Company's: The sequence of regions (by name and by type) through which a moving company moves. Most effects that refer to a site path mean a company's site path. However, you must be sure to recognize those effects that refer to a site's site path.

Skill: An attribute of a character as listed on the classification line. The five skills are: 90 Diplomat, Ranger, Sage, Scout, and Warrior.

Standard Modification: A modifier to an influence check against a faction that is printed on the faction's card. Certain factions (like Dragon factions) list simple Modifications which affect an influence check the same way, but do not count as Standard Modifications as a keyword (like when interpreting *Old Prejudice*).

Storing Cards: During your organization phase, taking a card from a character or company to your marshalling point pile. An item can normally be stored if its bearer is at a Darkhaven, but other cards require explicit instructions given on the card.

Strike: The portion of an attack that affects an individual character. Each attack has one or more strikes, each of which an individual character must face in a strike sequence. If an attack has more strikes than a defending company has characters, every character faces one strike and the excess strikes are converted to -1 modifiers.

Strike Sequence: The time from when you declare one of your characters will resolve a strike until the strike dice roll is made and associated body checks are made. No actions may be declared except those that directly affect the strike as listed on page 33. Between strike sequences of an attack, players can declare more general effects (except declaring an attack and changing the current attack's number of strikes.)

Tapping a Card: Moving a card 90 degrees to a sideways position.

Tapped: The state of a card shown in a sideways position. You cannot declare an action that requires a character or other card to tap if that card is already tapped.

Targeting: Choosing a specific entity through which a card or effect will be played out. An entity chosen as such is the "target" of the action. Some possible targets are: characters, corruption checks, strike dice rolls, items, sites, and companies. A card that states it is playable on or with a certain entity targets that entity. Cards which affect an entire class of other cards do not target (e.g., *Wake of War*).

Transferring Items: During the organization phase, moving an item from the control of a character to another character at the same site. The character giving up the item must make a corruption check before the actual transfer takes place. Whenever a character is eliminated by a body check, he can automatically transfer one item to each unwounded character in his company with no corruption check.

Turn: The alternating sequence of steps you and your opponent perform: Untap, Organization, Long-event, Movement/Hazard, Site, and End-of-Turn.

Unique: A keyword that means only one copy of the card can be included in a player's play deck, starting company, and sideboard combined. Additionally, only one copy of the card may be in play at a time; additional copies cannot be played.

Ringwraith: A character representing one of the nine Nazgûl of Sauron. The first Ringwraith you put into play represents you—the representative Ringwraith. This is sometimes referred to as "your Ringwraith."

Ringwraith Follower: A Ringwraith minion played in addition to your representative Ringwraith. Ringwraith followers are always followers of your representative Ringwraith.

Untapping a Card: Moving a tapped card 90 degrees from a sideways to normal position.

Untapped: The state of a card when its bottom is towards you. All cards enter play untapped and remain that way until an effect of the game taps or wounds them. Only entities that are untapped may perform actions that require them to tap.

Wizard: A character representing one of the five Istari. Wizards are not included in *MELE*. A player can have no Wizard followers.

Wounded: The state of a character shown by placing the top of his card towards you. A character in play who is not tapped or untapped is wounded. A character becomes wounded when a strike against him is successful. You cannot declare an action that requires a character to tap if the character is wounded.

FULL PLAYER TURN SUMMARY

Untap Phase

Each of your characters may do one of the following:

Heal (if at a Darkhaven site) **or** Untap.

Untap all of your other tapped non-site cards.

Organization Phase

The following actions may be taken in any order:

Play a character card.

Reorganize your characters at the same Darkhaven into any number of companies. *Standard Rules:* You may reorganize at any site.

Shift your characters between being controlled by general influence and being controlled by direct influence.

Store items at a Darkhaven and transfer items between your characters at the same site. A corruption check is required for the character giving up an item.

Store other designated resources from your companies at sites specified on their cards.

Each of your companies may do one of the following:

- Stay at its current site.
- Play a new site card (face down) that can be moved to directly from the company's current site (its site of origin).
- *Standard Rules:* See page 60 for other options.

Long-event Phase

First, remove all of your resource long-events in play.

Then, you may play new resource long-event cards.

Finally, remove all of your opponent's hazard long-events.

Movement/Hazard Phase

Follow this procedure for each of your companies. Each company has a separate movement/hazard phase. You decide which of your companies goes first, second, etc.:

- 1) If the company has a face down new site card, turn it over (reveal it).
- 2) If the company is not moving, no cards are drawn. If the company is moving to a non-Darkhaven site, you *may* draw up

to the number of cards indicated by the site that it is *moving to* (at least one card must be drawn); your opponent does the same. If the company is moving to a Darkhaven site, you *may* draw up to the number of cards indicated by the site that it is *moving from* (at least one card must be drawn); your opponent does the same.

- 3) Your opponent plays hazards on the company—each hazard is resolved as indicated in its text. Creatures are played and their combat resolved one at a time. A hazard may not be played if it targets a different company or a character, item, etc. in a different company.

If the company is not moving, hazard creatures may only be keyed to the company's site of origin. Hazard creatures must be "keyed to" the moving company's site path and/or new site. If a creature is keyed to more than one region type and/or site type that applies, your opponent decides which one is used.

The maximum number of hazards that may be played on a company during a given movement/hazard phase (i.e., the hazard limit) is equal to the company size *or* two, whichever is larger (Orc scouts count half, round up). The hazard limit is determined for each company at the beginning of the movement/hazard phase (i.e., it remains fixed).

- 4) If the company has been required to return to its site of origin, return the new site card to the location deck (or discard if it is a tapped non-Darkhaven) and proceed to step 6 (the site of origin becomes its current site). No additional hazards may be played on that company once this action is resolved.
- 5) Remove the company's site of origin (i.e., the site the company came from). Discard the site card if it is tapped and not a Darkhaven. Otherwise, return it to the location deck. At this point, the company is considered to have arrived at the new site (i.e., its new site becomes its current site).
- 6) You must discard any cards in excess of eight in your hand; your opponent does the same for his hand. If you have fewer than eight cards, you must draw cards until your hand has eight cards; your opponent does the same for his hand.

Note: The number of cards you must keep in your hand can be increased beyond eight by certain cards and abilities.

Site Phase

In the order you decide (i.e., you decide which of your companies goes first, second, etc.), each of your companies may:

- do nothing **or**
- follow this procedure:
 - 1) Enter its site.
 - 2) If the site has an automatic-attack, it attacks the company. The attack is resolved normally (see pages 28-34).
 - 3) If the site is untapped, a character in the company may attempt to play an item, ally, or faction that is "playable" at that site. Tap the character and the site.

Certain resource cards other than items, allies, and factions are playable during the site phase and state the conditions under which they may be played. Such a card only requires an untapped site if it states that the site taps when played.

If a tapped site should become untapped, an additional resource may be played that taps the site.

Anytime a resource card is played that taps the site, one additional character may tap to play a minor item.

- 4) *Standard Rules Only*: One of your characters or your Ringwraith may attempt to influence away one of your opponent's characters, followers, allies, factions, or items (if it is at the same site). See pages 64-66. **OR**

Against Wizard Player Only: One of your companies may make an attack against one of your opponent's companies (if it is at the same site).

End-of-Turn Phase















You may discard one card. Then you must draw or discard cards until your hand has 8 cards. Your opponent does the same for his hand. *Note*: The number of cards you must keep in your hand can be increased beyond eight by certain cards and abilities.

Address rules questions and comments via email to askice@aol.com or mail to: I.C.E., P.O. Box 1605, Charlottesville, VA, 22902. Look for MELE discussion areas on your favorite on-line service and visit our home page on the WWW (<http://www.ironcrown.com>).

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SYMBOL KEY

Region Type	Symbol	Site Type	Symbol
Coastal Seas		Darkhavens	
Free-domains		Free-holds	
Border-lands		Border-holds	
Wilderness		Ruins & Lairs	
Shadow-lands		Shadow-holds	
Dark-domains		Dark-holds	
		Other	Symbol
		Mind	
		Direct Influence	

COMBAT MODIFICATIONS

Condition	Modification to Target's Prowess
Unwounded, tapped character	-1
Wounded character	-2
For each unused strike allocated	-1
Untapped character decides not to tap	-3
For each character tapped to support	+1
Up to 1 resource card requiring skill	varies
Other resource cards	varies
Hazard cards	varies

MIDDLE-EARTH:[™] AGAINST THE SHADOW

This insert provides expansion rules and clarifications for use with all *Middle-earth Collectible Card Game*[™] (MECCG) products.

Note: For a copy of these rules in larger type with more examples send a request and a self-addressed, stamped envelope to ICE, P.O. Box 1605, Charlottesville, VA, 22903. Alternatively, visit our home page on the WWW (<http://www.ironcrown.com>).

Placement of cards “off to the side” (*Clarification*)

Certain cards and effects require other cards be placed “off to the side” (e.g., *Sack Over the Head*). Cards placed off to the side are placed on the playing surface off to the side of the normal area of play. Such cards are kept with their host permanent-event that caused this effect. Any card placed off to the side absolutely cannot be targeted or otherwise affected by the game except by cards that specifically affect cards placed “off to the side.”

• • •

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Cards placed off to the side are in play for the purposes of uniqueness. Unless stated otherwise, when a host permanent-event is removed from the playing surface, any cards placed off to the side under it are discarded. Usually the host card will state some mechanic that affects the cards placed off to the side with it. Unless stated otherwise on its host card, a card placed off to the side will give its marshalling points to its owner.

HOARDS

Certain items are *hoard items*. Such an item may only be played at a site that contains a hoard. Each site with a Dragon automatic-attack (i.e., each Dragon's lair) contains a hoard. A hoard minor item may not be included with a starting company, and may not be played at a site that does not contain a hoard.

Example: You can not play a hoard minor item at Mount Gram after successfully influencing the *Orcs of Angmar* like you can with a normal minor item. Mount Gram does not contain a hoard.

REGION MOVEMENT LIMITATION

Normally, a company moving with region movement may lay down a maximum of four region cards. If a company moving with region movement is using effects that allows additional region cards to be laid down, no more than six regions may be used.

CHARACTERS FACING MULTIPLE STRIKES

Certain effects allow a character to be assigned more than one strike from a given attack. Such a character must face a strike sequence for each strike he is assigned to face. If a character is tapped or wounded following one of these strike sequences, he must then accordingly modify his prowess for any following strike sequences. If a character is eliminated or otherwise removed from play before he has faced all of his assigned strikes, those strikes he has yet to face are then considered to be canceled (i.e., they have no further effect).

CREATURES AS AUTOMATIC-ATTACKS

Any hazard creature you play as an automatic-attack is discarded if defeated—it is not placed in your opponent's marshalling point pile.

THE UNDER-DEEPS

Note: Created by streams of molten rock and expanded by geothermal eruptions of super-hot gas, the Under-deeps are a result of a combination of natural and supernatural forces. The hand of Morgoth joined what was once a collection of sundered cavern complexes. His greater servants used this maze of tunnels and chambers to travel surreptitiously throughout Endor.

Although Endor changed during the Elder Days, the core of the Under-deeps survive. Though travel between the underground sites is now difficult, if not impossible, for all but the greatest (and luckiest) explorers. Blocked or twisting away from their original course, the Under-deeps seem broken. Junctions and strongholds seem lost. Many appear as simple caves or side passages. Others lie hidden behind veils of rock. Nearly all are still there, though, awaiting discovery—as is their creator.

An Under-deeps site card has “Under-deeps” in the section that normally gives site’s region, and its name contains “...-deeps” or “Under-...” An Under-deeps site is just like any other site with the following exceptions:

- Unlike other sites, each Under-deeps site is **not** considered to be in a region—instead it is located below another site, called the Under-deeps site’s *surface site*.
- Instead of a nearest Haven, each Under-deeps site lists all of its “Adjacent Sites.” Each Under-deeps site is adjacent to its one surface site and a number of other Under-deeps sites. The first adjacent site listed is always the Under-deeps site’s surface site.
- *Eagle-mounts* and *Gwaihir* cannot be used to move to or from an Under-deeps site.
- A company moving to and/or from an Under-deeps site has no site path. So, hazards may only be played keyed to the company’s new site.
- An environment card that changes site type (e.g., *Choking Shadows*, *Quiet Lands*, etc.) cannot be used to change the site type of an Under-deeps site.
- You may not consider marshalling points associated with a company at an Under-deeps site for the purposes of calling the Free Council or the Audience with Sauron.

- Normally, when you successfully play an item, faction, ally, or information at a site, the site card is tapped and one additional character may tap to play a minor item. At an Under-deeps site, you can play any item playable at the site instead of this minor item.

Example: Asternak taps and plays *High Helm* (a major item) at The Under-grottos and the site taps. At this point, Dorelas could only tap to play a minor item at a non-Under-deeps site. But The Under-grottos is an Under-deeps site, so Dorelas can tap to play anything playable at The Under-grottos: a minor item, a major item, or a gold ring. He taps and plays a *Gold-ring that Sauron Fancies*.

Under-deep Site Movement

One of your companies that begins its turn at the surface site of an Under-deeps site can move normally *or* it can move to its adjacent Under-deeps site (i.e., the company moves to an Under-deeps site from its surface site). One of your companies that begins its turn at an Under-deeps site may only move to one of the adjacent sites listed on the Under-deeps site card.

Each adjacent site is followed by a number in parentheses—this number indicates how difficult it is to move from the Under-deeps site to the adjacent site. When an adjacent site is revealed by one of your companies whose site of origin is an Under-deeps site, you must make a roll (2D6). If the result is greater than or equal to the number in parentheses following the adjacent site as listed on its site of origin, the movement/hazard phase proceeds normally. Otherwise, the company returns to its site of origin (no cards are drawn) and the movement/hazard phase proceeds as if the company had not moved.

Note: A company moving from a surface site to its Under-deeps site does not need to make a roll.

Example: A minion company that starts at Carn Dûm can move normally or it can move to The Iron-deeps—The Iron-deeps lists Carn Dûm as an adjacent site. Similarly, a minion company that starts at The Iron-deeps may attempt to move to any adjacent site listed: Carn Dûm (0), The Under-leas (5), or The Under-vaults (6). However, after committing to movement, the moving player must roll a 5 or better to successfully move to The Under-leas or a 6 or better to successfully move to The Under-vaults.

MIDDLE-EARTH:™ THE WHITE HAND

Not for the Free Peoples, not for the Dark Lord—For Yourself!!!

Middle-earth: The White Hand is an expansion set of 122 cards for the *Middle-earth Collectible Card Game*.™ It is fully compatible with both *Middle-earth: The Wizards*™ and *Middle-earth: The Lidless Eye*.™ In fact, this set focuses on a “Fallen-wizard” player using resources from both *The Wizards* and *The Lidless Eye*.

This insert provides expansion rules and clarifications for use with all *Middle-earth Collectible Card Game* products.

INTRODUCTION

During the Third Age, the Valar sent five Maiar to Middle-earth to help the Free Peoples resist Sauron. However, they were forbidden to dominate the peoples of Middle-earth or to match the power of Sauron with power. They were known as the five “Wizards:” Alatar, Gandalf, Pallando, Radagast, and Saruman.

In *The Lord of the Rings*, Gandalf was the only Wizard to remain true to his mission. Saruman was corrupted by power, Radagast “went native,” and Alatar and Pallando disappeared into the East to pursue their own goals.

Middle-earth: The White Hand allows you to play one of these “Fallen-wizards.” As a Fallen-wizard, you can pick and choose the good and evil resources you will try to utilize—you will use any means to achieve your ends. However, you can only exert your influence and control over the weaker heroes and minions—the more powerful characters can sense your greed and weaknesses.

Each Fallen-wizards is driven by a different obsession reflected in his abilities and goals:

The fallen **Pallando** (Master of Doom) is the master of peoples and fate. He rules and dominates peoples. He is obsessed with building his own empire and defeating Sauron by force of arms.

The fallen **Alatar** (Lord of the Hunt) is the master of animate nature—he is a hunter. He likes to do things personally. He is more likely to dominate individuals rather than peoples. He is obsessed with defeating Sauron by turning Middle-earth into a well-ordered game-preserve.

The fallen **Gandalf** (the Careworn) is the friend of peoples, fate, and Middle-earth. He manipulates peoples and their rulers rather than dominate them—he is not an empire builder. He has lost hope of defeating Sauron. He just wants to delay the Dark Lord's final victory as long as possible, and to save as many of the Free Peoples as possible.

The fallen **Radagast** (of the Greenwood) is the friend of animate nature. He looks at Middle-earth as a big garden with people as the gardeners. He persuades but doesn't dominate. He plans to help nature protect itself from the Dark Lord.

The fallen **Saruman** (of Many Colours) is the master of inanimate nature. He gathers knowledge and makes inanimate objects. He is obsessed with using his own personal power, items, and abilities to contest Sauron.

Note: In the terms of *ME: The Wizards*, a Wizard that has failed a corruption check by 1 or 2 has become a **Fallen-wizard** (the Wizards in *MEWH* are all Fallen-wizards).

USING MEWH

When you play a Fallen-wizard, assume that your Fallen-wizard is a *METW* "Wizard." **All of the normal *METW* rules apply except for the specific exceptions outlined in these rules.** The *MELE* rules that concern Wizards also apply to Fallen-wizards.

You should read the following section to get a general idea of how to play a Fallen-wizard. Then read the rest of the rules for more specific details.

Wizards — When the rules and cards refer to a Wizard, they apply to your Fallen-wizard.

Wizardhavens — When the rules and non-site cards refer to Havens and Darkhavens, they apply instead to your Wizardhavens. The special effects of *METW* Havens (i.e., healing, bringing characters into play, etc.) do apply to your companies at your Wizardhavens. These same effects do **not** apply to your companies at *MELE* Darkhavens and *METW* Havens.

Stage Points — Certain cards give your Fallen-wizard “stage points.” Stage points reflect how far your Fallen-wizard has deviated from his original mission. You must keep track of your accumulated stage points. The number of stage points that a card gives is indicated by one of the following symbols:



Stage Resources — *MEWH* introduces a new type of resource card called a *stage resource card*. Such a card is actually a “Fallen-wizard-only resource card”—only Fallen-wizard players may include them in their decks. Stage resources have a green-colored (i.e., tarnished copper) background. Most stage resource cards give stage points.

Characters — You may use both hero and minion characters. However, you may only use a character if his mind attribute is 5 or less. All of your non-Orc/Troll characters are considered to be hero characters. You may only use up to two of each non-unique character.

Orcs & Trolls — Because most Fallen-wizard characters will *not* be Orcs and Trolls, specific rules concerning Orc and Troll characters are collected in one section at the end of these rules.

Hero/Minion Resources — You may use both hero and minion resources. However, you may only include up to a total of two of each non-unique hero or minion resource in your play deck and sideboard.

Sites — There are four Fallen-wizard site cards: Isengard, The White Towers, Rhosgobel, and Deep Mines. These site cards have a light gray background. Unless stated otherwise on a card, a Fallen-wizard player may use these sites instead of the hero/minion versions.

Most Fallen-wizard companies use hero site cards when moving to non-Fallen-wizard sites (see the Movement section for exceptions).

Marshalling Points — Marshalling points for stage resource cards are handled normally (i.e., as printed on the card). However, all other marshalling point cards are only worth 1 marshalling point each to a Fallen-wizard (regardless of their printed value).

These MPs can **not** be modified by a hero or minion resource event (e.g., *Rumor of the One*, *Tribute Garnered*, *Sentinels of Númenor*, etc.). However, Fallen-wizard abilities and stage resource cards **can** modify the number of marshalling points certain cards give.

THE VICTORY CONDITIONS

As a Fallen-wizard you may win in the same way a *METW* Wizard wins: your opponent is eliminated **or** you recover *The One Ring* **or** you have the most marshalling points at the Free Council. The following exceptions apply:

- In order to win by recovering *The One Ring* at least one *A New Ringlord* card must be played and the conditions outlined on that card must be met.
- The Free Council is handled normally, and victory is determined in the standard way by comparing marshalling points. However, to you (a Fallen-wizard) it is called your **Day of Reckoning** and your marshalling points reflect how far you have progressed towards completing your own personal agenda.
- You do not receive marshalling points for cards stored at non-Wizardhaven sites.

GETTING READY TO PLAY

A Fallen-wizard player prepares for play just as a Wizard does, with the following exceptions:

Declaring That Your Wizard is Fallen

If you are playing a Fallen-wizard, you must tell your opponent which Fallen-wizard you are playing before choosing starting companies. If your opponent has normal hero Wizard character cards in his play deck and/or sideboard that correspond to the Fallen-wizard you have declared, he may replace those Wizard cards with an equal number of other Wizard character cards that he has available. Your opponent may also add 10 cards to his sideboard (these cards should be preselected for a Fallen-wizard opponent).

Note: This rule means that when you declare that you are playing a specific Fallen-wizard, your opponent may not play the corresponding hero Wizard (i.e., that Wizard has already fallen). You and your opponent may still both declare and attempt to play the same Fallen-wizard, but the game will probably be won by the first player to get his Fallen-wizard into play.

Your Location Deck

Your location deck may include multiple copies of the Fallen-wizard site cards: Isengard, The White Towers, Rhosgobel, and Deep Mines. However, your location deck may only include one of every hero site and minion site.

Your Play Deck

The resource half of your play deck (and your sideboard) may include hero, minion, and stage resources. But, you are limited to:

- One of each unique card (including cards with the same name)
- Three of each non-unique stage resource card
- Two of each non-unique character card
- Two of each non-unique hero resource card
- Two of each non-unique minion resource card
- You may not include stage resource cards that are “specific” to another Fallen-wizard (e.g., if you declare that you are Alatar, you may not include “Gandalf specific.” cards).

- You may not include any of the following cards:

The Balrog

Messenger of Mordor

Cracks of Doom

News Must Get Through

Favor of the Valar

News of the Shire

Gollum's Fate

Old Road

Hour of Need

The Windlord Found Me

Kill All But Not the Halflings

Wizard Uncloaked

The Lidless Eye

Use Your Legs

The Sun Unveiled

Glamour of Surpassing Excellence

Starting Stage Cards

You must attempt to start with one, two, or three (your choice) stage resource permanent-event cards in play. These cards must have a combined total of 3 stage points. At least one of these cards must be non-unique. You may not start such a card if the conditions required to play the card do not exist. These cards should be revealed as if they were starting characters with duplicate unique cards being discarded.

Starting Characters

Your starting characters (up to 5) may include hero characters and minion characters, but you may not start a character with a mind greater than 5. However, you may not start Orc and Troll characters unless you start with an appropriate stage resource card (e.g., *Bad Company*).

Starting Site

Your starting company may begin play at The White Towers **or** at any Ruins & Lairs site in Rhudaur or Arthedain. If you start at a Ruins & Lairs site, one of your starting stage resource cards may be a *Hidden Haven* played on your starting site.

THE PLAYER TURN

The Player turn proceeds normally with the following exceptions:

- You may discard one of your stage resource cards already in play during your organization phase. You may **not** discard such a card if it would reduce your stage points below 3.
- You may only play stage resource permanent-events during your organization phase (unless a specific card states otherwise).
- Fallen-wizard companies may attack Ringwraith companies (see *MELE* rules, p. 80) and vice versa. However, non-overt Fallen-wizard companies and Wizard companies may not attack each other. (Overt Fallen-wizard companies may attack any company controlled by another player, see the section on Special Rules for Orcs and Trolls).

CHARACTERS AND COMPANIES

All of your non-Orc and non-Troll characters are considered to be hero characters. Thus, a company consisting of only such characters is treated as a hero company. Such a company is covert for the purposes of playing minion resources.

- Your Fallen-wizard may only start at his home site.
- You may not start or bring into play any character with a mind greater than 5.

Note: See the section on Orcs and Trolls for more details.

MOVEMENT

Fallen-wizard companies **must** use region movement. When one of your Fallen-wizard companies moves to a site, you and your opponent draw cards based upon the site being moved to. This applies even if moving to one of your Wizardhavens.

The *METW* Havens (i.e., Grey Havens, Rivendell, Lórien, Edhellond) and *MELE* Darkhavens (i.e., Minas Morgul, Dol Guldur, Carn Dûm, and Geann a-Lisch) are **not** considered to be havens for a Fallen-wizard player.

The following exceptions for using sites can be modified by the play of certain hazards and stage resources.

- A Fallen-wizard's non-overt companies must use hero sites for sites that are *not* Ruins & Lairs.
- A Fallen-wizard's companies may freely use either minion or hero Ruins & Lairs sites on a site per site basis (subject to the restriction below).
- If your hero (or minion) version of a site is in play or in your discard pile, you may not use your minion (or hero) version of the same site.
- The play of certain cards can change the type of sites that your companies may use (e.g., *Plotting Ruin*, *Heart Grown Cold*, etc.). When this happens, immediately exchange any affected site cards already in play with the corresponding site cards of the proper type.

CORRUPTION CHECKS

Corruption checks are handled normally with these exceptions:

- Corruption checks for a Fallen-wizard are handled as if he were a minion character. That is, if the roll for a corruption check is equal to a Fallen-wizard's corruption point total or one less, he is tapped instead of being discarded. He is not considered to fail the corruption check in this case.
- Corruption checks for a Fallen-wizard's non-Orc and non-Troll characters are handled as if the player were a Wizard.
- Corruption points given on all non-item stage resource cards apply to your Fallen-wizard.

PLAYING AND USING RESOURCES

Playing resources is handled normally with these exceptions:

Testing Gold Rings

Whenever a Fallen-wizard player tests a hero gold ring item, the roll is modified by -1.

Note: The restrictions below do *not* apply to Spells and Magic.

Targeting Site and Resource Cards

A hero resource card may not target/affect a minion site card or a minion resource card.

A minion resource card may not target/affect a hero site card or a hero resource card.

Playing Resources at a Site

In order to play a non-Fallen-wizard resource that would normally tap a site, either the site and the resource to be played must both be hero cards **or** they must both be minion cards. For these purposes, a Fallen-wizard site card (or any Wizardhaven) is both a hero site *and* a minion site.

This applies to all factions, allies, and items; as well as other cards played during the site phase that tap the site.

Note: When the test of a gold ring indicates that a specific type of ring may be played, you may play either a hero or a minion ring of the appropriate type.

Using Items

All non-Orc/Troll characters may freely use both hero and minion items.

When Your Fallen-wizard Leaves Play

If your Fallen-wizard leaves play, discard all of your stage resource permanent-events in play that are specific for your wizard (e.g., if you are Alatar and play *Sacrifice of Form*, you must discard all of your stage resource permanent-events that say "Alatar specific."). As is normally the case, all hazard permanent-events on such a wizard are discarded.

Using Sites for Agents

When moving an Agent hazard, a Fallen-wizard player must use hero site cards. If the minion version of a site card is in play or in your discard pile, your agents may not use or reveal the hero version of that site.

SPECIAL ORC & TROLL RULES

A company with any Orc or Troll characters is an overt company. In addition, a company with any of the following allies is an overt company: Great Bats, Great Lord of Goblin-gate, Last Child of Ungoliant, Regiment of Black Crows, Two-Headed Troll. Any other company is a hero company.

- Orcs that are “Half-orcs” are special—if a Half-orc is in a company with only Half-orcs and Men, the company is **not** overt (i.e., the Half-orcs appear to be ugly men to the casual observer). Half-orcs cannot take trophies. However, for all other purposes a Half-orc is an Orc.
- You may not play Orc and Troll characters until you have played the appropriate card (e.g., *Bad Company*).
- Unless at a Wizardhaven, an Orc or Troll cannot be in the same company as an Elf, Dwarf, Dúnadan, or Hobbit.
- A Fallen-wizard overt company may attack any company controlled by another player and vice versa.
- A Fallen-wizard’s overt companies must use hero sites for Shadow-holds, Dark-holds, and minion Darkhavens. They must use minion sites for Border-holds, Free-holds, and hero Havens.
- Overt companies are **not** minion companies for the purposes of the detainment attack guidelines in the *MELE* rules (p. 31). Overt companies are minion companies for hazards that can only attack/eff ect minion companies (e.g., *Sons of Kings*).
- Corruption checks for an Orc or Troll character are handled as if he were a minion character. That is, if the roll for a corruption check for an Orc or Troll character is equal to his corruption point total or one less, he is tapped instead of being discarded. He is not considered to fail the corruption check in this case.
- You may *not* play a hero resource permanent-event on a company with an Orc or Troll in it.
- A hero resource may not target an Orc or Troll character (e.g., Orc and Troll characters may not use *Block*, *Escape*, etc.).

- A hero resource that requires a character with a specific skill may not use an Orc or Troll character to fulfill that requirement (e.g., *Concealment*, *Many Turns and Doublings*, etc.).
- An Orc or Troll character may not tap to initiate an effect from a hero resource (e.g., *Praise to Elbereth*, *Great Ship*, etc.).
- An Orc or Troll character may be the bearer of a hero item, but all bonuses and special abilities are ignored (all restrictions to movement and playability still apply).

OPTIONAL RULES

Company vs. Company Combat

Normally, non-overt Fallen-wizard companies and Wizard companies may not attack each other.

If using this optional rule, a company containing a Fallen-wizard with more than 10 stage points may initiate company vs. company combat with any of his opponent's companies. Similarly, any of his opponent's companies may initiate combat with a Fallen-wizard's own company if that Fallen-wizard has more than 10 stage points.

Wizard to Fallen-wizard Conversion

You (as a Wizard player) may include stage resource cards, minion resources, minion characters, and up to two Fallen-wizard character cards in your sideboard.

If the roll for a corruption check for your Wizard is equal to his corruption point total or one less, you may choose to become a Fallen-wizard player (if not, your Wizard is eliminated and you lose). If you choose to do so and have the appropriate cards in your sideboard, you must follow this procedure:

- Immediately, replace your Wizard with the corresponding Fallen-wizard from your sideboard. Place your Wizard card in your sideboard.
- Take one playable stage resource permanent event card giving 3 or fewer stage points from your sideboard. Play the card.
- Normal play resumes with all of the Fallen-wizard rules applying to you.

TOURNAMENT RULES

Starting Stage Cards

When the Character Draft is used, treat the starting stage cards as if they were characters.

Sideboard Size

The sideboard size is increased to:

- 30 cards for the 1-deck game and the 2-deck game.
- 35 cards for the 3-deck game.
- 40 cards for the 4-deck game.

Revealing Your Wizard

In the general opponent format, you must reveal the identity of your Fallen-wizard before the game begins.

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Middle-earth: The White Hand is made for ICE in Belgium by Carta Mundi.

MIDDLE-EARTH: THE BALROG™

Rules Summary & Play Tips

INTRODUCTION

There are two different *Middle-earth: The Balrog* (MEBA™) boxes—The Shadow-deeps (reddish) and the Balrog's Host (bluish). Together, these two boxes contain at least one copy of each of the 104 MEBA expansion cards. So, if you have purchased both boxes, you have a complete set of the MEBA cards.

Each MEBA box contains all of the cards for a preconstructed *Middle-earth Collectible Card Game™* (MECCG™) deck—everything you need, except for a pair of dice, to challenge any opponent to a fun and competitive match of MECCG.

This rulesbook has four parts:

- The specific rules for MEBA
- The play tips and deck lists for the two preconstructed MEBA decks
- The MECCG rules summary
- The card diagrams and Middle-earth map

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MECCG

Rules Summary

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SPECIFIC RULES FOR MIDDLE-EARTH: THE BALROG

This is an expansion set of over 100 cards for the *Middle-earth Collectible Card Game*. While it is fully compatible with both *Middle-earth: The Wizards* and *Middle-earth: The Lidless Eye*, *Middle-earth: The Balrog* focuses on a player using resources from *The Lidless Eye*.

The Balrog is supremely confident of his own immense personal power. After all, just like Sauron, he was one of Morgoth's chief lieutenants. The Balrog tends to rely on brute force and direct confrontation rather than more subtle approaches often used by Ringwraiths and Wizards. His goals are basic and simple—accumulate power and destroy his enemies. If he can do this, he can become a dominant power in Middle-earth—a factor to which both the Dark Lord and the Free Peoples will be forced react.

Note: *Middle-earth: The Balrog* introduces a new classification of creatures called "Spawn." These monstrous creatures were created by Morgoth or other fallen spirits. Like the Balrog, a few Spawn survived the War of the Wrath and hid deep underground.

A BALROG PLAYER

A Balrog player acts as a Ringwraith player. Any card and rules text applying to a Ringwraith also applies to The Balrog (e.g., if a card refers to a Ringwraith, it now applies to "a Ringwraith or The Balrog").

However, instead of using the special rules listed on page 19 of this booklet (or on page 59 of the *MELE* rules), a Balrog player uses the following special rules:

- Any ring in The Balrog's company at the beginning of the end-of-turn phase is automatically tested. Any ring test in The Balrog's company is a modified by -2.
- The Balrog may carry items (including rings) but may not use them (i.e., an item has no effect on The Balrog's company or on his attributes and abilities).
- The Balrog never makes corruption checks and corruption cards may not be played on The Balrog.
- Normally, The Balrog may not use starter and region movement (as stated on his card). However, the play of certain resources can expand his movement capabilities.
- The Balrog's company is always overt.

VICTORY CONDITIONS

As a Balrog player, you may win in the same way a *MELE* Ringwraith wins: your opponent is eliminated or you recover *The One Ring* or you have the most marshalling points at the Audience with Sauron. The following exceptions apply:

- In order to win by recovering *The One Ring*, at least one *Challenge the Power* card must be played and the conditions outlined on that card must be met.
- The Audience with Sauron is handled normally, and victory is determined in the standard way by comparing marshalling points. However, to you (The Balrog) it is called your **Day of Decision** and your marshalling points reflect how far you have progressed towards taking your true place in Middle-earth. You must play *Sudden Call* to call your Day of Decision.

GETTING READY TO PLAY

A Balrog player prepares for play just as a Ringwraith player does, with the following exceptions:

Declaring that You Are a Balrog Player

If you include The Balrog card (the character card with the special reddish background) in your deck or sidebar, you are a "Balrog player." In this case, you *must* tell your opponent before choosing starting companies.

Note: You and your opponent may both be Balrog players, but the winner will probably the first player to get his Balrog into play.

Your Location Deck and Sites

Your location deck may include one copy of each of the minion site cards with the following exceptions:

- Instead of the normal minion site cards use the Balrog-specific site cards for:
 - ▣ Moria, Carn Dûm, Dol Guldur, Minas Morgul
 - ▣ All Under-deeps site cards
 - ▣ All Dark-holds (Barad-dûr, Cirith Ungol, Cirith Gorgor)
- Since they are your only Darkhavens, The Under-gates and Moria are the only site cards that you may include multiple copies of in your location deck.
- Geann a-Lisch is a Ruins & Lairs with no Darkhaven effects.

Your Starting Company, Play Deck, and Sidebar

Your starting company and play deck (and your sidebar) may be constructed like any other Ringwraith's—with the following exceptions:

- Only Orc, Troll, Dragon, Wolf, and Animal factions may be included.

- Only Orc and Troll minion characters may be included.
- Unless they are “Balrog specific,” only Orc and Troll characters with a mind less than 9 may be included.
- “Balrog specific” cards may be included. Such cards may only be included in a Balrog player’s deck. Playing “Balrog specific” cards does not require that The Balrog be in play, only that you are a Balrog player.
- Agents only count as hazards, not as characters.
- A Balrog player may not include any of the following cards:

Above the Abyss	Kill All But NOT the Halflings
Bade to Rule	The Lidless Eye
The Balrog (Ally)	Morgul-blade
Balrog of Moria	News of the Shire
The Black Council	Open to the Summons
Black Horse	Orders From Lugbúrz
Black Rider	Padding Feet
By the Ringwraith’s Word	The Ring Leaves its Mark
Creature of Another World	Ringwraith cards
Fell Rider	Ringwraith Unleashed cards
The Fiery Blade	Sauron
Helm of Fear	They Ride Together
Heralded Lord	Use Your Legs
Durin’s Bane	While the Yellow Face Sleeps

Starting Site

You may have up to two starting companies—they may begin play at Moria **and/or** The Under-gates.

MOVEMENT

There are three types of basic movement in *MECCG*: starter movement, region movement, and Under-deeps movement.

- Balrog companies can never use starter movement.
- When one of your Balrog companies moves to a site, you and your opponent draw cards based upon the site being moved to. This applies even if moving to one of your Darkhavens.

CHARACTERS AND COMPANIES

- The Balrog must come into play at The Under-gates (i.e., he may not come into play at Moria).
- Characters with a home site of “Any Dark-hold” have a home site of “Any non-Dark-hold Under-deeps site” instead.
- During his organization phase, a Balrog player may bring into play (and/or remove from play) up to two characters—the second character must be non-unique. The normal requirements for bringing into play (or removing from play) a character must still be met.

- When a Balrog player brings into play a non-unique character with a mind of 3 or less, that character may come from his hand, his discard pile, or his sideboard.
- Agents may not be played as characters.

MISCELLANEOUS

- If you are a Balrog player, your opponent may not play any of the following cards: *The Balrog (Ally)*, *The Black Council*, *Durin’s Bane*, *Balrog of Moria*, *Reluctant Final Parting*.

However, if at any time your opponent has one of these cards in his hand, he may remove it from play and bring a card from his sideboard into his play deck.

- Rings are not automatically tested for a Balrog player at Barad-dûr.
- A Balrog player may not store anything at Barad-dûr.
- *Shelob*, *Spider of Môrlat*, and *Balrog of Moria* are Spawn.
- A non-Balrog player cannot use Balrog sites. However, for the purposes of playing certain hazards, a non-Balrog player’s location deck may include one copy each of: Ancient Deep-hold, The Wind-deeps, The Drowning Deeps, The Rusted-deeps, and Remains of Thangorodrim (i.e., the Balrog sites for which there is no corresponding hero or minion site).
- If The Balrog is in play or has been defeated, ignore all Balrog automatic-attacks (i.e., at The Under-gates).

DEFEATING A PERMANENT-EVENT (Clarification)

Certain hazard permanent-events indicate that they give “kill” marshalling points (e.g., Dragon “Ahunt” and “At Home” cards, the “Spawn” hazards from *ME: The Balrog*, etc.). Each of these cards has an attack associated with it. If such an attack is defeated, treat the associated card as a defeated creature.

CARDS WITH MULTIPLE ACTIONS (Clarification)

If a card specifies that more than one action occurs when the card is itself resolved in a chain of effects, all of these actions are to be resolved in the card’s chain of effects uninterrupted and in the order listed on the card. No actions may be declared to occur between these multiple actions. The actions listed on the card are considered to have been declared in the reverse order as they are printed. As an exception, in one of the effects of a card is an attack, cards may be played that cancel the attack, cancel one of the strikes, or that otherwise are playable during the strike sequence.

PLACEMENT OF CARDS

"OFF TO THE SIDE" (Clarification)

Certain cards and effects require other cards be placed "off to the side" (e.g., *Press Gang*). Cards placed off to the side are placed on the playing surface, usually off to the side of the normal area of play. Such cards are kept with their host permanent-event that caused this effect. Any such card absolutely cannot be targeted or otherwise affected by the game except by cards that specifically affect cards placed "off to the side."

Cards placed off to the side are only in play for the purposes of uniqueness. Unless stated otherwise, when a host permanent-event is removed from the playing surface, any cards placed off to the side under it are discarded. Usually the host card will state a mechanic that affects the cards placed off to the side with it. Unless stated otherwise on its host card, a card placed off to the side will give its marshalling points to its owner. As a major exception, "taking prisoners" cards (primarily from *Middle-earth: Dark Minions*) yield negative marshalling points for characters taken prisoner.

DISCARDING CARDS (Clarification)

When a card leaves active play (discarded, eliminated, returned to hand, etc.), discard all cards played on it.

TOURNAMENT RULES

- Spawn hazard permanent-events count as half a creature for the Council of Lórien 12-creature minimum.
- A Balrog player has an extra +5 general influence that cannot be used to control characters.

THE UNDER-DEEPS

Note: Created by streams of molten rock and expanded by geothermal eruptions of super-hot gas, the Under-deeps are a result of a combination of natural and supernatural forces. The hand of Morgoth joined what was once a collection of sundered cavern complexes. His greater servants used this maze of tunnels and chambers to travel surreptitiously throughout Endor.

Although Endor changed during the Elder Days, the core of the Under-deeps survive. Travel between the underground sites is now difficult, if not impossible, for all but the greatest (and luckiest) explorers. Blocked or twisting away from their original course, the Under-deeps seem broken. Junctions and strongholds seem lost. Many appear as simple caves or side passages. Others lie hidden behind veils of rock. Nearly all are still there, though, awaiting discovery.

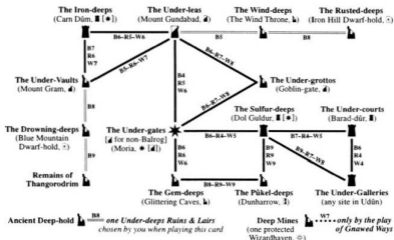
An Under-deeps site card has "Under-deeps" in the section that normally gives the site's region. An Under-deeps site is just like any other site with the following exceptions:

- Unlike other sites, each Under-deeps site is **not** considered to be in a region—instead it is located below another site, called the Under-deeps site's *surface site*.
- Instead of a nearest Haven, each Under-deeps site lists all of its "Adjacent Sites." Each Under-deeps site is adjacent to its one surface site and a number of other Under-deeps sites. The first adjacent site listed is always the Under-deeps site's surface site.
- *Eagle-mounts* and *Gwathir* cannot be used to move to or from an Under-deeps site.
- A company moving to and/or from an Under-deeps site has no site path. So, hazards may only be played keyed to the company's new site.
- An environment card that changes site type (e.g., *Choking Shadows*, *Quiet Lands*, etc.) cannot be used to change the site type of an Under-deeps site.
- *Unless you are a Balrog player*, you may not consider marshalling points associated with a company at an Under-deeps site for the purposes of calling the Free Council, Audience with Sauron, or Day of Decision.
- Normally, when you successfully play an item, faction, ally, or information at a site, the site card is tapped and another character may tap to play a minor item. At an Under-deeps site, you can play any item playable at the site instead of this minor item.
- For the purposes of playing hazards, a Free-hold is never considered to be the surface site of an Under-deeps site.

Example: Azog taps and plays *High Helm* (a major item) at The Gem-deeps and the site taps. Then, a Hill-troll in Azog's company could tap to play a minor item at a non-Under-deeps site. But The Gem-deeps is an Under-deeps site, so the Hill-troll can tap to play any item playable at The Gem-deeps: a minor item, a major item, or a gold ring. He taps and plays *A Little Gold Ring*.

Under-deep Site Movement

One of your companies that begins its turn at the surface site of an Under-deeps site can move normally or it can move to its adjacent Under-deeps site (i.e., the company moves to an Under-deeps site from its surface site). One of your companies that begins its turn at an Under-deeps site may only move to one of the adjacent sites listed on the Under-deeps site card.



B#-R#-W# — The # indicate the difficulty of moving between adjacent Under-deeps sites; B# is for Balrog players, R# is for Ringwraith players, W# is for Wizard players.

(Each Under-deeps site has its surface site given in parentheses following the name of the site.)

[A site type in brackets indicates the site type for the non-Balrog site (if it is different from the Balrog site).]

Each adjacent site is followed by a number in parentheses—this number indicates how difficult it is to move from the Under-deeps site to the adjacent site. When an adjacent site is revealed by one of your companies whose site of origin is an Under-deeps site, you must make a roll (2D6). If the result is greater than or equal to the number in parentheses following the adjacent site as listed on its site of origin, the movement/hazard phase proceeds normally. Otherwise, the company returns to

Note: A company moving from a surface site to its Under-deeps site does not need to make a roll. As an exception to this, a Balrog company moving between the Blue Mountain Dwarf-hold and the The Drowning-deeps (or between the Iron Hill Dwarf-hold and the The Rusted-deeps) must roll the number given on the Under-deeps site, which is normally 13 and impossible to roll.

Note: Movement between an Under-deeps site and its surface site is not affected by modifications that affect movement *between* adjacent Under-deeps sites. Modifications to movement *to* adjacent Under-deeps sites do apply.

its site of origin (no cards are drawn) and the movement/hazard phase proceeds as if the company had not moved.

Example: A Balrog company that starts at Carn Dûm can move normally or it can move to The Iron-deeps—The Iron-deeps lists Carn Dûm as an adjacent site. Similarly, a minion company that starts at The Iron-deeps may attempt to move to any adjacent site listed: Carn Dûm (0), The Under-leas (6), or The Under-vaults (7). However, after committing to movement, the moving player must roll a 6 or better to successfully move to The Under-leas or a 7 or better to successfully move to The Under-vaults.

Example: A company is moving from The Under-grottos to Goblin-gate with *Long Winter* in play. *Long Winter's* effect of returning a company to the site of origin has no effect, since it depends on the company's site path, and the company has no site path. *Long Winter's* effect of tapping a site will work, since that effect depends on the site's site path, which still exists. Finally, creatures can only be played keyed to the Shadow-hold of Goblin-gate.

THE SHADOW-DEEPS PLAY TIPS

This deck features the Balrog's Great Shadow form—which is his stealthiest and most reclusive—along with bold adventuring in Sauron's domains. The Under-deeps beneath the Dark Lord's holds tempt the Balrog with the lingering power of Morgoth, the creator and Black Enemy. The Balrog dispatches his Orcs and Trolls to retrieve what they can here and from the strongholds above. The deck's hazards center on Spiders and Animals and the horrible Spawn of Morgoth, newly unearthed for this expansion.

Starting Company at Moria

- Azog controls two Mountain-maggots, Búthrakaur controls the Orc Veteran. Instead of two minor items, start with *Orders from the Great Demon* on the company and *Gangways over the Fire*.

Suggested Sites for Resources

Black Mace (x2)—Cirith Gorgor, Minas Morgul, Barad-dûr, or Remains of Thangorodrim (after tapping otherwise)

Cave Troll—(tapped) The Sulfur-deeps, The Iron-deeps, The Under-courts, or The Under-galleries
Descent through Fire—The Under-courts or The Under-galleries

Evil Things Linger—The Under-courts, Remains of Thangorodrim, or The Under-galleries

Great Troll—The Under-grottos, The Iron-deeps, The Under-vaults, The Under-leas, The Sulfur-deeps, or The Drowning-deeps

High Helm—any major item Under-deeps site (after tapping otherwise), Cirith Ungol, Carn Dûm, or Barad-dûr

Iron Shield of Old (x2)—(after tapping otherwise) The Under-grottos, The Under-vaults, The Under-leas, The Drowning-deeps, or Remains of Thangorodrim

Maker's Map—Dol-Guldur, Remains of Thangorodrim, or The Under-galleries

Orcs of Mirkwood—Sarn Goriwing

Orcs of Moria—Moria

Sable Shield—any major item Under-deeps site (after tapping otherwise), Cirith Ungol, Carn Dûm, or Barad-dûr

Stinker—Goblin-gate

Tempest of Fire—Dead Marshes

Breach the Hold (sideboard)—The Drowning-deeps

Roots of the Earth (sideboard)—The Drowning-deeps

Resource Play

The power of this deck improves dramatically using *Great Shadow's* ability to recycle non-short-event resources and characters. Guiltlessly discard inconvenient MP sources drawn early in the game, because you can recycle and redraw them later. Access additional resources from the sideboard by tapping The Balrog to bring five to your discard pile, cycling these using *Great Shadow's* ability. Cycle and recycle *Skies of Fire* to foil an opponent's *Doors of Night* strategy.

The deck relies on one or more high prowess non-Balrog companies to roam the heart of Mordor and beyond. There are plenty of cards in the deck to make your characters colossal fighters. *I'll Report You* (x2), *Black Mace* (x2), and *Descent Through Fire* are the main ones, so take special care to play these.

The only underground route to The Under-galleries and The Under-courts—the two most important sites—goes through The Sulfur-deeps. Therefore, avoid tapping The Sulfur-deeps until playing *Descent Through Fire* and tapping both later sites. Also, avoid tapping The Under-leas and The Under-vaults too early.

The Balrog

As soon as convenient, tap The Balrog to bring to the discard pile *Breach the Hold*, *Roots of the Earth*, *Memoirs of Old Torture*, *Flame of Udûn*, and a sideboard resource that reacts to your opponent. These cards are now ready to easily pop into the play deck using *Great Shadow's* ability, and without taxing play.

In *Great Shadow* form The Balrog should always be accompanied by his minions outside of a Darkhaven. While waiting to draw *Great Troll* and *Descent Through Fire*, he should stay in Moria, conveniently bringing in characters and playing *Ancient Secrets*. When the *Orcs of Moria* faction shows up, snag it for 3 MPs.

Once The Balrog plays *Descent Through Fire*—the deck's most important card—bring in *Breach the Hold* and *Roots of the Earth* from the sideboard. Send the Balrog north to The Drowning-deeps/Remains of Thangorodrim area once you draw one of them. Most MP sources are playable between these two sites. Expect to have an excess of MP sources in hand as the game wears on if you have been recycling discarded ones. Consider *Flame of Udûn* to maximize the Balrog's battle-readiness, though this minimizes playing additional MP cards.

Eventually, *Out He Sprang* will hit the table, allowing The Balrog to surface for company vs. company combat against a hero opponent. To optimally prepare for attacking, bring in *Flame of Udûn*, as The Balrog cannot move on the surface with *Great Shadow*.

Hazard Play

The hazard mix contains plenty of Spiders, a handful of Animals, and enhancers for both. A few basic utility cards are included to cover blind spots. Certain enhancers—called Spawn—form a natural sub-theme of their own. Three of the deck's hazards depend on the number of Spawn in play. Take special care with the Spawn

Monstrosity of Diverse Shape. It provides an ability of which you will no doubt make efficient use. However, it also creates a vicious automatic-attack at The Drowning-deeps and Remains of Thangorodrim. You must be prepared to either discard this hazard yourself, cancel its attack, or sacrifice some scrub Ores to its horribly twisted mass.

• • •

DECK LIST

Total: 132 cards — Cards in brackets [] are from earlier expansions.

At Start (7)

Gangways over the Fire
Orders from
the Great Demon

Azog
Búthrakaur
Mountain-maggot (x2)
[Orc Veteran]

Other Characters (10)

The Balrog (x3)
[Búrat]
[Gorbag]
[Orc Tracker (x2)]
[Shagrat]
[Túma]
[Wúluag]

Sites (20)

Moria
The Under-gates
The Drowning-deeps
The Iron-deeps
The Sulfur-deeps
The Under-courts
The Under-galleries
The Under-grottos
The Under-leas
The Under-vaults
Barad-dûr
Carn Dûm
Cirith Gorgor
Cirith Ungol
Dol Guldur
Minas Morgul
Remains of Thangorodrim
[Dead Marshes]
[Goblin-gate]
[Sarn Goriwing]

Resources (32)

MP Sources:
Cave Troll
Descent through Fire
Evil Things Lingering
Great Troll
Maker's Map
Tempest of Fire
[Black Mace (x2)]
[High Helm]
[Iron Shield of Old (x2)]
[Orcs of Mirkwood]
[Orcs of Moria]
[Sable Shield]
[Stinker]

Supporting Resources:

Ancient Secrets (x2)
Angband Revisited
Caverns Unchoked
Foe Dismayed
Going Ever Under Dark
Great Fissure (x2)
Great Shadow (x2)
Out He Sprang
Vanguard of Might
[Bold Thrust (x3)]
[I'll Report You (x2)]

Hazards (32)

Creatures:
Beorning Skin-changers
Carrion Feeders
Monstrosity of
Diverse Shape
Shelob's Brood (x2)
Spawn of Ungoliant
Ungoliant's
Foul Issue
Ungoliant's Progeny
[Giant Spiders (x3)]
[Half-trolls of
Far Harad (x2)]
[Lesser Spiders (x3)]
[Neeker-breekers (x2)]

Events:
Black Vapour
Darkness Made By Malice
The Reek
Unabated in Malice
[Foolish Words (x2)]
[Full of Froth
and Rage (x3)]
[Greed]
[Lure of Expedience (x2)]
[Twilight (x2)]

Sideboard (28)

Resources
Breach the Hold
Cloaked by Darkness
Crook-legged Orc
Darkness Wielded
Flame of Udûn
Hill-troll
Memories of Old Torture
Roots of the Earth
Terror Heralds Doom
[I'll Be at Your Heels]
[Orc Veteran (x2)]
[Piercing All Shadows]
[Skies of Fire (x2)]
[Sudden Call]
[The Under-roads (x2)]

Hazards
Desire All for They Belly
Glance of Arien
The Sun Shone Fiercely
[Corsairs of Umbar]
[Covetous Thoughts (x2)]
[Muster Disperses (x2)]
[Stench of Mordor]
[The Way Is Shut]

EXTRA CARDS (3)

Longbottom Leaf
No Better Use
Rumours of Rings

BALROG'S HOST PLAY TIPS

The Balrog uses his Strangling Coils form in this deck to maximize direct influence and faction recruiting. He wants all Orc factions of the Misty Mountains in his Great Army. When the time is right, the Balrog burrows into the Iron Hill Dwarf-hold from the Under-deeps to claim the realm as his own—much as he took Khazad-dûm, now called Moria. The hazards contain a mix of two sub-themes: Dragons/Drakes and roadblock.

Starting Company in Moria

• Umagaur controls Bolg, Old Troll starts under general influence. Instead of two minor items, start with *Orders from the Great Demon* on the company and *Gangways over the Fire*.

Suggested Sites for Resources

A Few Recruits—Gondmaeglom (tapped)

Breach the Hold—The Rusted-deeps

Goblins of Goblin-gate—Goblin-gate

Grey Mountain Goblins—Gondmaeglom

Iron Shield of Old—(after tapping otherwise)

The Under-leas or any non-Darkhaven

Under-deeps Ruins & Lairs

Nasty Slimy Thing—The Gem-deeps, The Pûkel-deeps, The Under-vaults or The Under-grottos

Orcs of Angmar—Mount Gram

Orcs of Gundabad—Mount Gundabad

Orcs of Moria—Moria

People Diminished—Eagle's Eyrie, Beorn's House, Thranduil's Halls, or Wellinghall

Roots of the Earth—The Rusted-deeps

Stabbing Tongue of Fire—(after tapping otherwise)
any non-Darkhaven Under-deeps site

Whip of Many Thongs—(after tapping otherwise)
any non-Darkhaven Under-deeps site

Eddy in Fate's Tide (sideboard)—Wellinghall,
Eagle's Eyrie, Thranduil's Halls, Beorn's House

Invade Their Domain (sideboard)—
Iron Hill Dwarf-hold

Lord and Usurper (sideboard)—
Iron Hill Dwarf-hold

Resource Play

You must recruit at least four of the five unique Orc factions to receive two marshalling points from *Great Army of the North*. Therefore, do not discard unique Orc factions without attempting to influence them. On the other hand, *A Few Recruits* is an excellent discard choice, unless you have *Grey Mountain Goblins* in hand or in play and Gondmaeglom is available.

This deck contains two *Out He Springs* to help The Balrog reach an opponent's company for company vs. company combat. If you have a site where an opponent's company is present, attack them if at all convenient. It may be worth holding *Great Fissure* in your hand indefinitely as insurance waiting for the chance. Bring in *Flame of Udûn* and *Scourge of Fire* from the sideboard if your opponent travels a lot around the Misty Mountains. Against a minion opponent, bring in *Proned to Violence* as soon as possible.

The deck's resources threaten your opponent as much as your hazards. Specifically, you have the potential to strip out MPs. Besides the potential of company vs. company combat, you have *People Diminished*, *Crowned with Storm*, *Eddy in Fate's Tide*, *Invade Their Domain*, *Mine or No One's*, and *Scourge of Fire*, which is probably the most powerful.

Ultimately, you want to complete this expansion's ultimate quest—invading the Iron Hill Dwarf-hold. Leisurely play *Roots of the Earth* and *Breach the Hold* as you draw them. They do not have to be played in order, and each keeps The Rusted-deeps in play without committing a character garrison. After you have cycled about half your deck, bring in *Invade Their Domain* and *Lord and Usurper*. Keep a couple tactical cards in hand to insure their successful play.

The only underground route to The Rusted-deeps goes through The Under-leas and The Wind-deeps. Therefore, avoid tapping these two sites at least until The Balrog is at The Rusted-deeps and prepared to play *Invade Their Domain*.

The Balrog

The Balrog with *Strangling Coils* recruits factions very well without enhancement—and usually requires no tactical cards to remain untapped against creatures. When he is not attacking an opponent, The Balrog is your number one option for gathering the Great Army. You will need The Balrog to tap to bring a few cards in from the sideboard. Do not forget to bring in *Sudden Call* before the first deck cycle ends.

Hazard Play

The hazards feature several Dragon Ahunt manifestations, powerful Drakes, *Long Winter* to tap your opponent's deep Wilderness sites, and *Doors of Night* to make everything function efficiently. This deck's hazards slam opponents travelling around the Misty Mountains and Dragon country. Unfortunately the hazards are rather weak against Gondor decks, and only mediocre against Mordor and Under-deeps minion decks. Bring in *Covetous Thoughts* as soon as possible against a minion opponent.

• • •

DECK LIST

Total: 132 cards — Cards in brackets [] are from earlier expansions.

At Start (5)

Gangways over the Fire
Orders from the
Great Demon

Bolg
Umaguar
[Old Troll]

Other Characters (9)

The Balrog (x3)
[Búrat]
[Túma]
[Wíluag]
[Orc Tracker (x2)]
[Orc Captain]

Sites (20)

Moria
The Under-gates
Ancient Deep-hold
The Gem-deeps
The Púkel-deeps
The Rusted-deeps
The Under-grottos
The Under-leas
The Under-vaults
The Wind-deeps
[Beorn's House]
[Eagle's Eyrie]
[Goblin-gate]
[Gondmaeglom]
[Iron-hill Dwarf-hold]
[Mount Gram]
[Mount Gundabad]
[Thranduil's Halls]
[Wellinghall]
[The Wind Throne]

Resources (31)

MP Sources:
A Few Recruits
Breach the Hold
Great Army of the North
Nasty Slimy Thing
People Diminished
Roots of the Earth
Stabbing
Tongue of Fire
Whip of
Many Tongues
[Iron Shield of Old]
[Goblins of Goblin-gate]
[Grey Mountain Goblins]
[Orcs of Angmar]
[Orcs of Gundabad]
[Orcs of Moria]

Supporting Resources:

A More Evil Hour
Ancient Secrets
Angband Revisited (x2)
Caverns Unchoked
Foe Dismayed (x2)
Great Fissure
Obey Him or Die
Out He Sprang (x2)
Strangling Coils (x2)
[Crept Along Cleverly]
[Swift Strokes (x2)]
[Voices of Malice]

Hazards (31)

Creatures:
[Bairanax Ahunt]
[Ghosts (x2)]
[Marsh-drake (x2)]
[Nameless Thing (x2)]
[Sellswords
Between Charters (x2)]
[Scatha Ahunt]
[Scorba Ahunt]
[Smaug Ahunt]
[True Fire-drake (x2)]

Events:
[An Unexpected
Outpost (x3)]
[Doors of Night (x3)]
[Foolish Words (x2)]
[From the
Pits of Angband (x2)]
[Long Winter (x3)]
[Mordor in Arms]
[Stench of Mordor]
[Twilight (x2)]

EXTRA CARDS (11)

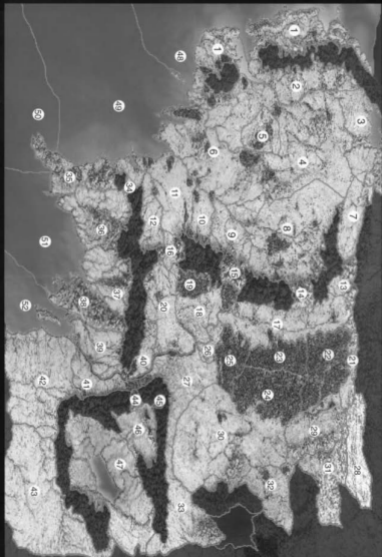
Challenge the Power
Crept Along Carefully
Elven Rope
Gron
Imprisoned and Mocked

Sideboard (25)

Resources
Crook-legged Orc
Crowned with Storm
Eddy in Fate's Tide
Flame of Udún
Heart of Dark Fire
Hill-troll
Invade Their Domain
Lord and Usurper
Mine or No One's
Mountain-maggot
Prone to Violence
Roam the Waste
Scourge of Fire
[Piercing
All Shadows (x2)]
[Sudden Call]

Hazards
Diminish and Depart
Fled into Darkness
Olog Warlords
Press Gang
[Covetous Thoughts (x2)]
[Eärcaraxé Ahunt]
[Muster Disperses]
[Stench of Mordor]

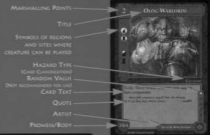
Long, Grievous Siege
Sauron
Show Things Unbidden
Strider
To Fealty Sworn
Whispers of Rings



MINION CHARACTER:



HAZARD CREATURE:



MINION SITE:

- TITLE
- SITE TYPE
- SITE PATH TO NEAREST HAVEN
- REGION IN WHICH SITE IS FOUND
- CARD TEXT
- CARDS OPPONENT DRAWS
- DAMAGE IS IGNORED
- CARDS YOU DRAW
- ARTIST



MINION RESOURCE:

- TITLE
- MARSHALLING POINTS
- DIRECT INFLUENCE MODIFICATION
- RESOURCE TYPE
- CARD CLASSIFICATION
- CARD TEXT
- RANDOM VALUE
- (NOT RECOMMENDED FOR USE)
- QUOTE
- PROWESS/BODY MODIFIER
- CORRUPTION POINTS
- ARTIST

REGION MAP KEY

#	Region Name	Type	#	Region Name	Type
1	London	○	27	Dagorlad	▲
2	Númenor	▲	28	Withered Heath	▲
3	Forschel	▲	29	Northern Rhovanion	▲
4	Arthedain	▲	30	Southern Rhovanion	▲
5	The Shire	○	31	Iron Hills	▲
6	Cadlōan	▲	32	Dorwinion	▲
7	Angmar	▲	33	Horse Plains	▲
8	Rhudaur	▲	34	Old Pikelet Gap	▲
9	Hollin	▲	35	Andrast	▲
10	Dustland	▲	36	Arfaas	▲
11	Eredlithwaith	▲	37	Lamedon	▲
12	Old Pikelet-land	○	38	Belfalas	○
13	Gondabad	■	39	Lebennin	○
14	High Pass	▲	40	Anórien	○
15	Redhorn Gate	▲	41	Ithilien	▲
16	Gap of Isen	▲	42	Harondor	▲
17	Anduin Vales	▲	43	Khand	▲
18	Wold & Foothills	▲	44	Imlad Mergul	▲
19	Fangorn	▲	45	Uddin	■
20	Rohan	▲	46	Gorgoath	■
21	Grey Mountain Narrows	▲	47	Nurn	■
22	Woodland Realm	▲	48	Elven Shores	●
23	Western Mirkwood	▲	49	Eriadoran Coast	●
24	Heart of Mirkwood	▲	50	Andrast Coast	●
25	Southern Mirkwood	▲	51	Bay of Belfalas	●
26	Brown Lands	▲	52	Mouths of the Anduin	●

SYMBOL KEY

Region Type	Symbol	Site Type	Symbol
Coastal Seas	●	Darkhavens	★
Free-domains	○	Free-holds	×
Border-lands	▲	Border-holds	†
Wilderness	▲	Ruins & Lairs	⚡
Shadow-lands	▲	Shadow-holds	▲
Dark-domains	■	Dark-holds	■
		Other	Symbol
		Mind	○
		Direct Influence	⦿

COMBAT MODIFICATIONS

Condition	Modification to Target's Prowess
Unwounded, tapped character	-1
Wounded character	-2
For each unused strike allocated	-1
Untapped character decides not to tap	-3
For each character tapped to support	+1
Up to 1 resource card requiring skill	varies
Other resource cards	varies
Hazard cards	varies

MECCG RULES SUMMARY

This is a general *MECCG* rules summary, so remember that rules applying to Ringwraiths also apply to The Balrog unless specifically excepted to in the Specific Rules for *MEBA* (see p. 2-5).

• PART I • BEFORE YOU PLAY

This rules summary assumes you are playing the 2-deck game with the standard rules. When this summary, or a hazard card, refers to a Haven/Darkhaven, read it as Haven if you are playing a Wizard and Darkhaven if you are playing a Ringwraith.

1 • OVERVIEW

In *MECCG* you play one of the Wizards or Ringwraiths, trying to influence The Free Peoples or Sauron into letting you lead their armies.

You control one or more companies, which are groups of characters. These companies move around Middle-earth from site to site. At the sites they can gain resources, which provide you with marshalling points (MPs). The MPs for a card are in the upper left-hand corner of the card. The accumulation of marshalling points is the primary way of winning the game.

During the game you may "reveal" yourself. To do this you play a Ringwraith or Wizard card. That card represents you in the game. If that card is eliminated, through combat or corruption, then you lose the game.

While your opponent is moving, you get to play hazards on his companies. These hazards represent the creatures and events your opponent must deal with while traveling in Middle-earth.

2 • VICTORY CONDITIONS

The game ends when one of the following occurs during play:

- 1) If your Wizard or Ringwraith is "eliminated." In this case your opponent automatically wins. As an exception in tournament play, the game continues. However, the player whose Wizard or Ringwraith is eliminated loses five MPs off his final total, and cannot reveal a new Wizard or Ringwraith.
- 2) A Wizard player calls the Free Council. The Free Council may be called either:

- After you have exhausted your play deck for the second time, you may choose to call the council. The council starts at the end of your opponent's next turn. This gives your opponent one last turn to catch up to you.

- After you have exhausted your play deck for the first time, you may choose to call the council if you have accumulated at least 25 marshalling points. The council starts at the end of your opponent's next turn.
 - When each play deck has been exhausted twice, the council starts at the end of the current turn.
- 3) A Ringwraith player calls the Audience with Sauron. The audience may be called either:
 - When each play deck has been exhausted twice, the audience starts at the end of the current turn.
 - After you have exhausted your play deck twice you may choose to play *Sudden Call* as a resource. If you do so, the audience starts at the end of your opponent's next turn.
 - After you have exhausted your play deck for the first time, you may choose to play *Sudden Call* as a resource, if you have at least 25 marshalling points. If you do so, the audience starts at the end of your opponent's next turn.
 - After your opponent has exhausted his deck twice you may play *Sudden Call* as a hazard. If you do so, the audience is called after your next turn.
 - After your opponent has exhausted his play deck once, if he has at least 25 marshalling points, you may play *Sudden Call* as a hazard. If you do so, the audience is called after your next turn.

If your opponent has no marshalling points in a category (besides kill and miscellaneous), you may double your points in that category. No more than half of your positive MPs may come from one category.

This is called the two-deck form of play. Other games are possible (*METW* Rules, p.49; *MELE* Rules, p.51).

3 • THE DIFFERENT CARDS

There are four different types of cards in *MECCG*: sites, characters, hazards and resources. Images of the various card types are shown on the color inserts in the center of the book.

Site cards have a map image on the card back, and a white or gray parchment background. The site type is indicated by a symbol in the upper left-hand corner of the card. A key to these symbols is on the back of this booklet. Havens for Wizard players, and Darkhavens for Ringwraith players, are special sites with a star icon in the upper left corner.

Character cards have a blue background for Wizard decks, and a rusted purplish iron background for

Ringwraith decks. Characters in Wizard decks are called heroes, and characters in Ringwraith decks are called minions.

Hazards have a dark gray metal background. These cards represent obstacles that your companies will face.

Resources have a copper background in Wizard decks, and a grey-blue steel background in Ringwraith decks. These cards are your main source of MPs, and they help you overcome hazards.

4 • GETTING READY TO PLAY

Before you play the game, you must separate your cards into the appropriate decks. You also need a pair of six-sided dice.

Look in the Play Tips (p. 6). There will be a list of what cards go in your play deck, site deck, starting company, and sideboard. Separate all of these cards out. Put your starting company in front of you, along with your starting site. For a Wizard the starting site is Rivendell, for a Ringwraith it is Minas Morgul or Dol Guldur, and for the Balrog it is Moria or The Under-gates. Shuffle the cards that go into your play deck. Let your opponent cut your play deck, and draw eight cards for your starting hand.

Once both players have separated their decks, shuffled their play decks, and drawn their opening hand, each player should roll two dice. The player with the higher roll must go first.

During the course of play, certain cards will be eliminated, particularly characters. These cards are removed from active play and placed in an *out-of-play pile*. Certain cards you play for MPs will be placed in a *marshalling point pile*.

• PART II • TURN SEQUENCE

Player's alternate taking turns, following the sequence outlined below. You may play resources any time during your turn, unless card text states otherwise. You may play hazards only during your opponent's movement/hazard phase. If both players wish to play cards at the same time, see p. 20.

1 • UNTAP PHASE

During play, you will have to tap cards, usually to indicate that they have been used this turn. To tap a card, rotate it 90°, so that it is sideways on the table.

During combat (p. 16) character may become wounded. To wound a character, rotate his card 180°, so that it is upside down on the table.

Perform the following steps, in this order:

- 1) Untap your tapped character cards.
- 2) Heal any wounded characters you have at a Haven/Darkhaven. These characters move from wounded to tapped.
- 3) Untap your non-character, non-site cards. Sites, including Havens/Darkhavens, do not untap.

2 • ORGANIZATION PHASE

Your organization phase is when you assign your characters into companies, and plan your movement for the next turn. During your organization phase, you may perform the following steps in any order:

- Bring a new character into play at a Haven/Darkhaven or their home site, or reveal your Wizard or Ringwraith. A Wizard may be revealed at Rivendell or his home site. A Ringwraith may be revealed at Minas Morgul, Dol Guldur, or his home site.
- Reorganize your characters and companies, including changing followers and company composition.
- Transfer and store items.
- Play a new site card for each company that you want to move.

Note: All company composition changes, including reorganizing companies and bringing characters into play, must all be done at the same time during the organization phase. No other actions may be taken while you are making company composition changes.

BRINGING A CHARACTER INTO PLAY

To bring a character into play you must have enough influence to control him. Each player has a pool of 20 general influence with which to control characters. Each point of general influence can be used to control one point of mind. A character's mind is shown in the white head symbol on the left side of the character card. A character with eight mind would use eight points of general influence. If a character is brought in under general influence, and there is not enough influence to control him at the end of the organization phase, that character is returned to your hand.

Some characters also have direct influence, shown in the black hand under their mind. Characters may use direct influence to control other characters. Characters must be fully controlled by either general influence or one character's direct influence. A character controlled by direct influence is called a follower. Followers may not control other characters.

Each deck has a Wizard or Ringwraith in it. You may play this character without using influence to control him, as the card represents you in the game. Once your Wizard or Ringwraith is in play, you may not play other characters unless either your Wizard/Ringwraith is at the site where you play the character, or you bring the character into play with direct influence. If playing a Ringwraith, see p. 19.

REORGANIZING COMPANIES

Characters are organized into companies, and each company moves together as a unit. A company's *size* is equal to the number of characters in it. When calculating company size, Hobbits and Orc scouts count as half a character (round up). A company's *hazard limit* is equal to two or the company's size, whichever is greater. The hazard limit is the number of hazards that may be played on a company each turn, and is set at the end of the organization phase.

Any time two of your companies move to the same non-Haven/non-Darkhaven site, they will combine. Any company may split into multiple companies during the organization phase. However, if they are not at a Haven/Darkhaven, then only one company may stay at the site, and all other companies must try to move to different sites that turn.

TRANSFERRING/STORING ITEMS

During the organization phase, you may transfer items from one character to another character. Both characters must be in the same company, and the character with the item must make a corruption check (p. 19). If the character does not fail the corruption check, the item may be moved to another character.

An item may also be stored at a Haven/Darkhaven. The character must still make a corruption check, and if he does not fail, then the item is placed in your marshalling point pile. Stored items may not be retrieved.

Some resource events may also be stored, as indicated in their card text. No corruption check is required, unless otherwise specified on the card.

PLAYING A NEW SITE CARD

You must choose where each company is moving during the organization phase, by placing a new site card with each company. A company does not have to move. If you want to move a company, place the new site card representing their destination face down next to the site card representing their current site. You may look through your location deck and pick this card, you do not have to draw it randomly.

If you wish to move a company to a site that is face down on the table (for another company), tell your op-

ponent which site the company is moving to. If you wish to move a company to a site that is face up on the table (because another company is also moving there), tell your opponent the company is moving to a face up site.

The new site you choose must meet certain criteria. You may reach a site by either starter movement, or by region movement. Ringwraiths may not use region movement.

Starter Movement

If you are at a Haven/Darkhaven, the new site may be a site that lists your current site as its nearest Haven/Darkhaven. The new site may also be another Haven/Darkhaven that lists a site path to your current Haven/Darkhaven.

If you are not at a Haven/Darkhaven, the new site must be the nearest Haven/Darkhaven as listed on the site card.

Region Movement

If you are using region movement, the new site must be within four regions of the current site. This includes the regions containing the new site and the current site, as listed on the site cards. In the middle of these rules is a color map showing the regions of Middle-earth, showing which regions are adjacent to each other. A series of regions connects two sites if:

- The first region contains the current site, and
- The second region is adjacent to the first region on the map (two regions are adjacent if they are separated by one red line edge), and
- The third region is adjacent to the second region, and
- The fourth region is adjacent to the third region, and contains the new site.
- If the 1st, 2nd, or 3rd region contains the new site, do not worry about the other regions. Only consider regions containing the sites, and any intervening regions.

Site Paths

A *site path* is the sequence of regions between a site and its nearest Haven/Darkhaven. Each region in the sequence is indicated by its type, not by its name. For starter movement a company's site path is listed on the left side of the non-Haven/non-Darkhaven card they are moving to or from, or in the text box of the Haven/Darkhaven if moving between Havens/Darkhavens. For region movement, a company's site path is determined by the regions moved through.

Site paths are mostly used to determine if an opponent can play a particular creature on a company. Some hazards refer to the site's site path, which is always the one listed on the site card. Havens/Darkhavens have no site path.

3 • LONG-EVENT PHASE

During this phase do the following in this order:

- 1) Discard all of your resource long-events.
- 2) Discard all of your opponent's hazard long-events.
- 3) If you have any resource long-events in your hand, you may play them at this time.

Resource long-events may only be played during this phase. You play hazard long-events during your opponent's movement/hazard phase.

4 • MOVEMENT/HAZARD PHASE

The movement/hazard phase is when your companies move from site to site, and is also when your opponent has a chance to play hazards on your companies. Each of your companies has a movement/hazard phase, even if it does not move. You choose the order to resolve your companies' movement/hazard phases. For each company, follow these steps in order:

- 1) If the company has a face down site card, turn it over. This is your company's *new site*, and their current site becomes their *site of origin*. If there is no new site, no cards are drawn. If the new site is a Haven/Darkhaven, each player *may* draw the number of cards indicated on the site of origin. Otherwise, each player *may* draw the number of cards indicated on the new site. Each player must draw at least one card.
- 2) Your opponent plays hazards on the company (see below). A number of hazards equal to the company's hazard limit (p. 14) may be played. Hazards may not be played that target another company, or an entity associated with another company. If a hazard requires the company to return to its site of origin, return the new site card to the location deck (discard it if tapped) and proceed to step 4 (the site of origin becomes its current site). No additional hazards may be played on a company once it returns to its site of origin.
- 3) Remove the company's site of origin. Discard the site card if it is tapped and not a Haven/Darkhaven. Otherwise, return it to the location deck.
- 4) You must discard any cards in excess of eight in your hand; your opponent does the same for his hand. If you have fewer than eight cards, you must draw cards until your hand has eight cards; your opponent does the same for his hand.

Once all of your companies have resolved their movement/hazard phases, any two of your companies at the same non-Haven/non-Darkhaven site combine (companies at Havens/Darkhavens may combine if they wish). Your companies are now considered to be at their new site (that is, the new site becomes its current site).

PLAYING HAZARDS

When your opponent moves his companies, you may play hazards on them. Hazard events may be played on any company, unless otherwise specified on the card. The creature hazards you can play depend on how the company is moving.

Creature hazards must be keyed to a company's site path or site. This means you must match one of the symbols along the left side of the creature to one of the symbols in the company's site path, or the symbol representing their site type. You only have to match two of the symbols if a symbol is repeated on the creature card. In this case there must be two of that particular symbol in the company's site path in order to key that creature to that symbol. Matching symbols like this is called keying a creature by type. Some creatures may be "played in" certain regions by name, or sites in those regions. Matching names like this is called keying a creature by name.

If the company is not moving, you may only key creatures to their current site, by name or type.

If the company is moving, you may key creatures to their new site, by name or type. You may key creatures by type to the regions of their site path. If the company is using starter movement, you may key creatures by name to the regions containing the site of origin and the new site. If the company is using region movement, you may key creatures by name to any regions the company passes through.

Placing Cards On-Guard

During your opponent's movement/hazard phase, you may place one card *on-guard* for each of your opponent's companies. This card is placed face down next to the company's new site (current site if they did not move). Any card can be placed on-guard, even a resource, but placing a card on-guard counts against the hazard limit.

The card will remain on the site until either:

- *The company decides to face the site's automatic-attack.* If the on-guard card is a hazard creature keyed to the site or a hazard that can modify the automatic-attack, then it may be revealed before the automatic-attack is resolved. Revealed hazard creatures attack after the automatic-attack.
- *The company plays a card that potentially would tap an untapped site.* If the on-guard card is a non-creature hazard, it may be revealed if it is a hazard that affects the company or a character in the company that site phase.
- *The site phase ends.* Return the card to your hand.

If an on-guard card is revealed, treat it as if it had been played during the movement/hazard phase. This means whatever it is played on must have existed during the movement/hazard phase.

An on-guard card cannot be revealed that:

- returns a company to its site of origin;
- taps a company's site;
- potentially removes a character from a company, other than through combat or corruption;
- Forces a company to do nothing during the site phase; **or**
- directly taps a character.

COMBAT

Combat consists of one or more *attacks* that must be resolved one at a time. An attack consists of one or more *strikes*. Characters and attacks have *proWess* (the number before the slash in the lower left of the card), which is used to determine the outcome of strikes.

Strikes are assigned in the following manner:

- 1) The defending player may assign one strike each to any untapped characters he wants.
- 2) The attacking player may assign strikes to any characters that are not already assigned strikes.
- 3) If the attack has more strikes than there are characters in the company, each character is assigned one strike, and the excess strikes are assigned as -1 modifications to the *proWesses* of whichever characters the attacker chooses.

Once the strikes are assigned, the defending player resolves the strikes in any order he chooses.

Resolving Strikes

For each strike, follow the sequence below:

- 1) The attacker may play hazard cards that affect the strike. These count toward the hazard limit
- 2) The attacker may decide to use any or all of his remaining -1 modifications from extra strikes
- 3) If an untapped character is facing the strike, he must tap **or** take a -3 modification to *proWess*. An already tapped character gets -1 to *proWess*, and a wounded character gets -2 to *proWess*.
- 4) An untapped defending character that is not himself the target of a strike may tap to give +1 to the *proWess* of a defending character.
- 5) The defending player may play resource cards that affect the strike, but only one that requires skill.

Next, the defender makes a roll, and adds his modified *proWess* (apply weapon modifiers before all other modifiers):

- If the result is greater than the strike's *proWess*, the strike *fails*. Such a strike is defeated if it fails a body check (see below).
- If the result is equal to the strike's *proWess*, the strike was *ineffectual*. Nothing happens.
- Otherwise, the strike was *successful*. The target character is wounded and must make a body check. If the attack was *detainment* (see below), the character is tapped, not wounded, and makes no body check.

Body Checks

If a non-detainment strike against a character is successful, the character must make a *body check*. To make a body check, the **attacker** makes a roll; if this value is greater than the character's body, he is eliminated.

If a non-detainment strike fails against a character, it is automatically defeated if its body is "-" or if the **defender** makes a roll and the result is higher than the attack's body.

Detainment Attacks

Detainment attacks tap rather than wound characters. Attacks are only *detainment* against hero companies if it says so on the card. An attack against a minion company is considered *detainment* in the following situations:

- If it states the attack is *detainment* on the card.
- All Nazgûl attacks.
- Any attack keyed to a Dark-domain, Shadow-hold, or Dark-hold.
- Any Orc, Troll, Undead, or Man attack keyed to Shadow-land.

The above parameters apply even if the attack is keyed to a region or site by name which has the appropriate type.

Defeating an Attack

An attack by a hazard creature is defeated if it is not *detainment*, **and** all of its strikes are defeated (strikes assigned as -1 modifiers need not be defeated). When a hazard creature is defeated, the card is placed in the defender's MP pile.

If a hazard creature has multiple attacks, each **must** be defeated in order for the defender to receive MPs.

If one of the strikes was canceled or *ineffectual*, the attack is **not** defeated. If the attack was canceled, it is **not** defeated.

A Ringwraith player may only receive MPs from creatures with a * next to the MPs. A Wizard player may only receive MPs from creatures without a * next to the MPs.

If an Orc or Troll character faces a strike from an attack from an opponent's card that was defeated, you may place the creature's card under his control as a *trophy*. Trophies are considered minor items with zero corruption points. Trophies may not be transferred or stored. Discarded trophies that are worth marshalling points to you are placed in your marshalling point pile, otherwise, they are placed in your opponent's out-of-play pile.

Trophies give the following bonuses based on the MP value printed on the card, with or without a *:

- 1 MP worth of trophies gives +1 direct influence.
- 2 MPs worth of trophies gives +1 direct influence and +1 prowess (to a maximum of 9)
- 3 MPs worth of trophies gives +2 direct influence and +1 prowess (to a maximum of 9)
- 4+ MPs worth of trophies gives +2 direct influence and +2 prowess (to a maximum of 9)

5 • SITE PHASE

Each of your companies has a site phase, and you may resolve them in any order you wish. In order to do **anything** during the site phase, you must first enter the site and then face any and all automatic-attacks listed on the site card (a character at his home site may tap to cancel one automatic-attack at his home site). See *Combat*, p. 16.

Once you have entered the site, you may:

- Play an item, faction, ally, or any resource playable at the site. Items, factions, and allies can only be played at an untapped site unless specifically allowed at a tapped sites on their card.
- Influence your opponent's resources at the site.
- Attack your opponent's company at the site.

PLAYING AN ITEM

To play an item, the item must either state it is playable at the site, or the site must state that items of that type are playable at the site. You may tap an untapped character in a company at an untapped site and place the item with that character. This taps the site.

PLAYING AN ALLY

Playing an ally is similar to an item. Tap an untapped character at an untapped site and place the ally with the character. This taps the site. Allies do not count as characters, except for combat and playing skill cards. They do not count for company size.

PLAYING A FACTION

To play a faction, tap one character in the company to make an influence attempt. Roll the dice, add the character's unused direct influence, any standard modifications for the character's race (heroes) or other factions in play (minions), and any other modifications from other cards. If the result is higher than the number listed on the faction, put the faction in your MP pile, and tap the site. The site does not tap otherwise

PLAYING MINOR ITEMS

After playing a resource that taps the site, you may tap another character in the company to play a minor item. This may be done even if minor items are not normally playable at the site.

INFLUENCING AN OPPONENT'S RESOURCES

If you are at the same site as an opponent's resource or character, you may tap a character and attempt to influence his card. If successful, the resource or character is discarded. You may reveal an identical card and play it.

You may make one influence attempt against your opponent per turn, you may not make one on the first turn, and your Wizard or Ringwraith may not make one on the turn he is revealed. You may not make an influence attempt against your opponent:

- if you have declared company vs. company combat this turn;
- against his Ringwraith or Wizard;
- against an item, ally, or follower controlled by his Ringwraith or Wizard.

Influencing Characters

To attempt to influence a character, make a roll and:

- Add the influencing character's unused direct influence.
- Subtract your opponent's unused general influence.
- If the target character is a follower, subtract his controlling character's unused direct influence.
- Subtract the result of a roll by your opponent.
- Add any other modifications from special abilities and cards played before the roll.
- If you are a Ringwraith and your opponent is a Wizard, or vice versa, subtract five.

If the modified result is greater than the target's mind, the target character and all of his non-follower cards are discarded.

If you reveal an identical character card from your hand before making the roll, the targets mind is treated as if it were zero. If the attempt is unsuccessful, you must discard the character card you revealed. If the attempt is successful, in addition to discarding the target, you may immediately play your card at that site, regardless of his home site. You must have enough influence to control the character in order to play him.

Influencing a Faction

To influence a faction, you must be at the site where the faction is playable. Make an influence check as for a character, except:

- Instead of mind, the result must be greater than the number normally required to play the faction.
- Apply any relevant standard modifications.
- Revealing an identical faction reduces the number to bring the faction into play to zero, and allows you to play that faction if the attempt is successful.

Influencing an Ally

To influence an ally, make an influence attempt as for a character, except:

- Use the ally's mind instead of the character's.
- Subtract the unused direct influence of the character controlling the ally.
- Revealing an identical ally card reduces the ally's mind to zero and allows you to immediately play the ally with the influencing character if the influence check is successful.

Influencing an Item

To influence an opponent's item, make an influence attempt as for a character, except:

- The mind of the controlling character is used.
- Subtract the unused direct influence of the item's controlling character.
- You *must* reveal an identical item card in order to make an influence attempt. If the influence attempt is successful, you may play your card with the influencing character.

COMPANY VS. COMPANY COMBAT

If you are at the same site as an opponent's company, and have not made an influence attempt against him this turn, you may engage that company in company vs. company combat. This attack is declared and enacted following all other actions your company takes during the site phase. Company vs. company combat must be Ringwraith vs. Wizard or vice versa.

Company vs. company combat is treated like an attack with a number of strikes equal to the number of

characters in the attacking company. Each strike has a prowess equal to the attacking character corresponding to the strike.

Cards that Affect Company vs. Company Combat

Either player may play resources that affect the combat. However, only the defender may play cards that affect the attack as a whole. Hazards may not be played, and have no effect during company vs. company combat.

The attack may be canceled like an ordinary attack. However, cards that cancel attacks from specific race types only work if each character in the attacking company has one of the races listed on the card.

Assigning Strikes

For company vs. company combat, assign strikes as follows:

- 1) The defender chooses which of his *untapped* characters will be the targets of given strikes.
- 2) The attacker chooses which other defending characters not yet assigned a strike will be the target of any remaining unassigned strikes corresponding to his *untapped* characters.
- 3) The defender assigns any remaining strikes to his characters that have not been assigned strikes.

If there are more strikes than defending characters, the attacker may assign excess strikes as -1 modifiers to prowess, during the strike sequence outlined below.

The Strike Sequence

Strikes are resolved one at a time in the order chosen by the defending player. For each strike, follow the sequence below:

- 1) The attacking player may play resource cards that affect the strike (up to one card that requires skill).
- 2) The attacker may decide to use any or all of his remaining -1 modifications from extra strikes.
- 3) An attacking untapped character may take a -3 modification to prowess so that he will not automatically tap. An already tapped character gets -1 to prowess, and a wounded character gets -2 to prowess.
- 4) A defending untapped character may take a -3 modification so that he will not automatically tap. An already tapped character gets -1 to prowess, and a wounded character gets -2 to prowess.
- 5) An untapped defending character that is not himself the target of a strike may tap to give +1 to the prowess of a defending character.
- 6) The defending player may play resource cards that affect the strike (up to one card that requires skill).

Next, the attacker makes a roll and adds his modified prowess to get the strike's *final prowess*.

Then, the defender makes a roll and adds his modified prowess:

- If this result is greater than the strike's final prowess, the strike *fails*. The character corresponding to the strike is wounded and must make a body check (p. 16).
- If this result is equal to the strike's final prowess, the strike was *ineffectual*. Nothing happens.
- Otherwise, the strike was *successful*. The target character is wounded and must make a body check.

If a character is defeated in company vs. company combat, the opposing player receives kill marshalling points as indicated on the character's card.

6 • END-OF-TURN PHASE

During the end-of-turn phase, you may discard one card. Then you must draw or discard cards until you have eight cards in hand. You must discard the card before you reset to hand size. Note that some effects can increase or decrease the number of cards in your hand.

• PART III • SPECIAL SITUATIONS

Certain situations occur at multiple points in the turn sequence, and are covered here.

1 • CORRUPTION CHECKS

Each character has a corruption point total. This starts at zero, but certain cards will change this total during play. Only one corruption hazard may be played on a given character each turn. Normally, a character must tap to remove a corruption card. A character may attempt to remove a corruption card without tapping, at -3 to the roll. If this option is used, only one attempt to remove that corruption card may be made that turn.

CORRUPTION CHECKS

When a card or other effect indicates that one of your characters must make a corruption check, you must make a roll and add any appropriate modifications:

Nothing Happens—If the modified result is greater than the character's corruption point total, nothing happens.

The Character is Discarded or Tapped—If the modified result is equal to the character's corruption point total or one less than the total, a hero character *fails* the corruption check and you must discard him along with any non-follower cards he controls. A Wizard

failing in this manner is eliminated. If the character is a minion, he is not considered to have failed the check, and is tapped if not already tapped.

The Character is Eliminated—If the modified result is less than the character's corruption point total by two or more, the character *fails* the corruption check and is eliminated. Discard any non-follower cards he controls.

If a Wizard fails a corruption check, he is immediately eliminated. Ringwraiths never make corruption checks.

2 • RINGWRAITHS

Ringwraiths have many special effects, which are summarized below:

- A Ringwraith may only be in a company with non-Ringwraith characters if he is at a Darkhaven.
- Any ring in the Ringwraith's company at the beginning of the end-of-turn phase is automatically tested. Any test in a Ringwraith's company has a modification of -2.
- A Ringwraith may carry items, but such items have no effect.
- Ringwraiths never make corruption checks, and corruption hazards may not be played on Ringwraiths.
- A Ringwraith may not use a site path that contains Coastal Sea regions.
- A Ringwraith's company may not use region movement.
- If a body check against a Ringwraith is exactly equal to 7 or 8, then Ringwraith is returned to your hand. You do not lose the game if your Ringwraith is removed in this fashion—you may bring such a Ringwraith back into play the same way you revealed him.
- The full *Middle-earth: Lidless Eye* rules include provisions for Ringwraith followers (p.58)

3 • RING ITEMS

Ring special items are more complicated to play than normal items. First, you must play a gold ring item at an appropriate site. Then you must have a card or effect that *tests* the gold ring. When you test a gold ring, make a roll. On the gold ring item will be a list of results, and what ring special items you can play. If you have one of the indicated special ring items in your hand, you may replace the gold ring item with the special ring item. In any case, discard the gold ring item when it is tested.

4 • SIDEBOARDS

Your sidebar allows you to make minor modifications to your deck during play.

Using Your Sidebar When

You Exhaust Your Deck

Whenever you exhaust your play deck, you may exchange (before reshuffling) up to 5 cards between your sidebar and discard pile. Each card taken from your sidebar must be replaced by a card from your discard pile.

Using Your Sidebar When

You Tap Your Ringwraith or Wizard

During your organization phase, you may tap your Ringwraith or Wizard to bring up to 5 resource and/or character cards from your sidebar into your discard pile.

Alternatively, if your play deck has at least 5 cards, you may tap your Ringwraith or Wizard to bring one resource or character card from your sidebar into your play deck (reshuffle).

Using Your Sidebar When

Your Opponent's Wizard or Ringwraith is in Play

At the end of your opponent's untap phase, if your opponent's Ringwraith or Wizard is in play, you may at this point bring up to five hazard cards from your sidebar to your discard pile; or, if your play deck has at least 5 cards, you may bring one hazard card from your sidebar into your play deck (reshuffle).

If you move cards from your sidebar in this fashion, the hazard limit for each of your opponent's companies is reduced to half of normal for the rest of the turn (round up).

5 • TIMING

You and your opponent may both want to perform actions at the same time or actions that are sequenced with respect to other actions. Such actions often include playing a card, tapping a character already in play, and revealing an on-guard card.

Your opponent may always declare an action in response before your action is resolved. You may respond to each other's actions until neither player can, or wants to, perform an action.

You must give your opponent a chance to respond to every action, and vice versa. If you perform an action and move on to another action without giving your opponent a chance to respond, you must "back-up" if he wants to respond.

A series of declared actions is called a chain of effects. You always have the option of declaring the first action in a chain of effects during your turn. The actions in a chain of effects are resolved one at a time from last declared to first declared. That is, the last declared action is resolved first, and the first declared action is resolved last. This is called last in first out, or LIFO, order of resolution.

An action in a chain of effects is negated if the conditions required to perform it are negated by another action that is resolved before it in the chain of effects.

Creature hazards may not be played in response to other actions. They must always start a chain of effects.

6 • UNIQUE, CANNOT BE DUPLICATED, & MANIFESTATIONS

If a card states that it is "unique" or that it "cannot be duplicated," only one such card (or its effects) may be in play at a time. Cards in the marshalling point and out-of-play piles are in play for this purpose. The first card played takes precedence (influence checks may change this). This restriction applies to all cards in play (both yours and your opponent's).

Some cards may not be duplicated on a specific target. Multiple copies of such a card can be in play, so long as each applies to a different target. A card that cannot be duplicated may be played when a copy is already in play only if the copy in play is currently being targeted by an effect that will discard it.

Certain entities have several different *manifestations*, each represented by a different card. If one manifestation of such an entity is in play, you may *not* play another manifestation of the same entity. If one manifestation of such an entity is in the out-of-play or marshalling point piles, you may not play any further manifestations of that entity.

Certain hero resources and minion resources have the same name. These resources are considered manifestations of each other.

7 • EXHAUSTING YOUR PLAY DECK

You exhaust your deck when you draw the final card from it. Discard any cards that are discarded when a deck is exhausted, and make any exchanges with the sidebar (see above). Then shuffle your discard pile. This becomes your new play deck. Place all of your discarded sites back into your location deck.

middle-earth

Collected Rulings File #15

Introduction

This is version 15 of the collected clarifications to the rules for the *Middle-earth: Collectible Card Game*, up to May 29, 1999; including up to digest 578 of the mailing list. Some of these clarifications are considered errata to the rules or cards, and are noted as such. The Turn Sequence and Rulings by Term sections are specifically considered clarifications to the rules, and are therefore overridden by card text that specifically does so. A complete list of errata is included. There will be periodic updates to this file, and items marked with a "@" are new or changed since the last version.

New rulings that clarify ambiguous situations take effect immediately. Reversals of old rulings, changes to the rules, and new rulings not covering ambiguous situations will not have an effect on tournament play until two to four weeks after they are made. Every other Monday, starting November 3, 1997, will be a Rulings Monday. On a Rulings Monday, delayed rulings that have been made will be announced on the internet, and rulings that were announced on the previous Rulings Monday will take effect.

The main thing to remember, when making rulings based on the rules and the cards, is that if it isn't there, then it isn't there. If a card says a site counts as a Haven for purposes of healing, that does not mean the site counts as a Haven for any other purposes. If a card says it can be played as a resource, that does not mean it counts as a resource at any time except when it is being played. Remember: If it isn't there, it isn't there.

Tournament rules for *MECCG* differ slightly from the rules for casual play. Rulings marked with a "#" differ from those in tournament play. When playing in a tournament, be sure to check the Tournament Rulings section.

If you have any further questions concerning *MECCG*, you can either:

- Write Iron Crown Enterprises at P.O. Box 1605, Charlottesville, VA, 22902.
- Email the official rules representative, Van Norton, at: <mailto:vnorton@mindspring.com>
- Post the message to the Usenet news group `rec.games.trading-cards.misc`, with "[MECCG]" in the subject line.

Turn Sequence Rulings

Beginning of the Game

- # If a character is put in the deck due to duplication in the starting company, then it does not count against the 10 character limit.
- # You should either draw numbers for the whole game or roll dice for the whole game.
- Your starting company can only contain 20 points of unmodified mind.
- Non-character cards duplicated in the character draft may not be placed into the play deck.
- Your starting hand is eight cards, regardless of what characters you have at particular sites.

Untap Phase

- Corruption checks triggered at the end of the untap phase happen after everyone untaps.

Organization Phase

Choosing a New Site

- *Rules Erratum:* When a company splits, any of the resulting companies can move with region movement. Region movement is not limited to one company of a split.
- Any single site path cannot have more than one copy of a particular region.
- Any company may declare as its new site a site already on the table. That site will remain on the table at least until the end of that company's movement/hazard phase.
- Two companies may not start at the same site of origin and move to the same new site.
- Effects that are played during the organization phase, and depend on the site or site path of a moving company, create an effect which is not declared until

the new site is revealed. If the site or site path is not of the appropriate type when the effect resolves, the resource has no effect. If the company has multiple movement/hazard phases on the same turn, the card applies separately to each phase, having an effect only if the correct conditions are met.

Followers

- A character cannot use a bonus to direct influence against "Blue Mountain Dwarves" to control characters with the home site Blue Mountain Dwarf-hold. The bonus only applies to the faction.
- Bonuses to direct influence against characters apply only once, not for each character.

Organizing Companies

- When a company splits up, its player chooses which characters are the original company and which characters are a new company, unless otherwise directed by a card. All resource permanent-events played on the original company stay with the original company.
- Company composition changes that you choose to make, including bringing a character into play, must all be done at the same time during the organization phase. During this time no other actions may be taken.
- If a company splits, all but one of the split companies must attempt to move to a different site this turn. The company may not rejoin in the same phase.
- You may transfer a character from one company at a site to another, without creating a third company.
- See also Company and Influence.

Playing Characters

- *Rules Erratum:* You may play a character if you do not have enough influence to control them. However, if there are any characters you do not have the influence to control at the end of your organization phase, the character you brought into play this turn must be returned to your hand.
- If you play a Ringwraith at a non-Darkhaven site where there is one of your non-Ringwraith companies, one of the companies must move that turn. If

both companies are still there at the end of the movement/hazard phase, discard the non-Ringwraith company.

Storing Items

- Minions who roll equal to or one less than their accumulated corruption when storing an item are only tapped.
- A minion who taps from a corruption check for storing/transferring an item still successfully stores/transfers that item.

Long Event Phase

Movement/Hazard Phase

General

- **Annotation 25:** A company is considered to be at the site given by its site card at all times except from the moment their new site card is revealed during their movement/hazard phase until their old site card is discarded during the same movement/hazard phase. During this period a company is considered to be en route between sites and not at any site.
- **Annotation 25a:** A company's movement/hazard phase is concluded when a moving company removes its site of origin and both players agree to reconcile (discard down to/draw up to) their hand sizes. No resources (and obviously no hazards) can be played, and no resource effects can be activated, until the site phase or until both players have drawn cards for the movement of a following company.
- **Annotation 25b:** Players drawing cards when a new site is revealed is synonymous with the resolution of the new site being revealed. It happens immediately, not in the following chain of effects.
- **Annotation 26:** If at the start of a player's movement/hazard phase, there are multiple effects in play such that their net effect depends on the order they are applied, the player who is currently not taking his turn (i.e., the hazard player) decides the order in which they are to be applied. Once this interpretation is established, all further actions are applied in the order they are resolved for the rest of the turn.

- Once the effects of an environment card have been applied to a target during a given movement/hazard phase, that effect is not applied again to that target during the current turn.
- When you draw cards for movement, you may continue drawing cards until you either want to stop, or have drawn the number of cards allowed for the movement.
- Companies at the same non-Haven/non-Darkhaven site must join at the end of all movement/hazard phases, before the site phase starts. Companies at the same Haven/Darkhaven site may join at this time.
- If companies would join at the end of the movement/hazard phase such that the company composition rules are violated, one company of the hazard player's choice must return to its site of origin.
- If two companies join at a site, cards affecting one of the companies now affect them both.
- Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any movement/hazard phase. This means a moving company is not at a site until the site phase.
- The same region (as in region card) may not occur twice in a single site path.
- A non-moving company's current site is considered its new site for card play.

Movement

General

- If a company does not move, it still has a movement/hazard phase. No cards are drawn based on the company's movement, and the only hazards that can be played on the company are creatures that can be keyed to the company's site and events.
- Lebennin and Ithilien are not adjacent, even though they look that way on some maps.
- If a company moves twice in one turn, resources played during the organization phase, like *Secret Passage*, are reapplied to the company at the beginning of each of their movement/hazard phases, if the conditions of the card are met.
- If both players have access to region movement, then neither player may be stopped from using region movement. Access includes region cards or an appropriate map.

Playing Hazards

- Some hazard permanent-events allow you to tap or discard them for an effect, and this does not count against the hazard limit unless specified otherwise on the card.
- Hazards may only be played on a company whose movement/hazard phase is being resolved, or on the site they are moving to. Long-events and permanent- events may affect more than one company even though they are only played "on" one company.
- If a card must be keyed to two or more instances of a region type, those region types do not have to be consecutive in the site path.
- If you say you are done playing hazards and your opponent plays a resource before the movement/hazard phase ends, you may then resume playing hazards, assuming you have not yet reached the hazard limit.
- If a company is moving from a surface site to an Under-deeps site, hazards may not be played keyed to the region of the surface site.
- Angmar Arises, In Darkness Bind Them, and Reaching Shadow may not be used to play creatures keyed to double shadow-lands.
- A creature "played at" a site is the same as being "keyed to" the site.
- A creature "played at a site in" a region is the same as being "keyed to" the site by name.
- For the purposes of interpreting hazards, no Darkhaven or Haven has a site path except for Geann a-Lisch.
- You check the hazard limit at declaration and resolution. At declaration there must be less hazards already declared than the hazard limit. At resolution there must be no more hazards declared than the hazard limit.

Returning to Site of Origin

- If a company returns to its site of origin, its site path immediately disappears, and its movement/hazard phase immediately ends.
- An effect that returns a company to its site of origin may not be declared in the middle of an attack.
- *Rules Erratum:* If a company returns to its site of origin, it may do nothing during its site phase. A company failing it's underdeeps movement roll is not effected by this rule.

Combat

General

- Side effects of losing a character are resolved immediately after the character is lost, before other characters resolve their strikes.
- All strikes of an attack must be assigned before any are resolved.
- See also Ally and Body Check; and Turn Sequence, Site Phase, Company vs. Company Combat.

Attack

- **Annotation 12:** An attack is considered to be resolved and concluded when the final strike, all special actions resulting from the final strike, and the associated body check are resolved.
- **Annotation 13:** An attack may not be canceled once its strikes have been assigned. A strike may not be canceled once the dice-roll for the strike has been made.
- **Annotation 14:** A canceled attack has no effect on its target company, except that the company is considered in its history to have faced the attack.
- **Annotation 15:** An attack must be the first declared action in a chain of effects, i.e., a creature card may not be played in response to another card in the same chain of effects. Revealing an on-guard creature is an exception.
- In order to cancel an attack or to directly affect an attack, the character doing so must be in the company facing the attack. Note that the region/site type a hazard creature was keyed to can be affected otherwise.
- Cards only modify attacks if they say they specifically mention attacks.
- When a minion company defeats an attack with no * by the MPs, the creature goes to the out-of-play pile belonging to the person who played the attack. They may still be taken as a trophy, but go to the appropriate out-of-play pile when the trophy is discarded.
- Excess strikes applied as -1 modifiers do not have to have their body defeated.
- If an attack states all characters in a company face a strike, then effects which allow a character to face more than one strike have no effect against the attack. Similarly, effects that change the attack's number of strikes have no effect. As an exception, effects which reduce the number of strikes to a specific number do work.

- Any effect that would change the number of strikes for an attack may not be played after strikes are assigned. This includes cards that have other additional effects, and cards that only indirectly change the number of strikes.
- Attacks created by events are not keyed to anything unless specifically stated as being keyed to something on the card.
- There are three levels of cards which reassign strikes. Alatar is the top level, and overrides any other conflicting card which changes the assignment of strikes. Cards which say they "always" or "in all cases" change the assignment of strikes are the next level, and override any other conflicting effects except Alatar. Cards which say they change the assignment of strikes "regardless of ..." certain factors are the third level, and are overridden by all other effects from conflicting cards. If two effects on the same level conflict, the resource overrides the hazard.
- If an attack can not be cancelled, strikes from the attack may still be cancelled.
- An attack is considered faced by a company if it successfully resolves in its chain of effects.
- Attacks or strikes keyed by name to a region or site cannot be cancelled by effects which refer only to the type of the region or site.

The Strike Sequence

- **Annotation 16:** When a wounded character becomes unwounded, he is considered in his history to have been wounded and must face any special actions the wounding strike presented him.
- **Annotation 17:** The only actions that may be declared during a strike sequence are those outlined in Annotation 18.
- **Annotation 18:** When a defending player chooses to resolve a strike against a particular character, the only actions that may be taken by either player until the strike dice-roll is made are the following: playing hazard cards that affect the strike, the attacker may decide to use any or all of his remaining -1 modifications due to strikes in excess of the company's size, a target untapped character may take a -3 modification so that he will not automatically tap, and the defending character may play resource cards that affect the strike. An action that has the condition that a target character tap, but which otherwise has an effect not outlined here, may not be declared at this point. This is true even if the recipient of the strike would be the target character tapping and thus receive -1 to his prowess.
- **Annotation 19:** Following each successful strike or failed strike, a body check must be rolled (unless the failed strike has no body). However, if the strike

calls for any special actions to follow it (e.g., a character wounded by "William" may be required to discard his items), these special actions are resolved before the body check. The body check is the first declared action in a nested chain of effects that immediately follows the strike dice-roll and special actions resulting from the strike. Other actions may be declared in response to a body check, in the same chain of effects, but these are limited to those actions that directly affect the body check dice-roll. E.g., *Tookish Blood* could not be declared in response to the body check caused by *Giant Spiders* wounding a Hobbit. No action may be declared in response to a special action resulting from a strike unless the special action is a dice-rolling action, i.e., a special action is generally considered synonymous with the strike dice-roll. If the special action is a dice-rolling action, an action may be declared in response to it if the action directly affects the dice-roll.

- **Annotation 20:** If more than one special action is to follow a strike, the defending player decides the order they are resolved.
- **Annotation 21:** A successful strike against a character is synonymous with that character being wounded, i.e., inverting a character card on the playing surface is not a separate action from the successful strike.
- Wounded characters only suffer a -2 prowess. In general, wounded characters are not considered tapped.
- Non-item prowess bonuses are applied in the order the player controlling the character decides.
- If a character is facing two strikes, and the first strike kills the character, the second strike is considered successful.
- There is time between the strike sequences to take actions that are otherwise legal.

Site Phase

General

- Items, factions and allies must be played during the site phase.
- There is no one resource card per site phase rule. However, the tapping of the site usually limits you to one card per site phase.
- The site taps upon successful play of the resource that would tap it.
- A company may not play any resource during the site phase until they have faced all automatic-attacks, unless that resource directly affects an automatic-attack. Removing an automatic-attack does not directly affect it, although cancelling does.
- You may only play a free minor item after playing an ally, faction, or item that taps the site.
- See also [Item](#).
- Play of an ally, item, faction, or resource card which will normally tap the site must be after the company resolves all automatic, agent, and on-guard creature attacks.

Company vs. Company Combat

- The defender may take actions that affect the attack or any of the strikes. The attacker may only take actions that affect individual strikes.
- *True Fána* and *Sacrifice of Form* cannot be used in company versus company combat.
- *Rules Erratum*: Hazards effects in play that affect attacks have no effect on company vs. company combat.
- Only the defender is considered to be facing an attack, but all characters are considered to be facing strikes.
- Tapped defending characters choose their strikes after untapped attacking characters have assigned their strikes.
- Minion and hero companies can attack each other. Hero companies may not attack each other. A Fallen Wizard covert company is considered a hero company.
- See also Card Rulings, [Swarm of Bats](#).

the company that site phase. Note that this clarification is looser than the rule printed on p.61 of the Unlimited Rules book

- A successful ring test does not allow an on-guard card to be revealed.
- You may reveal a card in response to an influence attempt against a faction even if the on-guard card only has an effect if the attempt is successful. You may also reveal a card in response to such an attempt that affects the actual influence attempt.
- Only declared or on-going cards and effects can be considered when determining the validity of revealing an on-guard card. Potential effects that have not been triggered cannot be considered.
- A card cannot be revealed that:
 - Returns a company to its site of origin.
 - Taps a company's site.
 - Potentially removes a character from a company, besides combat or corruption checks.
 - Forces a company to do nothing during its site phase.
 - Directly taps a character in the company.
- A card that potentially removes an ally from the company can be revealed, so long as it otherwise is legal.
- The on-guard card is not considered to be in any player's hand.
- When an on-guard card is revealed, it immediately ceases to be considered an on-guard card.
- Creatures may only be revealed on-guard if there is an automatic-attack at the site.
- If two companies are at a Haven, on-guard cards played on one company can only be revealed against that company, and can only affect that company (unless the hazard states it affects all versions of the site).
- If the site an on-guard card is played on leaves play before the site phase, the on-guard cards are returned to their owner's hand.
- See also Burglary Attempts.

End-of-Turn Phase

- End-of-turn effects are triggered by the ending of the End-of-Turn phase. Once both players are done with all actions in the End-of-Turn phase, all End-of-Turn effects are declared and resolved in the order chosen by the current player. No further actions may be declared that turn.

- Cards may be played during the End-of-Turn phase after hand size has been reconciled.
- Replacing one site with another at the end of the turn counts as movement, without a movement/hazard phase.

End-of-Game

- These rulings apply to any end game, whether it is the Free Council, the Audience with Sauron, or the Day of Reckoning.
- Characters may tap to aid corruption checks, if they are in the same company.
- Long- and permanent-events still in play will still have an effect.
- Only resources that directly affect corruption checks may be played during the Free Council. This includes cards that reduce a character's corruption point total or prevent a character from being discarded.
- When determining if more than half of your marshalling points come from one type of marshalling point, ignore negative marshalling points. The easy way to do this is if one category is more than half of your positive marshalling points, reduce that category to equal all of your other positive marshalling point categories combined.
- To calculate marshalling points at the Free Council, follow these steps:
 1. Total up the marshalling points for each category. The modifications from *My Precious*, factions played on a leader, and eliminated characters apply now.
 2. If your opponent has no points in a category double your points in that category. Doubling does not apply to the Miscellaneous or Kill categories.
 3. If one of your categories accounts for more than half of your positive marshalling point total, reduce it so that it has the same number of points as the rest of your positive categories combined.
 4. Subtract any points that are subtracted from your total, including points from unique resources your opponent has duplicated in his hand.
 5. See also Under-deeps.
- Marshalling points that minions have at an Under-deeps site do not count for calling the Audience with Sauron, but do count at the Audience with Sauron.
- You may only call the Free Council if you have met the deck cycling and marshalling point requirements, not only if your opponent has.
- You may not receive kill MPs from a card you played.
- MPs from special and minor items count as item MPs.

Rulings by Term

Actions

- Tapping a resource can only be done at a time when you could otherwise play a resource event.

Active Conditions

- An active condition must be in play or established when the action requiring it is declared. Active conditions serve as the price of an action. They are restrictions on the player invoking the action.
- **Annotation 5:** If an action requires an entity to tap as a condition for the action's main effect, that entity must be untapped when the action is declared; else, the action may not be declared. Tap the entity at this point; this is considered synonymous with the action's declaration, i.e., it is not a separate action. When it comes time to resolve the action in its chain of effects, that entity must still be in play and tapped or the action is canceled.
- **Annotation 6:** If an action requires an entity to be discarded as a condition for the action's main effect, that entity must be discarded when the action is declared; this is considered synonymous with the action's declaration, i.e., it is not a separate action.
- **Annotation 7:** If any other active condition for an action does not exist when the action is resolved, the action has no effect; if the action was playing a card from your hand, it is discarded.
- **Annotation 8:** An action that requires a target is considered to have the active condition that the target be in play when the action is declared and when it is resolved. An action may not be declared if its target is not in play. However, dice-rolling actions may always be targeted by other actions declared later in the same chain of effects.
- Your opponent's resources may be the active conditions for your resources, but may not be the targets for your resources.
- If an "alternative" or "additional" effect does not have any "playable ..." conditions, then the "playable on ..." conditions from the primary effect of the card apply. The following cards are exceptions to this rule: *Gloom*, *Good Sense Revolts*, *Half an Eye Open*, *Heedless Revelry*, *Here is a Snake*, *In the Name of*

Mordor, Inner Cunning, Nobody's Friend, Withdrawn to Mordor, and Wolf-riders.

- See also Target.

Agent

- *Rules Erratum:* A tapped agent may take an action to untap (i.e., move from tapped status to untapped status).
- *Rules Erratum:* An agent may tap to play creatures at a site if the company is moving to the site.
- *Rules Erratum:* Agent attacks against minions are always detainment.
- Playing a card that makes an agent attack is considered the attack's declaration.
- Agents are not creatures.
- Rolls made by agents during combat are done simultaneously with rolls made by characters during combat, after step 4 of the strike sequence.
- Only face-up agents are considered for uniqueness.
- While in play agents played as hazards may not become minion characters, and agents played as minion characters may not become hazards.
- An agent played as a character in a Ringwraith deck can only be played at his home site.
- When constructing a Ringwraith deck, agents are always considered characters. The maximum of 36 mind of agents in your sideboard and play deck combined still applies.
- Agents count as both characters and hazards during the game in a Ringwraith deck.
- To wound an agent you only need to defeat the prowess of one strike. To eliminate an agent you must defeat the prowess and body for all strikes.
- Revealed agents may return to their home site, even if they are at one of their home sites.
- Cards played on an agent remain face up when the agent turns face down.
- Agents may not move to any version of a hero Haven, unless they have a special ability allowing them to.
- Fallen-wizards use minion rules for agents, except where specified by the White Hand rules insert.
- Only Elven agents can move to a site that is a Wizardhaven.
- Agent attacks are not keyed to anything.

- When an agent is revealed, only the site he is at will be affected by environment cards.
- Agents do not get the -5 penalty for influencing across alignments.
- If you are a Ringwraith, your agents may move as if Dagorlad and Udûn are adjacent.
- The rules on agent movement do not apply to revealed agents, since they refer to the first site card played, which is discarded when the agent is revealed the first time.
- When you flip an agent face down, leave it's current site face up with the agent. That now counts as a legal first card "played" for when you reveal the agent again.
- Agents in starting companies count against the 36 mind limit.
- An agent may only attack once per site phase.
- See also Card Effect Limitations.

Ahunt Manifestations

- If one Ahunt is out and you move through two or more of the regions listed on it, then you face the attack once.

Ally

- Allies may tap to cancel attacks from *Slayers* and *Assassins*.
- Allies cannot be targeted to be taken prisoner, and otherwise cannot be taken prisoner.
- If an ally may not be attacked by certain attacks, he may still tap to give +1 prowess to characters facing such attacks.
- Playing an ally is not an influence attempt.
- If an ally's controller leaves play for any reason, that ally is discarded.
- Allies can be healed as if they were characters. Otherwise, allies are only considered characters for the purposes of combat and playing skill cards.
- Allies count as characters for the purposes of combat, including performing actions in combat that characters do (getting assigned strikes, tapping for +1 to prowess) and for the play of cards that directly affect the attack.

Balrog

- *Erratum:* Balrog players receive no MPs for hear items played at their darkhavens.

Burglary Attempts

- After a successful burglary attempt, another character may tap to play a minor item.
- The character who fails the burglary roll must face the automatic-attack as though he were a one-character company. He can receive no combat support other than what he himself can provide.
- On-guard creatures are faced by the whole company after a Burglaring attempt, regardless of the success of the attempt.

Body Check

- **Annotation 22:** When a character fails a body check, his items may be immediately reassigned to unwounded characters in his company, one item per character. Reassigning of the eliminated character's items is considered to be synonymous with his failed body check, i.e., no action may take place between the failed check and reassigning the items. Unassigned items are discarded.
- Effects that modify a character's body also modify the number an Orc or Troll would be discarded on. A maximum to body applies equally to the discard number.
- If an Orc or Troll could be discarded and eliminated by a result, discard them instead of eliminating them.
- "Affecting the body check" includes modifying the die roll or the body of the character making the check.
- See also Movement/Hazard Phase, Combat, General.

Cannot be Duplicated

- **Annotation 11** (modified from its original version): Some cards cannot be duplicated in limited cases -- generally on a specific target. Multiple copies of these cards or their effects may be in play normally, so long as each applies to a different target. A card that cannot be duplicated can be played when a copy

is already in play only if the copy in play is currently being targeted by an effect that will discard it.

- Short-events that cannot be duplicated cannot be played if a card of the same name is currently having an effect on play.

Card Effect Limitations

- You may not play the following cards if your opponent is a Ringwraith or Sauron. Additionally, if you are not a Ringwraith or Sauron, a Ringwraith or Sauron opponent can play these cards against you and not be affected by any of their global effects.
 - All hazard events that require an agent*
 - *Bane of the Ithil-stone*
 - *The Black Enemy's Wrath*
 - *Foul Fumes*
 - *In the Heart of His Realm*
 - *Mordor in Arms*
 - *Mûmak*
 - *Worn and Famished*
 - * *Near to Hear a Whisper* and *Sudden Fury* from *Middle-earth: Against the Shadow* and *Great Need or Purpose* may be played because they do not target a specific agent.
- The following cards are also listed in the *MELE* Rules book as having no effect on a Ringwraith/Sauron player, but this interpretation has been modified.
- *Chance of Being Lost* and *Winds of Wrath*: You may play these cards against any opponent who is using the same type of location deck (hero sites or minion sites) as yourself.
- *Great Secrets Buried There*: This card may be played against a Ringwraith or Sauron player.
- *The Nazgûl are Abroad*: This card may be played against a Ringwraith or Sauron player. The only restriction is that the first two paragraphs are ignored when you play Nazgûl creatures against a Ringwraith or Sauron opponent. Any player can recycle Nazgûl hazards as stated on the card.

Challenge Decks

- Page 12 should say that companies must join at non-Haven sites. Companies at Havens at the end of the movement/hazard phase may join or not as they choose.
- The end-of-turn phase was left out of the rulesbook. During the end of turn phase you may discard one card, then you must reset to hand size.
- In the Dwarf deck (H) and the Indûr deck (J), the Arkenstone should have the icon for a play deck card, not a sideboard card.
- Old Forest should read "healing effects," not "healing cards."

Character

- A character enacting an effect counts as a character in his company, and may affect himself as a character in the company.
- A character in play must always be in one of three independent states: untapped, tapped, or wounded.
- You can have three of a non-unique character in your deck.
- Prowess modifications due to tapped and wounded status apply only during the strike sequence.
- See also Turn Sequence, Organization Phase, Followers and Playing Characters.

Command Cards

- Command cards return other command cards of the same name to your hand.

Company

- If all characters in a company are removed from the company, all resource permanent-events played on the company as a whole are discarded.
- If all characters in a company leave play, the site goes to the location deck or discard pile, depending on its tapped status. If this happens during the movement/hazard phase, the site card stays in play until the end of all movement/hazard phases. In this case, on-guard cards may still be played on the site.

- The following allies make a company overt: *The Balrog*, *Creature of an Older World*, *Great Bats*, *Great Lord of Goblin-gate*, *Last Child of Ungoliant*, *Regiment of Black Crows*, and "Two-headed" Troll.
- Entities associated with a company include the characters, allies, and items in the company, and any events played on the company or on another entity in the company. The new site and site of origin are not entities associated with the company.
- A hero company is Wizard player's company, or a Fallen-wizard's company that has no Orcs or Trolls. A minion company is a Ringwraith player's company, or a Balrog player's company. An overt company is a company with Orcs and/or Trolls in it. Note that some allies can make a company overt, but Half-orcs do not.
- See also Turn Sequence, Organization Phase, Organizing Companies; and Influence.

Corruption

- *Rules Erratum*: Corruption cards must always start a chain of effects.
- *Annotation 23*: When a character fails a corruption check, the standard effects of this (i.e., the character being discarded or eliminated and his items being discarded) are implemented immediately and are considered synonymous with the failed check. A card causing the corruption check may modify the standard effects of a failed check (e.g. *The Precious*), but this timing would not be changed. Certain cards, e.g., *Traitor*, which do not cause a corruption check, but specify an action that results from the passive condition of a failed check, take effect as the first declared action in a chain of effects immediately following the chain of effects that contains the corruption check.
- Characters with 0 corruption points must still make corruption checks.
- A character may attempt to remove a corruption card without tapping. The roll is at -3.
- You can not attempt to remove a corruption card without tapping if you have attempted to remove that card already this turn. You may not tap to remove a corruption card that you tried to remove without tapping already this turn.
- The resolution of a character tapping to give +1 to a corruption check happens when the corruption check itself resolves.
- If an effect is in play that prevents a character from being discarded, the character is not considered to fail his corruption check if a result is achieved

that would discard him. A Wizard would not be eliminated and his player would not lose the game.

- A character attempting to remove a corruption card on another character may ignore the tapping requirement and receive -3 to the roll.
- See also Turn Sequence, Organization Phase, Storing Items.

Darkhaven

- *Rules Erratum:* Attacks keyed to Darkhavens are detainment.
- Whenever a hazard affecting heroes refers to a Darkhaven, interpret it as referring to a Haven instead.
- Attacks at Darkhavens are canceled only if the company is at the Darkhaven.
- Darkhavens count as their own nearest Darkhaven.

Detainment Attacks

- When a strike from a detainment attack succeeds, the character who was facing that particular strike must tap.
- Attacks that have special effects when they wound a character do not have that effect when they are detainment attacks. This is because detainment attacks never wound a character.

Discard

- A discarded non-Wizard/non-Ringwraith character may be brought into play again by any player.
- When a card is discarded, so are all permanent-events on that card.
- Cards discarded from a player's hand must be discarded one at a time. This is mainly to allow a Pallando player to see each card as it is discarded.
- Whenever a character is discarded, all non-follower cards played with that character are also discarded.
- If a card leaves active play, including being returned to a player's hand, it immediately ceases having an effect on play.
- Cards in the discard pile do not remember how they were played.

Dragons

- Dragon automatic-attacks are not considered manifestations of any unique Dragon.

- If a manifestation of a unique Dragon is defeated, then the automatic- attack at the associated site is removed, and that site therefore loses its hoard status.
- If you defeat the attack from a Dragon manifestation, you get kill marshalling points from the manifestation as if you had defeated a creature.

Eliminated

- When a card is eliminated, all permanent-events on that card are discarded.

Exhausted

- Permanent-events discarded when the play deck is exhausted are shuffled into the new play deck along with the rest of the discard pile.

Fallen-wizard

- The white hand symbol on the Fallen-wizard card is that Fallen-wizard's general influence once he is revealed. Prior to that, his general influence is 20.
- A Fallen-wizard may use a minion resource to cancel the automatic-attack at a hero site, and vice versa.
- Fallen-wizards may not play characters with more than five mind, but if they have one in play the character is not discarded.
- A Fallen-wizard is at -5 for influence attempts against a Ringwraith, but not against a Wizard.
- Fallen-wizards may not use starter movement, but they may use any other form of movement.
- Fallen-wizards use Ringwraith rules for agents.
- You may not declare yourself as a specific Fallen-wizard unless you have his card in your deck.
- Fallen-wizards can have a character with more than five mind, they just can't start with one or play one.
- For starting companies, minor items come into play after characters, so they cannot affect a character's mind for the purpose of playing him.
- When a site is replaced with a site of the opposite alignment, the new site comes into play in the same orientation as the other site.
- You may use minion or hero resources to affect the automatic-attack at a site, regardless of the site's alignment.

- If any version of a site is in play or in your discard pile, you may not play another version of that site.
- Fallen-wizards may receive one extra MP for factions played on a leader.
- Fallen-wizards may not play *Bade to Rule*
- If you reveal your Fallen-wizard, and no longer have enough influence to control your characters, discard other characters until you can control them all.
- None of a Fallen-wizards MPs may be modified by non-stage resources.
- See also *Specific*.

Gold Ring Item

- When a gold ring item is tested, the ring is discarded and its marshalling points are lost whether or not you are able to play a special item.
- Ring special items played as a result of storing a ring at a Darkhaven come into play stored.

Hand Size

- Effects which increase your hand size or allow you to hold one more card in your hand mean that you draw up to your new hand size or discard down to it at the appropriate points during the game.
- Effects which increase hand size are cumulative.
- See also *Card Errata and Rulings, Favor of the Valar*.

Haven

- Havens can tap. Whenever a hazard affecting minions refers to a Haven, interpret it as referring to a Darkhaven instead. Havens count as their own nearest Haven.
- If two companies join at a Haven, cards played on the discarded version of the Haven transfer to the version of the Haven that stays in play.

Hobbits

- If a Hobbit is a starting character and leaves play, then it may only be brought back into play normally at Bag End.

Influence

- Restricted direct influence is limited in its use, usually to characters and/or factions of specific races. Unrestricted influence has no use restrictions.
- When a character suffers a minus to direct influence, it must come from unrestricted direct influence first. If there is no unrestricted influence and there are multiple instances of restricted direct influence, the player may choose which restricted direct influence the minus is applied to.
- A character removed from the control of direct influence outside the organization phase does not need to be controlled by general influence until that player's next organization phase.
- Changes to general influence take place immediately, with a minimum of zero free general influence.
- See also Turn Sequence, Organization Phase, Followers and Organizing Companies; and Company.

Items

- The "free" minor item may only be played immediately after playing the resource that taps that site.

Leader

- Factions played with a leader are worth two extra MP per group of factions, not per faction.

Manifestations

- A Fallen-wizard (nor any other player) may not have two resource manifestations of the same unique resource in his deck.

Marshalling Point Pile

- Under standard rules, no more than half of your marshalling points can come from any one type of marshalling point. Do not round up. The easiest way to deal with this is to set the category with the most marshalling points to equal the total of all other categories of marshalling points.

- You may not target hazards in your opponent's marshalling point pile for removal.
- You may not gain marshalling points from a hazard you played yourself.

May not Untap

- Nothing may untap a character who is the subject of an effect that states the character may not untap.

MELE vs. METW

- Hero items may not be used as conditions for minion resources, and minion items may not be used as conditions for hero resources. Note that a Fallen-wizard may play special ring items regardless of the alignment of the gold ring item tested.
- # If you are playing against a deck with three Wizards in it, you may play any combination of three Ringwraiths, except one each of three different Ringwraiths.
- You may not have both the minion and hero version of a unique item in your deck.

Minion characters

- Minion characters are not affected by cards that target agents.

Modes

- When one mode effect is applied to a Ringwraith, all other cards applying a mode effect to that Ringwraith are discarded.
- When a Ringwraith is in a mode, only apply the effects listed on the mode card, on the Ringwraith, and in the rules for that mode. Do not worry about cards that are not in play.
- If an ally giving a mode is removed from play during the movement/hazard phase, the Ringwraith immediately stops being in that mode, but continues to move to his new site.

Multi-player Games

- Only the moving player, and the hazard player drawing cards based on his movement, may take advantage of drawing cards, including cards drawn for events like *The Nazgûl are Abroad* and *From the Pits of Angband*. These two players are also the only ones who may discard a card at the end of the turn.
- All players reset their hand size when any turn or movement/hazard phase ends.
- In multi-player games the following hazards count as 1/2 a creature: hazards that can be played as events or creatures, Ahunt Dragon manifestations, and At Home Dragon manifestations. Agents in a Wizard deck also count as 1/2 creatures.
- You may only play *The Lidless Eye* if none of your opponents are Ringwraiths.
- *Twilight* may only be played by the moving player and the hazard player. As an exception, a player who's own environment will be discarded by an environment may play *Twilight* to cancel that environment.
- *For Spying out the Land* and *Here is a Snake*, each hazard player shows hazards immediately before he draws and/or plays hazards, and then can only play those hazards. Players who are not playing hazards are not required to show hazards.
- Actions taken during the movement/hazard phase, against a specific player, must be done against the moving player.

Normal

- Normal means as written on the card, not considering other card's effects. Note that this definition only applies to effects referring to card texts.

Nazgûl

- If a Nazgûl is tapped to become a short-event as printed on its card, it turns into a short-event upon declaration. At this point, the Nazgûl is a short-event just as if had been played as such from your hand.
- The body referred to in the text of female characters with combat bonuses against Nazgûl is the body of the Nazgûl.

Off to the Side

- Host cards of cards off to the side can be targeted normally.

Optional Rules

- If a character is facing two strikes, and the first strike kills the character, the second strike is considered successful.
- A character tapping to face two strikes is at -3 prowess against both strikes. The character taps when resolving the second strike.
- For recently visited sites in multi-player games, the automatic-attack gets +1 for each player who has that site in their discard pile.
- See also Burglary Attempts.

Passive Conditions

- A passive condition causes an action to happen as stated on a card already in play.
- **Annotation 9:** If a card specifies that an action is to occur as a result of some specific passive condition, this action becomes automatically the first action declared in the chain of effects to immediately follow the chain of effects producing the passive condition. The passive condition must exist when this resulting action is resolved in its own chain of effects, or the action is canceled. Note that actions in the strike sequence follow a different set of rules.
- **Annotation 9a:** If a card is required to be discarded by some passive condition, the card is discarded immediately when the condition resolves, not in the following chain of effects.
- **Annotation 10:** If more than one action is required to be the first action declared in a chain of effects, the player whose turn it is chooses the order in which they are declared. No other actions may be declared in this follow-up chain until the multiple required actions have been declared.
- A card causing an action as a result of a passive condition must be in play when the action resolves, or else the action is canceled.

Playing a Card

- Playing a card is the process of bringing a card from your hand into play.
- You may not play a card which has no effect on the game. Causing a dice roll is considered to be having an effect on the game.

Reveal

- Any revealed cards are shown to all players.

Ring Items

- You should shuffle your deck after searching it for a Lesser Ring.

Ringwraith

- You may have any number of Ringwraiths in your sideboard, as long as you do not duplicate more than one of them in the combined deck and sideboard.
- Characters with combat bonuses against Nazgûl also get those bonuses against Ringwraiths. However, other effects that affect Nazgûl do not affect Ringwraiths.
- Ringwraiths may not move from a non-Darkhaven site to another non-Darkhaven site unless they are using Dwar Unleashed. This means a Ringwraith may not move to Under-deeps sites that do not have a Darkhaven for a surface site.

Ringwraith Follower

- Ringwraith followers may still use magic as printed on their card.
- When your revealed Ringwraith leaves play without being eliminated, you have until the end of your next organization phase to bring your Ringwraith back into play, and use him to re-control any Ringwraith followers. Otherwise, all Ringwraith followers are discarded.

Sage Only

- Any card requiring a sage to play is a sage only card.

Short-event

- Short-events are discarded when resolved in a chain of effects, not when declared. Thus, they can be targeted by certain special effects in the chain of effects.

Sideboard

- The sideboard is increased to 30 cards for one and two-deck games, 35 for three-deck, and 40 for four-deck.
- You can access hazards from your sideboard when your opponent's Wizard/Ringwraith is in play. You must declare this at the end of your opponent's untap phase and then access hazards as if you had tapped a Nazgûl permanent-event to do so. The hazard limit against all of your opponent's companies that turn is halved, rounded up.
- Tapping a Nazgûl to bring cards in from the sideboard does not turn the Nazgûl into a short-event. It is discarded immediately upon declaration.
- You may have Wizards in your sideboard. You may have no more than three copies of one Wizard, and one copy of each other Wizard, in your sideboard and play deck combined.
- You may access your sideboard when your opponent plays *The Lidless Eye* as if he had revealed his Ringwraith.

Site

- To untap a site the character doing so must be at that site.
- A permanent-event played on a site affects only the copy of the site it is played on, unless otherwise specified. A permanent-event not played on a site affects all versions of affected sites.
- Hero events cannot target or affect minion sites, and vice versa. News of the Shire is an exception.

Site Path

- Certain cards refer to the site's site path. The site's site path is always the site path given on the site card, regardless of how the company got to that site.
- Events can alter both a site's site path and a company's site path.

Skill Cards

- Two or more skill cards may be played by a single character outside of the strike sequence.
- Two skill cards may not be declared by one character against a given strike.
- "(Foo) only" cards can only be played by characters with the (foo) skill.

Specific

- To play a name-specific card, you must have declared yourself as the character with that name. That character need not be in play.

Stage Resources

- If your opponent is playing the same Fallen-wizard as you, and reveals that Fallen-wizard first, you must discard any Fallen-wizard specific stage resources that you have in play.
- Wizard specific Stage Resources may be played with the starting company.
- Stored stage resources give stage points, and may be discarded normally.
- If you start with Hidden Haven, you must bring out your staging site when you reveal Hidden Haven.

Stored Cards

- Stored cards are not considered to be in play, except for uniqueness.
- Stored cards get no bonuses based on who bears them.
- See also Stage Resource.

Targets

- A target is an entity that an action is played out through. Entities are only targets of an action if the action specifies those entities by number and type. Note that "the foo" counts as specifying one "foo."
- **Annotation 1:** A card is not in play until it is resolved in its chain of effects. When the play of a card is declared, no elements of the card may be the target of actions declared in the same chain of effects. An exception to this is a dice-rolling action, e.g. a corruption check.
- **Annotation 2:** A corruption check or any dice-rolling action can be targeted in the chain of effects during which it was declared.
- **Annotation 3:** Long-events and certain other cards do not have targets because they are not played out through one specific entity, i.e., they generally affect an entire class of things.
- **Annotation 4:** An action may not target a face-down card nor any element of a face down card. Face down cards include unrevealed new site cards and on-guard cards.

- You cannot target an opponent's character or resources with your own resources.
- A card that is played on a card continuously targets the card it is on.
- See also Active Condition.

Timing

- The validity of an effect, including the hazard limit, is checked upon declaration and upon resolution.
- **Annotation 24:** If a card specifies that more than one action occurs when the card itself is resolved in a chain of effects, all of these actions are to be resolved in the card's chain of effects uninterrupted and in the order listed on the card. No actions may be declared to occur between these multiple actions. The actions listed on the card are considered to have been declared in the reverse order as they are printed.
- (amendment to original version of Annotation 24): As an exception, if one of the effects of a card is an attack, cards may be played that cancel the attack, cancel one of its strikes, or that otherwise are playable during the strike sequence--see Annotation 18 (Turn Sequence, Movement/ Hazard Phase, Combat, Strike Sequence).
- Annotation 27 : If a card has optional effects, the player playing the card must choose which will take place. He must do this at the time the card is played, not when it is resolved in its chain of effects. When such a card is resolved, if any active conditions for the choice of effects do not exist, the card has no effect and is discarded. The player may not at this point choose to implement an alternative effect of the card.

Trophies

- Creatures whose marshalling points are listed with an * give marshalling points while used as trophies.
- Defeated Dragon manifestations can be used as trophies, including Dragon factions.
- Trophies can be discarded to satisfy "thieving" attacks, and count as items for all other effects.
- Characters may not be taken as trophies
- Trophies in Fallen-wizard companies give prowess and influence bonuses based on the MPs printed on the card.

Under-deeps

- Marshalling points with companies at or moving from an Under-deeps site do not count for the purposes of calling the Free Council. They do count at the Council. This includes minion and Fallen-wizard companies.
- When a company's site of origin is an Under-deeps site and the company reveals a new site at the start of its movement/hazard phase, the company is declaring it will make a roll to determine if the movement was successful. No cards can be played between the site being revealed and the roll except for *Reach of Ulmo*. Neither player draws cards for this movement if the roll is not successful.
- At an Under-deeps site, after a successful rescue attempt, a character can tap for a minor item only.
- Automatic-attacks that allow the revealing of creature cards are not stopped by *Stealth* or *Secret Entrance*.
- Creatures revealed as automatic-attacks do not count as creatures.
- With the addition of the sites in Balrog, Windthrone is now always a surface site of an underdeeps.

Wizard

- # You may put two of the same Wizard in your deck, or you may put one copy each of two different Wizards in your deck.

Wizardhaven

- A Wizardhaven is not considered to be adjacent to an Under-deeps site unless Deep Mines has been played on it.
- Protected Wizardhavens do not allow you to move an extra region with region movement.
- The phrase 'protected Wizardhaven' is just a keyword, and has no effect by itself.
- If you are influencing against your opponent, and he is at a Wizardhaven where you can not play cards that give MPs, you can reveal the card you are influencing against to reduce the number you roll against to 0, but you may not play that card afterwards (if it gives MPs).

Tournament Rulings

Tournament rulings are modifications and additions to the rules presented in the Unlimited Edition of the Rulebook that are required for sanctioned Council of Lórien tournament play.

General

- Dice must be used to obtain random numbers.
- There is a required 30 card minimum for both resources and hazards for sanctioned tournament play.
- All Ringwraith/Sauron players always have +5 unused general influence at all times. This bonus general influence can never be used to control characters.
- You may not shuffle your discard pile unless a game effect requires it.
- To randomly access a card or cards from your discard pile, shuffle it and draw the required number of cards from the pile. The remaining cards become your new discard pile.

The Character Draft

- The starting character pool consists of 10 characters.
- Each player reveals one character at a time from their pool, simultaneously with their opponent. Non-duplicated characters go into the starting companies, duplicated characters are put aside and not allowed in either starting company. Each player continues until they want to stop, they have 20 points of mind in their starting company, or they have five characters in their starting company.
- Ringwraith players may start with 6 characters in the character draft
- If one player stops revealing characters, the other one may continue to reveal characters.
- No player may reveal a character that would bring his starting company's total mind over 20.
- When players are finished, each may put up to 10 characters into their deck, including characters from his starting pool that did not end up in the starting company.

- Characters left over from the character pool may be placed either in the play deck, or out of play, but may not be placed in the sideboard.

Deck Construction

- Cards that can be played as either hazards or resources may count as either for purposes of deck construction.
- Each deck must contain at least 12 creatures.
- The following count as 1/2 a creature for deck construction: hazards that can be played as creatures or events, At Home Dragon manifestations, Ahunt Dragon manifestations, and agents. Note that agents count as characters in Ringwraith decks, not as 1/2 creatures.
- Up to 3 copies of one Wizard or Ringwraith is allowed in a play deck, or up to 2 copies of one and 1 copy of another. One copy each of three different Wizards or Ringwraiths is not allowed.
- You may place Ringwraiths or Wizards in your sideboard, as long as only one of them is duplicated in the deck and sideboard combined, and you have only Ringwraiths or only Wizards in the deck and sideboard combined.
- You may include hero items in a Ringwraith deck even in a Ringwraith vs. Ringwraith game.
- A Fallen-wizard may only count two Twilights as resources, the third must be counted as a hazard. The same goes for other hazards that may be played as resources.
- The two starting minor items must be chosen before the character draft, and must be the same for every game in the tournament.

Freeze the Flesh

- If used on your Ringwraith or Fallen-wizard, it will remove the -5 MP penalty for having them eliminated.

Great Secrets Buried There

- If you play this card as a hazard on your opponent, you must be able to provide your opponent with a copy of any uncommon Under-deeps sites if he does not have a copy in his location deck.

- If you give an Under-deeps site to your opponent, it will return to your location deck when he is done with it, unless you have also used the site, in which case it returns to your discard pile.

Movement

- Maps of the regions of *MECCG* may be used in place of region cards in Council of Lórien tournaments. If two or more companies move on the same turn, then each company does not have to determine the site path to its new site until the beginning of its movement/hazard phase.
- Wizard companies cannot use starter movement to or from sites in Gorgoroth. If using region movement to or from sites in Gorgoroth, they must move from a site in Imlad Morgul, through either Nurn or Udûn, or use a movement enhancer like *Ash Mountains* or *Eagle-mounts*. Such sites may be reached normally with Under-deeps movement.

Sites

- If you play a hazard forcing a Fallen-wizard to change site alignments, and he does not have the other version of the site he is moving to, you must provide it for him. After that it is his responsibility to provide sites.

Starting Companies

- Ringwraith/Sauron players may have starting companies at Dol Guldur and/or Minas Morgul. A Ringwraith may also be brought into play at Dol Guldur, Minas Morgul, or his home site.

Victory Conditions

- Eliminating a Wizard or Ringwraith does not end the game. An eliminated Wizard or Ringwraith is placed in the out-of-play pile, and gives -5 MP to the final total. That player may not reveal another Wizard or Ringwraith. This includes Wizards who fail corruption checks.
- The -5 MPs apply immediately, and affect your MPs for calling the end of the game.

- If your Fallen-wizard dies, you may not play cards specific to that Fallen-wizard, and you do not count as that Fallen-wizard for card effects such as *Gatherer of Loyalties*.

The Weakest Link Method

- If there is a tie at the Free Council, add one corruption point to each non-Wizard character in play. All characters then make corruption checks. After all corruption checks, recount marshalling points.
- Continue this until there is no longer a tie or until all non-Wizard characters are corrupted away.

Card Errata and Rulings

A Strident Spawn

- *Card Erratum:* Add "Unique."

Abductor

- Does not affect Ringwraiths.

Aiglos

- Would not get the bonus for *Doors of Night* when used in company vs. company combat.

Akhôrahil

- *Card Erratum:* Change "...gives -1 penalty to one..." to "...modifies any one character's body by -1 for the rest of the turn."
- See also Nazgûl.

Alatar

- *Card Erratum:* Change "he must tap and make a corruption check immediately following the attack." to "he must make a corruption check immediately following the attack, and, if untapped, he must tap."
- Alatar can force someone to draw 0 cards when he moves.
- When Alatar uses his special ability he must face a strike. Alatar overrides all other effects pertaining to the assigning of strikes.
- Alatar must teleport and declare he is facing a strike before any other strikes are assigned.
- Allies Alatar controls are discarded when he teleports.

Align Palantír

- *Card Erratum:* Add "May not be duplicated on a given Palantír."

- *Align Palantír* can be stored.

Ancient Stair

- Replacing the site card is considered movement, without a movement/hazard phase.

Anduin River

- The "otherwise" on this card should be read as "alternatively."

Angmar Arises

- May not be used to play creatures keyed to double Shadow-lands.

Arkenstone

- *Card Erratum* (minion version): Change "and all cards he controls" to "and all non-follower cards he controls."

Army of the Dead

- *Card Erratum*: Add "May not be influenced by an opponent."

Ash Mountains

- The "otherwise" on this card should be read as "alternatively."

A Short Rest

- This card only allows the extra card draw for moving companies that actually have a site path. It cannot be used with Under-deeps movement, or special movement cards like *Belegaer*.

Assassin

- *Card Erratum*: Gives 2 MP, not 1.

- If an attack from *Assassin* is given more than one strike, each additional strike becomes an excess strike (-1 prowess modification) against the attacked character. An *Assassin* can never assign strikes to more than one character.
- You may decide to cancel one of the attacks after facing another attack.
- As a special case, you may cancel the first attack of an *Assassin* by tapping a character, after strikes are assigned.

A Strident Spawn

- Allows you to play Half-orcs without *Bad Company* in play.

Await the Advent of Allies

- Read "is wounded" as "becomes wounded."
- "Playing a resource at the site" means playing a resource that taps the site or a resource that requires the site.

Aware of Their Ways

- Consider sites to be unique cards for the play of this card.

Baduila

- Read "If *Baduila* is discarded" as "If you choose to discard *Baduila*."

Bad Company

- Does not allow you to start with a character that says he cannot be in the starting company.

Bade to Rule

- *Bade to Rule* may only be played if you are playing an actual Ringwraith deck, not a Fallen-wizard or Balrog deck.

The Balance of Things

- *The Balance of Things* may be revealed as an on-guard card so long as at least one character in the company during whose site phase *The Balance of Things* is revealed carries at least one corruption source.

The Balrog

- Makes a company overt.

Balrog of Moria

- You cannot get the MP from a Balrog of Moria that you played.

Bane of the Ithil-stone

- *Bane of the Ithil-stone* will only cancel effects outside of normal play as outlined in the rules.
- If a card has multiple effects, *Bane of the Ithil-stone* will only cancel those effects that concern searching through decks and discard piles.
- See also Card Effect Limitations.

Beater and Biter

- *Beater and Biter* increases the bonus the weapon gives, so maximums on the weapon still apply.

Bill the Pony

- *Card Erratum*: The body should be 10, not 6.
- *Bill the Pony's* special ability may not be used at an Under-deeps site.
- Replacing the site card is considered movement, without a movement/hazard phase.
- For a Fallen-wizard the nearest Haven is the site listed as the nearest Haven on the hero version of the site you are currently at.

Blackbole

- May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.

- Blackbole may attack in company vs. company combat, but he may not defend.

The Black Enemy's Wrath

- See Card Effect Limitations.

Black Rain

- A Fallen-wizard may use this to play a hero ring item, but a Ringwraith player could not.

Book of Mazarbul

- *Card Erratum*: Replace "tap the bearer during the organization phase" with "tap *Book of Mazarbul* during your organization phase."

Bridge

- Reset to hand size before moving to the second site.

Burglary

- If you fail the roll for *Burglary*, you cannot then play an item.
- See also Burglary Attempts.

Chance of Being lost

- *Chance of Being Lost* will change your site path.
- See also Card Effect Limitations.

Chill Douser

- Does not receive benefits from itself, although it is affected by other *Chill Dousers* played previously in the turn on the same company.

Círdan

- Cancels creatures keyed by region type, not by name.

Corsairs of Umbar

- *Card Erratum*: Add "May also be played at any sites in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anuin."

Cracks of Doom

- *Card Erratum*: Add "Only playable during the site phase." Remove "Otherwise, discard *The One Ring*."
- *Pledge of Conduct* played on the bearer of the *One Ring* for this check will discard *Cracks of Doom* without effect.

Creature of an Older World

- Makes a company overt.
- This card will not put a Ringwraith into Fell Rider mode if there are any other allies in the company.

Cruel Caradhras

- *Card Erratum*: Replace "Minas Morgul" with "Imlad Morgul."
- This card can be played on a company using region movement to leave a site in an affected region.

Deeper Shadow

- *Card Erratum*: This is a short-event, not a long-event.
- *Deeper Shadow* can cancel hazards by reducing the hazard limit to the point where the hazard resolving is no longer playable. If this is done to an on-guard card, the card is returned to the player's hand.
- The character must be moving to the site to change the site type. This works even though the site is not technically part of the site path. The character must also be moving to lower the hazard limit.

Deep Mines

- *Card Erratum:* Add "Cannot be duplicated on a given Wizardhaven."

Deftness of Agility

- The extra strike is dealt with in a separate strike sequence.

Despair of the Heart

- The corruption check occurs before the body check.

Dodge

- *Card Erratum:* Replace "his body check is modified by -1." with "his body is modified by -1 for the resulting body check."

Double-dealing

- You may only play items as listed on the card in front of you, although they may be of the other alignment.

Doubled Vigilance

- Can be revealed on-guard.

Dragon's Blood

- If the body check forced by *Dragon's Blood* fails, the character is not wounded.

Dragon's Desolation

- Playing *Dragon's Desolation* to make a Dragon playable at a Ruins & Lairs does not necessarily require you to play a Dragon later in the turn.

Dragon's Hunger

- *Card Erratum:* Replace "Otherwise, the attack is canceled." with "Otherwise, the attack is canceled and the opponent must reveal his hand."
- This card can be played regardless of how much of the hazard limit is used up, and may also be played against an automatic-attack. The opponent must discard a hazard creature from his hand if he has one.

Drowning Seas

- *Card Erratum:* Remove "Cannot be duplicated."

Dwar of Waw

- See Nazgûl.

Dwar Unleashed

- Dwar must already be in a mode to use this card.

Dwarven Rings (all)

- Give +7 to direct influence to Dwarves.

Dwarven Ring of Barin's Tribe

- The site has to be untapped to use this ring.

Dwarven Ring of Bávör's/Drúin's Tribe

- *Card Erratum:* One "reshuffle the play deck" is sufficient.

Dwarven Ring of Thélor's/Thrár's Tribe

- *Card Erratum:* Values in parenthesis and brackets apply to Dwarf bearer. The prowess/body modifications should read: "+2(4)/+1."

Elf-song

- When *Elf-song* saves a character from being discarded it also saves that character's items.
- *Elf-song* will effectively stop influence attempts against characters.

Elven Cloak

- Can cancel a strike keyed to two or more Wilderness.

Emerald of the Mariner

- *Emerald of the Mariner* is considered a source of 0 corruption points.

Enchanted Stream

- *Enchanted Stream* stops you from moving in the first place, so effects that keep your company from being returned to their site of origin do not stop it.

Ent-draughts

- *Card Erratum*: Replace "as a minor item" with "in addition to an ally or faction which has been successfully been played at Wellinghall."

Escape

- Cannot be played on a wounded character.

Evenstar

- Can be played even if there are no Wilderness in play.
- Does not affect attacks.

Fair Sailing/Fair Travels cards

- See Turn Sequence, Organization Phase, Choosing a New Site.

Fate of the Ithil-stone

- *Fate of the Ithil-stone* must be tapped before entering Barad- dûr, in order to rotate it 180 degrees.

Favor of the Valar

- *Favor of the Valar* requires you to draw 8 cards, not to your hand size.

Fell Beast

- This card can be played and resolved before any Nazgûl is played with it. A Nazgûl must be played as the first declared action in the chain of effects following the resolution of *Fell Beast*, or else this card is returned to its player's hand. This card can be played on an existing Nazgûl attack, but the extra playability this card provides would not apply.

Fever of Unrest

- The Dragon played is not considered keyed to anything.

Flatter a Foe

- Against attacks with two of the types listed, use the harder number.

Focus Palantír

- Will not allow a Ringwraith to use a palantír.

Foolish Words

- All versions cannot be duplicated on a given character.
- *Card Erratum*: Add "Cannot be duplicated."

Foul Fumes

- Will tap all sites in play that meet the requirements.
- *Foul Fumes* will not continually keeps sites tapped, it is only applied once to each site each turn.

- See also Card Effect Limitations.

Freeze the Flesh

- *Freeze the Flesh* will stop your opponent from gaining kill marshalling points from a character he eliminated in company vs. company combat.
- # Cannot be used on your Ringwraith to keep you from losing the game.

Fortress of Isen

- *Card Erratum*: Remove "A company moving to or from Isengard is not considered to be moving through Gap of Isen (including one less Borderland in their site path.)"

Fortress of the Towers

- *Card Erratum*: Remove "A company moving to or from The White Towers is not considered to be moving through Arthedain (including one less Wilderness in their site path.)"

Fury of the Iron Crown

- Orc and Troll characters may use a creature enhanced by *Fury of the Iron Crown* as a trophy.
- A player only gains marshalling points from the creature if he would have received them normally.

Gandalf

- Must be in the same company as the ring he tests.

Gates of Morning

- *Gates of Morning* discards hazard environments when it resolves, even if *Peril Returned* is in play.

Giant

- *Card Erratum:* Add "Giant."

Girdle of Radagast

- Does not affect the regions in starter movement, except for the starting and ending regions.

Gloom

- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Goldberry

- You may tap *Goldberry* to cancel an effect declared earlier in the same chain of effects that would return *Goldberry's* company to its site of origin.
- *Goldberry* cannot prevent a company from returning to its site of origin that failed its roll to move to an adjacent Under-deeps site.
- May tap to give +1 prowess to another character facing an attack.

Gollum

- The text on *Gollum* is an ability that you can choose to use.

Gollum's Fate

- This card is considered to target both *The One Ring* and *Gollum*. This means it cannot be played on your opponent's *The One Ring* or *Gollum*.

Golodhros

- He may use his special influence ability only during an opponent's movement/hazard phase. His tapping to use his special ability does not count against the hazard limit.

Good Sense Revolts

- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Gothmog

- Gothmog is not keyed to anything, the Orc or Troll he is played after must be keyed to a Shadow-land or Dark-domain.

Great Bats

- Makes a company overt.
- May tap to give +1 prowess to characters in combat.

Great Goblin

- *Card Erratum*: "Unique. Orc. One Strike"

Great Lord of Goblin-gate

- *Card Erratum*: "Unique."
- Makes a company overt.

Great-road

- *Card Erratum*: Replace "opponent draws twice" with "opponent draws up to twice"
- If you have two movement/hazard phases on the turn you played a *Great Road*, you return to the Haven at which you started the turn.
- Replacing the site card is considered movement, without a movement/hazard phase.

Great Secrets Buried There

- The item must be normally playable at the Under-deeps site.
- See Tournament Rulings, Great Secrets Buried There and Card Effect Limitations.

Great Ship

- *Card Erratum:* Add "Tap a character in target company during the organization phase to play *Great Ship* on that company." Replace "...contains a coastal sea region..." with "...contains a coastal sea region and no consecutive non-coastal sea regions..."
- Allows the canceling of one creature or the canceling and discarding of an event that targets the company in question or an entity associated with that company.

Greed

- Is triggered by a special ring item being played, but not by items being transferred.

Guarded Haven

- You may not use this card as a starting stage resource.
- *Card Erratum:* Remove "A company moving to or from this site is not considered to be moving through the region containing the site (including one less region in their site path.)"

Gwaihir

- *Card Erratum:* Should read "you may discard *Gwaihir* during the organization phase to allow his company..."

Half an Eye Open

- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Halfling Strength

- If used to heal a Hobbit when healing effects affect all characters in a company, Halfling Strength will heal all other wounded characters in the company.

Healing Herbs

- Cannot stop a body check.

Healing of Nimrodel

- See Turn Sequence, Organization Phase, Choosing a New Site.

Headless Revelry

- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.
- *Card Erratum*: Change "after the successful play" to "in response to the play."
- Does not interfere with the playing of the card it is revealed in response to.

Helm of Her Secrecy

- You can play multiple *Helms of Her Secrecy* in one chain of effects. The player should make sure that he does not take the option of playing Eowyn out of his hand until the first copy declared is resolved.

Helm of Fear

- Has no effect on a non-Ringwraith.

Here is a Snake

- *Here is a Snake* does not prevent the use of hazards already on the table.
- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Here, There, or Yonder?

- The ally does not have to be chosen or played until after the dice are rolled.

Hermit's Hill

- To play a major item here, Hermit's Hill must be untapped

Hidden Haven

- If both players reveal this as a starting stage card, on the same site, at the same time, it is set aside, and may not be played on that site by either player until the game begins.

Hidden Knife

- *Hidden Knife* is effectively an attack.

Hoarmûrath of Dir

- See Nazgûl.

Hold Rebuilt and Repaired

- *Card Erratum*: Add "Playable during the site phase."
- See also Turn Sequence, Site Phase, General.

Horses

- *Card Erratum*: Add "Playable only at the end of the organization phase."

Hour of Need

- May not be played in the Under-deeps.

The Hunt

- The discarding and revealing of the card do not have to be in any specific order.

Huorn

- *Card Erratum*: Add "Awakened Plant."

Ice-orcs

- *Card Erratum*: Change the Shadow-hold symbol into a Ruins & Lairs symbol.

Icy Touch

- If two of these are in play, they both trigger at the same time, and the second one is discarded without effect.

Incite Denizens

- When copying an attack put on the site by another card, *Incite Denizens* will not copy any other effects of the card.
- When copying an attack put on the site by another card, the *Incite Denizens* attack will disappear if the other card is discarded.

In Darkness Bind Them

- May not be used to play creatures keyed to double Shadow-lands.

Indûr Dawndeath

- Only one wounded character has to discard an item, and the hazard player chooses which character and which item they bear.
- See also Nazgûl.

Inner Cunning

- The site type for the agent's home site is the one you would use if you went to visit the site.
- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

In the Heart of His Realm

- See Card Effect Limitations.

In the Name of Mordor

- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

loreth

- *Card Erratum:* Replace "Healing card" with "Healing effect."
- Will not duplicate the untap portion of a healing effect on tapped but unwounded characters.

Iron-road

- Replacing the site card is considered movement, without a movement/hazard phase.

Iron Shield of Old

- *Card Erratum:* Add "Shield."

Khamûl the Easterling

- The number of cards discarded is set at the time of declaration.
- The cards are discarded from your opponent's hand.
- See also Nazgûl.

Knowledge of the Enemy

- Removes cards from the game, not just from play.

Last Child of Ungoliant

- Makes a company overt.

Leaf Brooch

- The item being replaced by the *Leaf Brooch* being discarded must be in play to satisfy any targeting restrictions. When it comes time to discard that item, discard *Leaf Brooch* instead.
- If used to replace a gold ring after a successful test, the bearer of the gold ring item gets the special ring item, not the bearer of the *Leaf Brooch*.

Leaflock

- Allows the canceling of one creature or the canceling and discarding of an event that targets the company in question or an entity associated with that company.
- May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.

The Lidless Eye

- Playing this card discards its player's *Bade to Rule* and prevents him from subsequently playing *Bade to Rule*.
- You may only play this card if none of your opponents are Ringwraiths.

Long Dark Reach

- The creature does not count against the hazard limit.
- A creature must be played if there is one available.

Long Grievous Siege

- There must be an eligible borderhold for this card to be played.

Long Winter

- Will tap all sites in play that meet the requirements.
- *Long Winter* will not continually keeps sites tapped, it is only applied once to each site each turn.

Lucky Search

- *Card Erratum*: Replace "Discard all revealed cards except the item." with "Reshuffle all revealed cards except the item back into the play deck." Add at the end of the first paragraph "Discard item if the scout is wounded by this attack."
- You are not allowed a minor item after the Lucky Search item.
- A *Noble Hound* does not face the attack instead of the character that played *Lucky Search*, because the strike is never assigned.

Lure of Expedience

- Will trigger when a gold ring item is tested and a special item is successfully played.
- Will trigger when an item is transferred.
- Can be played on-guard and will trigger a corruption check when revealed in response to an item played.

Lure of Nature

- *Card Erratum*: Replace "at the end of each movement/hazard phase" with "after all other hazards have been played."
- Corruption checks from *Lure of Nature* do not trigger if its bearer's company returns to its site of origin.
- The corruption checks caused by *Lure of Nature* happen at the end of the afflicted character's movement/hazard phase. Of course, the character's player can play resources to modify the corruption checks. The hazard player is allowed to play hazards in response, if the hazard player has enough hazard limit remaining. Hazards so played must directly affect the corruption checks caused by *Lure of Nature*. The hazard player can play no other hazards, no creature, no new corruption cards, etc.

Lure of Power

- Two *Lure of Powers* only force one check at -4, and both are discarded.

Lure of the Senses

- The corruption checks happen at the end of the untap phase.

Magical Harp

- Can be used at the Free Council.

Mallorn

- *Card Erratum*: The first sentence should read: "Playable at Bag End only if *Earth of Galadriel's Orchard* is stored there."

Many Turns and Doublings

- If *Gates of Morning* is in play, *Many Turns and Doublings* can cancel hazards by reducing the hazard limit to the point where the hazard resolving is no longer playable. If this is done to an on-guard card, the card is returned to the player's hand.

Marvels Told

- May be played during the site phase by a character in another company, as if he were in the company resolving their site phase.

Memories Stolen

- This card is played after strikes are assigned, and the skills are lost as long as this card is in play.

Messenger to Mordor

- Cards stored with *Messenger to Mordor* must be storable at a generic Darkhaven, not a specific one.

Mind Ring

- May not be used by a Fallen-wizard to play a six mind character.

Mistress Lobelia

- May not retrieve minor items unless they are listed as playable on the site or the item.

Misty Mountains

- The "otherwise" on this card should be read as "alternatively."

Morannon

- *Card Erratum*: Should read "This card is used as a Dark-hold site card in the region of Udûn that is moved to..."

Mordor in Arms

- See Card Effect Limitations.

More Alert than Most

- The minimum of one strike still applies while *Gates of Morning* is in play.

More Sense than You

- If there is only one character in the company, the attack is discarded without effect, but not canceled. The attack is still considered faced.

Morgul-horse

- To bring a Nazgûl permanent-event back into your hand, *Morgul-horse* must be declared after tapping the Nazgûl is declared and before it resolves.
- The alternative effect of this card can be played and resolved before any Nazgûl is played with it. A Nazgûl must be played as the first declared action in the chain of effects following the resolution of the alternative effect of

Morgul-horse. If a Nazgûl is not played immediately following the resolution of this card, this card is returned to its player's hand. This card cannot be played for no effect just to discard it.

Morgul-knife

- The corruption is received immediately following the attack.

Morgul Night

- *Morgul Night* is not discarded if *Doors of Night* leaves play.

Mountains of Shadow

- The "otherwise" on this card should be read as "alternatively."

Mount Doom

- If the site type of *Mount Doom* changes, creatures may be keyed to the new site type, but not to the old site type.

Mouth of Sauron

- *Card Erratum*: Add "Man."

Mûmak

- See *Card Effect Limitations*.

Muster

- *Card Erratum*: Replace entire text with: "Warrior only. An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5."

Muster Disperses

- *Muster Disperses* cannot be revealed as an on-guard card.

My Precious

- Does not count as *Gollum* for the purposes of *Gollum's Fate* or any other card that specifically calls for *Gollum*.
- May not be played as a character.
- Does not give -1 MP to minions.
- Must be face-up to gain two actions.
- His attack is successful if all of the strikes are successful. His attack fails if any of his strikes fail.

Narya

- Because of the way that timing rules work, characters tapping in support have no effect on the corruption check, since they will be untapped when the support resolves.
- See also Corruption.

The Nazgûl are Abroad

- See Card Effect Limitations.

Neeker-breakers

- *Card Erratum*: Add "Does not effect Wizards."

Nenseldë the Wingild

- May tap to give +1 prowess to another character facing an attack.

New Friendship

- The influence bonus from *New Friendship* applies only to the diplomat, but the corruption check bonus applies to any character in the diplomat's company.

News Must Get Through

- Cards stored with *News Must Get Through* must be storable at a generic Darkhaven, not a specific one.

News of the Shire

- Affects all versions of Bag End.

Night

- The bonuses for Men and Dúnedain do not apply to attacks.

Noble Hound

- *Card Erratum*: Add the sentence: "If *Noble Hound* is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes."

Nobody's Friend

- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

No Escape From My Magic

- *Card Erratum*: Change "Playable on any faction in play" to "Playable on any unique faction in play."

Not at Home

- Cannot cancel any attack or automatic-attack except one from a Dragon, Drake, or Troll.

Old Forest

- *Card Erratum*: Replace "healing cards" with "healing effects."

Old Friendship

- The influence bonus from *Old Friendship* applies only to the diplomat, but the corruption check bonus applies to any character in the diplomat's company.

Old Man Willow

- *Card Erratum*: Add "Awakened Plant."

Old Road

- May be used to influence an opponent's faction only when you are attempting to bring your copy of the faction into play.

The Old Thrush

- *Card Erratum*: Add "Cannot be duplicated on a given attack."
- Cannot be used against agents, since none of them have a listed prowess of 13 or greater.

The One Ring

- Can be used multiple times in a turn if the corruption checks are successful.
- "Starting prowess" refers to the prowess printed on the character card.
- If the bearer is a Ringwraith, *The One Ring* does not provide corruption to the characters in the company.
- Cannot be played after a test from storing a gold ring.

Open to the Summons

- *Card Erratum*: Replace "minion company" with "company."
- Does not allow you to start with a character that says he cannot be in the starting company.

Orc Mail

- Cannot be played on a company with allies in it, as there are no Dwarf or Hobbit allies.

Padding Feet

- *Card Erratum*: Replace the first sentence with: "Playable during the site phase on a lone scout minion (no other characters or allies in his company) at the same site as an opponent hero company containing a hobbit."

Palantír of Amon Sul

- Discard immediately if its company contains less than two characters while moving.

Palantír of Elostirion

- *Card Erratum*: This item does not give MPs to a Fallen-Wizard regardless of other cards in play.

Palantír of Orthanc

- Cannot be used on site cards.
- *Card Erratum*: This item does not give MPs to a Fallen-Wizard regardless of other cards in play.

Palantír of Osgiliath

- Discard immediately if its company contains less than four characters while moving.
- Only copies tapping effects of other Palantiri, not continuous effects.

The Pale Sword

- The corruption is received immediately following the attack.
- You must control both the Pale Sword and the Nazgûl it is played on.

Pallando

- Can only see the top card of an opponent's discard pile.

Panoply of Wings

- The Radagast bonus applies if you have a character manifestation of Radagast in play, or if you have declared you are playing Fallen-Radagast.

Peril Returned

- Will not stop Gates of Morning from discarding hazard environments when it resolves.

Plague

- *Card Erratum*: Change "At the end of the target's movement/hazard phase" to "At the end of your opponent's turn."

Praise to Elbereth

- Nazgûl events discarded by *Praise to Elbereth* have no effect.
- Which characters are tapping to discard which events must be declared when *Praise to Elbereth* is declared.
- Nazgûl permanent-events that are targeted by *Praise to Elbereth* may not be tapped in response to its play.

Prophet of Doom

- "Number of regions between" includes the region of Pallando's site and the region the faction is played in.

Pûkel-men

- *Card Erratum*: Add "Pûkel-creature."

Quiet Lands

- *Card Erratum:* Replace "is reduced to half its original prowess (rounded up)." with "is reduced by half (rounded up)."

Quickbeam

- May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.

Radagast's Black Bird

- This is a two mind ally.

Rats

- Only an unwounded character may be wounded by this card.

Rebuild the Town

- *Card Erratum:* Replace "Playable on" with "Playable during the site phase on."
- See also Turn Sequence, Site Phase, General.

Reforging

- You can use it on hoard items.

Reaching Shadow

- May not be used to play creatures keyed to double Shadow-lands.

Ready to his Will

- Note that cards like *Rank Upon Rank* are applied as a passive condition, once an attack of the right type is in play. Therefore you can play and successfully resolve *Ready to His Will* in response to the declaration of *Rank Upon Rank's* effect.

Regiment of Black Crows

- Makes a company overt.
- May tap to give +1 prowess to characters during combat.

Reluctant Final Parting

- *Card Erratum*: Add "Determine nearest Haven using site cards of the same alignment (minion/hero) as the ally."
- *Reluctant Final Parting* has no effect on *The Balrog*.

Ren the Unclean

- If you tap Ren, then you cannot play resources to aid your character's corruption checks. Your characters may tap in support.
- The moving player makes corruption checks first. Each player decides the order of the corruption checks for their characters.
- See also Nazgûl.

Rescue Prisoners

- *Card Erratum*: This cards gives 2 marshalling points, not 3. Add "You receive the marshalling points for this card only when it is stored."

Returned Beyond All Hope

- *Returned Beyond All Hope* "un-eliminates" a creature, allowing any manifestations of that character to be played.
- This card may target creatures still in play as trophies.

Rhosgobel

- *Card Erratum*: Remove "A company moving to or from Rhosgobel is not considered to be moving through Southern Mirkwood (including one less Dark-domain in their site path."
- *Card Erratum*: Replace "healing cards" with "healing effects."

Ride Against the Enemy

- Hazards have no effect on the attack, and any resource effects that benefit the attack are cancelled. The attack may still be cancelled.
- You may not use a Wizard your opponent has played *Sacrifice of Form* on.
- The character gets any appropriate combat bonuses listed on his card.

Ringlore

- *Card Erratum:* Add "Playable only during the site phase. Tap the sage and the site."

The Ring's Betrayal

- The ring must be chosen at time of declaration if the character bears more than one.

River

- *Card Erratum:* Should read "Playable on a site. If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase."
- You have until the beginning of the site phase to tap a ranger, and you may tap the ranger at the beginning of the site phase without entering the site. You must tap one ranger for each river played on the site.

Röac the Raven

- *Card Erratum:* Replace "no modifications to the influence check are required." with "treat this influence check as if it was made by a diplomat."
- His special ability may only be used during the site phase.
- He can make the attempt by himself.
- Using this ally to make an influence attempt does not tap a site, and may be done if his company is at a tapped site.

Rumor of Wealth

- Can be played on-guard.

Ruse

- If *Ruse* is played by a scout who is the only character in the company, the attack has no effect. If there is a creature card it is discarded. The attack is considered faced but not canceled.

Sable Shield

- A bearer who did not tap while facing a strike will not tap if the strike is successful.
- A detainment strike will not discard the *Sable Shield*.

Sack over the Head

- Affects any Hobbit or Dwarf wounded by the attack, not just those wounded by the Troll.

Sacrifice of Form

- *Card Erratum*: Replace "-3 to any body checks" with "+3 to any body checks."
- After *Sacrifice of Form* is played, you may not play a different Wizard and your opponent may not play the Wizard you sacrificed.
- This card is played after strikes are assigned.
- See also Turn Sequence, Site Phase, Company versus Company Combat.

Secret Entrance

- Can be played on a company that does not move.
- See also Turn Sequence, Organization Phase, Choosing a New Site.

Secret Passage

- Does not work if the site type changes.
- See also Turn Sequence, Organization Phase, Choosing a New Site.

Siege

- *Card Erratum:* Change the Border-land symbol in the first line to a Border-hold symbol.
- Goes away when the site it was played on is discarded.
- If you move to a site with *Siege* played on it, any effect which can give you a second movement/hazard phase that turn will allow you to avoid the effects of *Siege*.

Sentinels of Numenor

- *Sentinels of Numenor* will not give an extra marshalling point to *Army of the Dead*.

Shadowfax

- *Card Erratum:* "an additional site card may be played and an additional movement/hazard phase."
- Cannot use his special ability if another ally is in the company.

Silent Watcher

- *Card Erratum:* Gives 1 marshalling point, not 0. Add "Pûkel- creature."

Skinbark

- May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.

Slayer

- *Card Erratum:* Gives 2 marshalling points, not 0. Add "Slayer."
- Only one attack can be canceled by tapping a character.
- All of the strikes will go against the same character.

Sly Southerner

- This is a two mind character.

Snaga-hai

- Can be influenced at any site they can be played at.

Sneakin'

- Will still affect the company if its size rises above 2 after resolution.

Something Has Slipped

- The -2 applies for each character that is wounded.
- Wounding an ally triggers this card.
- You cannot "become wounded" if you are already wounded before the strike.

So You've Come Back

- If two companies join, and both companies have a *So You've Come Back* played on them, the hazard player chooses which one to discard.
- A character in a company with just allies is by himself for the purposes of this card.

Spider of the Morlat

- Spider attacks from *Spider of the Morlat* played as a permanent- event are considered detainment vs. minion companies.

Squint-eyed Brute

- This is a two mind character.

Star of High Hope

- Does not affect attacks.

Stay Her Appetite

- *Card Erratum:* Change "plus two" to "plus five."
- If *Stay Her Appetite* is played on an ally with no prowess, there is no attack, but all other effects of the card apply.

Stealth

- Prevents the revealing of a creature on-guard.

Sudden Call

- You may not shuffle *Sudden Call* into your deck while you are drawing cards. Drawing cards is an indivisible action.

Summons from Long Sleep

- *Card Erratum:* Change "When the reserved creature is played, another Dragon or Drake may be reserved." to "Discard this card after the reserved creature attacks."
- Reserving the creature does not count against the hazard limit.

Sun

- Does not affect attacks.

Swarm of Bats

- Does not help an attacking company in company vs. company combat.

They Ride Together

- Company size is still limited to seven.

Thing Stolen

- Playing the item will tap the site if it is not already tapped.

Thong of Fire

- The prowess requirement only applies when transferring or playing *Thong of Fire*, and includes modifications to the character's prowess.

Thorough Search

- *Card Erratum*: Replace "...to play any item normally found at its current site." with "...to play a minor, major, or gold ring item normally found at its current site."

Thrall of the Voice

- Does not allow starting with a character that specifies it may not be in the starting company.

Threats

- For this card, your prowess is calculated when it resolves.

Tidings of Bold Spies

- Tidings of Bold Spies only copies attacks, not effects that allow certain creatures to become automatic-attacks.

Tolfalas

- *Card Erratum*: Should read: "Playable: Items (minor, major, greater*) *Scroll of Isildur only."

Tom Bombadil

- *Card Erratum*: Change "that targets a company" to "that targets a company, or an entity associated with a company."

Traitor

- *Card Erratum*: Replace the last paragraph with "This card is discarded when a character fails his corruption check."

- Two *Traitors* have no extra effect and are both discarded with the next failed corruption check.
- *Traitor* cannot be revealed as an on-guard card.
- This is an attack with the same race as the character attacking, and a normal prowess of ten plus the character's prowess.
- Characters facing a *Traitor* when it is not their turn may not play resources, but may still tap for full prowess.

Treebeard

- *Card Erratum*: Replace "Redhorn Gap" with "Redhorn Gate."
- May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.

True Fána

- Combat modifiers that modify prowess only against a strike do not count when determining the Wizard's prowess.
- When this spell is used against an agent, the agent does not receive the two 6-sided dice bonus.
- See also Turn Sequence, Site Phase, Company versus Company Combat.

Twilight

- *Card Erratum*: Add "This card may be played at any time during any player's turn."
- Can target a card that has not yet resolved.
- Can be played as a resource during your opponent's turn.

"Two-headed" Troll

- Makes a company overt.

The Under-galleries

- You cannot play *Morannon* at The Under-galleries. However, you can play *Ancient Stair* from *Morannon*, move to The Under-galleries, and zip back to *Morannon* at the end of the turn.

Ursiev of Treachery

- You may not use this item to assign a third strike to the character.

Use Palantír

- *Card Erratum:* Change text to "Sage only. Tap sage to enable him to use one Palantír he bears for the rest of the turn."

Use Your Legs

- All strikes by the entire company count for capturing Hobbits.
- The characters placed off to the side are not considered prisoners for MP purposes.

Veils Flung Away

- *Card Erratum:* Each body check is modified by -1, not +1.

Vilya

- *Card Erratum:* *Vilya* should now read: "Playable on Elrond only. +4 prowess, +2 body, +6 direct influence until the end of the turn. If Elrond is at Rivendell and your play deck has at least 5 cards in it, you may take 3 resource cards of your choice from your discard pile and shuffle them into your play deck. Elrond makes a corruption check modified by -3. Cannot be duplicated on a given turn."

Voices of Malice

- May be played during the site phase by a character in another company, as if he were in the company resolving their site phase.

We Have Come to Kill

- *We Have Come to Kill* may be used to bring in agents, but not Ringwraiths.
- You must have enough influence to control the character to play this card.

Were-worm

- Wounding an ally discards an item.

Where There's a Whip

- Only characters with a mind and prowess less than the *Whip* bearer's will untap.
- The body check will discard Orcs and Trolls.

White Mountains

- The "otherwise" on this card should be read as "alternatively."

The White Tree

- *Card Erratum*: Add "Discard the *Sapling of the White Tree*."

Will of Sauron

- Long-events are only discarded if *Will of Sauron* ceases to be in play, not if one particular card leaves play.

The Windlord Found Me

- Can be used to recover a Wizard discarded with *Sacrifice of Form*.
- You can play your Wizard at the Haven when you store this card even if *Saw Further and Deeper* is in play.
- *Card Erratum*: Add "If you do not place this card with a character after the attack, discard it."

Winds of Wrath

- See Card Effect Limitations.

Winged Change Master

- Only affects Radagast when using region movement.

Witch-king of Angmar

- Although he becomes a long-event when tapped, he is discarded when the effect resolves just like other Nazgûl. The long-event effect will remain until the appropriate time.
- See also Nazgûl.

Withdrawn to Mordor

- To discard an on-guard card with *Withdrawn to Mordor* you must do so before the card is revealed.
- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Wizard's Laughter

- *Card Erratum*: Change "Wizard only." to "Wizard only during opponent's site phase."

Wizard's Myrmidon

- Can be played with another card, like *Squire of the Hunt*, that reduces the influence required to control the character. Use the lower number to control the character.

Wizard's Ring

- *Card Erratum*: Replace "Ignore any effect that would discard this item" with "Cannot be stored, stolen, or transferred."
- This is not a ring item.

Wolf-riders

- The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Wolves

- *Card Erratum:* Change "Animals" to "Wolves."

Worn and Famished

- See Card Effect Limitations.

The Worthy Hills

- Since this site never taps, no free minor items may be played here.
- (minion) The Worthy Hills effect of not tapping does not interfere with the satisfying of active conditions.

Woses of Eryn Vorn

- *Card erratum* (minion version) Change "Man faction" to "Wose faction."

Complete Errata Listing

Rules Errata

- When a company splits, any of the resulting companies can move with region movement. Region movement is not limited to one company of a split.
- You may play a character if you do not have enough influence to control them. However, if there are any characters you do not have the influence to control at the end of your organization phase, the character you brought into play this turn must be returned to your hand.
- An on-guard may only be revealed if it could have also been played during the movement/hazard phase. This means all targets of the card must have existed during the movement/hazard phase in order for the card to be revealed.
- A tapped agent may take an action to untap (i.e., move from tapped status to untapped status).
- An agent may tap to play creatures at a site if the company is moving to the site.
- Attacks keyed to Darkhavens are considered detainment.
- Dragons Rules, Characters Facing Multiple Strikes: Change "are then considered to be canceled" to "are then considered to be successful."
- Dragon Rules, Hoards: Change "Each site with a Dragon automatic-attack (i.e., each Dragon's Lair) contains a hoard" to "Each site which had a Dragon automatic-attack at the beginning of the turn contains a hoard."
- White Hand Rules, Playing and Using Resource, Targeting Site and Resource Cards: change both instances of "resource card may not target/affect" to "resource event card may not target/affect."
- Agent attacks against minions are always detainment.
- Corruption cards must always start a chain of effects.
- If a company returns to its site of origin, it may do nothing during its site phase. A company failing its underdeeps movement roll is not effected by this rule.
- Hazard effects in play that affect attacks have no effect on company vs. company combat.
- Balrog players receive no MPs for hero items played at their darkhavens.

Card Errata

- **Akhôrahil:** Change "...gives -1 penalty to one..." to "...modifies any one character's body by -1 for the rest of the turn."
- **Alatar:** Change "he must tap and make a corruption check immediately following the attack." to "he must make a corruption check immediately following the attack, and, if untapped, he must tap."
- **Align Palantír:** Add "May not be duplicated on a given Palantír."
- **Arkenstone:** (minion version): Change "and all cards he controls" to "and all non-follower cards he controls."
- **Army of the Dead:** Add "May not be influenced by an opponent."
- **Assassin:** Gives 2 MP, not 1.
- **A Strident Spawn:** Add "Unique."
- **Bill the Pony:** The body should be 10, not 6.
- **Book of Mazarbul:** Replace "tap the bearer during the organization phase" with "tap *Book of Mazarbul* during your organization phase."
- **Corsairs of Umbar:** Add "May also be played at any sites in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anuin."
- **Cracks of Doom:** Add "Only playable during the site phase." Remove "Otherwise, discard The One Ring."
- **Cruel Caradhras:** Replace "Minas Morgul" with "Imlad Morgul."
- **Deep Mines:** Add "Cannot be duplicated on a given Wizardhaven."
- **Deeper Shadow:** This is a short-event, not a long-event.
- **Dodge:** Replace "his body check is modified by -1." with "his body is modified by -1 for the resulting body check."
- **Dragon's Hunger:** Replace "Otherwise, the attack is canceled." with "Otherwise, the attack is canceled and the opponent must reveal his hand."
- **Drowning Seas:** Remove "Cannot be duplicated."
- **Dwarven Ring of Bávór's/Drúin's Tribe:** One "reshuffle the play deck" is sufficient.
- **Dwarven Ring of Thélor's/Thrár's Tribe:** Values in parentheses and brackets apply to Dwarf bearer. The prowess/body modifications should read: "+2(4)/+1."
- **Ent-draughts:** Replace "as a minor item" with "in addition to an ally or faction which has been successfully been played at Wellinghall."
- **Foolish Words:** Add "Cannot be duplicated."
- **Fortress of Isen:** Remove "A company moving to or from Isengard is not considered to be moving through Gap of Isen (including one less Borderland in their site path)."

- **Fortress of the Towers:** Remove "A company moving to or from White Towers is not considered to be moving through Arthedain (including one less Wilderness in their site path.)"
- **Giant:** Add "Giant."
- **Great Goblin:** Add "Unique. Orc. One Strike."
- **Great Lord of Goblin-gate:** Add "Unique."
- **Great Ship:** Add "Tap a character in target company during the organization phase to play Great Ship on that company." Replace "...contains a coastal sea region..." with "...contains a coastal sea region and no consecutive non-coastal sea regions..."
- **Guarded Haven:** Remove "A company moving to or from this site is not considered to be moving through the region containing the site (including one less region in their site path.)"
- **Gwaihir:** Should read "you may discard Gwaihir during the organization phase to allow his company..."
- **Heedless Revelry:** Change "after the successful play" to "in response to the play."
- **Hold Rebuilt and Repaired:** "Playable during the site phase."
- **Horses:** Add "Playable only at the end of the organization phase."
- **Huorn:** Add "Awakened Plant."
- **Ice-orcs:** Change the Shadow-hold symbol into a Ruins & Lairs .
- **Ioreth:** Replace "Healing card" with "Healing effect."
- **Iron Shield of Old:** Add "Shield."
- **Lucky Search:** Replace "Discard all revealed cards except the item." with "Reshuffle all revealed cards except the item back into the play deck." Add at the end of the first paragraph "Discard item if the scout is wounded by this attack."
- **Lure of Nature:** Replace "at the end of each movement/hazard phase" with "after all other hazards have been played."
- **Mallorn:** The first sentence should read: "Playable at Bag End only if *Earth of Galadriel's Orchard* is stored there."
- **Morannon:** Should read "This card is used as a Dark-hold site card in the region of Udûn that is moved to..."
- **Mouth of Sauron:** Add "Man."
- **Muster:** Replace entire text with: "Warrior only. An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5."
- **Neeker-breekers:** Add "Does not effect Wizards."

- **Noble Hound:** Add the sentence: "If *Noble Hound* is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes."
- **No Escape From My Magic:** Change "Playable on any faction in play" to "Playable on any unique faction in play."
- **Old Forest:** Replace "healing cards" with "healing effects."
- **Old Man Willow:** Add "Awakened Plant."
- **The Old Thrush:** Add "Cannot be duplicated on a given attack."
- **Open to the Summons:** Replace "minion company" with "company."
- **Padding Feet:** Replace the first sentence with: "Playable during the site phase on a lone scout minion (no other characters or allies in his company) at the same site as an opponent hero company containing a hobbit."
- **Plague:** Change "At the end of the target's movement/hazard phase" to "At the end of your opponent's turn."
- **Pûkel-men:** Add "Pûkel-creature."
- **Quiet Lands:** Replace "is reduced to half its original prowess (rounded up)." with "is reduced by half (rounded up)."
- **Rebuild the Town:** Replace "Playable on" with "Playable during the site phase on."
- **Reluctant Final Parting:** Add "Determine nearest Haven using site cards of the same alignment (minion/hero) as the ally."
- **Rescue Prisoners:** This cards gives 2 marshalling points, not 3. Add "You receive the marshalling points for this card only when it is stored."
- **Rhosgobel:** Replace "healing cards" with "healing effects."
- **Rhosgobel:** Fallen Wizardhaven. Remove "A company moving to or from Rhosgobel is not considered to be moving through Southern Mirkwood (including one less Dark-domain in their site path.)"
- **Ringlore:** Add "Playable only during the site phase. Tap the sage and the site."
- **River:** Should read "Playable on a site. If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase."
- **Röac the Raven:** Replace "no modifications to the influence check are required." with "treat this influence check as if it was made by a diplomat."
- **Sacrifice of Form:** Replace "-3 to any body checks" with "+3 to any body checks."
- **Siege:** Change the Border-land symbol in the first line to a Border- hold symbol.
- **Shadowfax:** Change to "an additional site card may be played and an additional movement/hazard phase."
- **Silent Watcher:** Gives 1 marshalling point, not 0. Add "Pûkel- creature."

- **Slayer:** Gives 2 marshalling points, not 0. Add "Slayer."
- **Stay Her Appetite:** Change "plus two" to "plus five."
- **Summons from Long Sleep:** Change "When the reserved creature is played, another Dragon or Drake may be reserved." to "Discard this card after the reserved creature attacks."
- **Thorough Search:** Replace "...to play any item normally found at its current site." with "...to play a minor, major, or gold ring item normally found at its current site."
- **Tolfalas:** Should read: "Playable: Items (minor, major, greater*) *Scroll of Isildur only."
- **Tom Bombadil:** Change "that targets a company" to "that targets a company, or an entity associated with a company."
- **Traitor:** Replace the last paragraph with "This card is discarded when a character fails his corruption check."
- **Treebeard:** Replace "Redhorn Gap" with "Redhorn Gate."
- **Twilight:** Add "This card may be played at any time during any player's turn."
- **Use Palantír:** Change text to "Sage only. Tap sage to enable him to use one Palantír he bears for the rest of the turn."
- **Veils Flung Away:** Each body check is modified by -1, not +1.
- **Vilya:** Vilya should now read: "Playable on Elrond only. +4 prowess, +2 body, +6 direct influence until the end of the turn. If Elrond is at Rivendell and your play deck has at least 5 cards in it, you may take 3 resource cards of your choice from your discard pile and shuffle them into your play deck. Elrond makes a corruption check modified by -3. Cannot be duplicated on a given turn."
- **The White Tree:** Add "Discard the *Sapling of the White Tree*."
- **Windlord Found Me:** Add "If you do not place this card with a character after the attack, discard it."
- **Wizard's Laughter:** Change "Wizard only." to "Wizard only during opponent's site phase."
- **Wizard's Ring:** Replace "Ignore any effect that would discard this item" with "Cannot be stored, stolen, or transferred."
- **Wolves:** Change "Animal" to "Wolves."
- **Woses of Eryn Vorn (minion version):** Change "Man faction" to "Wose faction."

Rulings Monday

Rulings for the Middle-earth: Collectible Card Game fall into two categories now. First are those which cover ambiguous situations, and those rulings take effect immediately. Second are those which reverse previous rulings, introduce new rulings on non-ambiguous situations, and errata. These rulings will not take effect in tournament play for two to four weeks.

Every other Monday, all rulings of the second type, made in the past two weeks, will be announced. Also, with each announcement will come a list of rulings which are effective starting that Monday.

Rulings Effective 10/26/98

- *Windlord Found Me*: This resources requires that you tap a character to play it. You may not play it directly to your M.P. pile.

Rulings Effective 10/12/98

- *Padding Feet*: Card Erratum: Change the first sentence to read: "...at the same site as an opponent's Hobbit"

Rulings Effective 4/20/98

- *Deep Mines*, Card Erratum: Add "Cannot be duplicated on a given Wizardhaven."
- *Reluctant Final Parting*, Card Erratum: Add "Determine nearest Haven using site cards of the same alignment (minion/hero) as the ally."

Rulings Effective 2/9/98

- *Open to the Summons*, Card Erratum: Change "Playable on a minion company" to "Playable on a company."

Rulings Effective 1/26/98

- The MEWH hand rules need errata. They should read that "a Fallen-wizard must not use starter movement," not that they may only use region movement. This means they can use Under-deeps movement, and cards like *Belegaer*.
- Forcing a dice roll is considered to be having an effect on the game. This means you can play *Muster* or *Weariness of the Heart*, even if there is no chance of the card doing anything.

Rulings Effective 12/6/97

- Agents count as both characters and hazards during the game in a Ringwraith deck.

Rulings Effective 12/1/97

- *No Escape from My Magic*, Card Erratum: Change "Playable on any faction in play" to "Playable on any unique faction in play."
- Ringwraiths may not move from a non-Darkhaven site to another non-Darkhaven site unless they are using *Dwar Unleashed*. This means a Ringwraith may not move to Under-deeps sites that do not have a Darkhaven for a surface site.

Rulings Effective 11/17/97

- Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any movement/hazard phase. This means a moving company is not at a site until the site phase.
- Some hazard permanent-events allow you to tap or discard them for an effect, and this does not count against the hazard limit unless specified otherwise on the card.
- Rules Erratum: Attacks keyed to Darkhavens are detainment.
- Gates of Morning discards hazard environments when it resolves, even if Peril Returned is in play.
- Iron Shield of Old: Card Erratum: Add "Shield."

Rulings Effective 11/3/97

- If a card leaves active play, including being returned to a player's hand, it immediately ceases having an effect on play.
- Stay Her Appetite: Card Erratum: Change "plus two" to "plus five."