

• PART I • BEFORE YOU PLAY

Note that these rules, and some of the cards in *LoRE*, refer to things that apparently do not exist in the game. This is because the expansion sets to *LoRE* will include some new types of cards not seen in the first release.

Through out these rules there will be many terms that have a special meaning in *LoRE*. The first time such a word appears, it will be in italics. Explanations for all of the special terms are in the Glossary (p. 12) Once you have played the game a few times, be sure to read through the Glossary and the Frequently Asked Questions (p. 17), because some of the more obscure parts of the rules are contained in those sections.

While playing the game, be sure to remember the Golden Rule: If a card and the rules contradict each other, the card takes precedence. If two cards contradict each other, the one that says you cannot do something takes precedence.

For readability purposes, *LoRE* uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meaning: he/she, her/his, and so on.

The rules presented here are the introductory rules. Play with these rules the first few times you play the game. The full rules require making a lot of choices. Playing the introductory rules a few times will give you enough familiarity with the cards to make those choices.

1 • OVERVIEW

In *LoRE* you play one of the Wizards, trying to influence The Free Peoples into letting you lead their armies against Mordor.

You control a company, which is a group of *characters*. Your company moves around Middle-earth from *site* to site. The *movement* and position of the company is represented by a token on one or more of the portions of the map of Middle-earth that come with the decks. At the sites your company can gain *resources*, which provide you with marshalling points (MPs). The marshalling points 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.

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 rules and the cards refer to cards by their keywords: an environment card is a card that has the environment keyword.

4 • CHARACTER BASICS

Characters are the most important cards in the game. To play any marshalling point resources, you must move a character to a site, and use the character to play the resource. You can keep playing if you have no characters, but it will be very hard to win. Your characters are organized into a *company*, and move as a group.

Every character has a *mind*, shown in the white head on the left side of the card. This represents how much *influence* is required to control that character. Each player starts the game with eight points of influence, which can be used to control up to eight mind points worth of characters.

Effects in the game may give you more influence, allowing you to control more characters. This will be indicated by a black hand along the left side of the card. Most of these effects come from the characters themselves. An influence point from a character must be used to control another character in the same company. Some characters give racial influence points, such as “1 Dwarf influence point.” Racial influence points can only be used to control characters of the listed *race*.

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*, *half size* characters count as half a character. Half size characters are small or particularly stealthy characters than can easily avoid notice, like Hobbits and children. Note that a company may not have a size of more than seven. A company’s *hazard limit* is equal to two or the company’s size, whichever is greater. Always round up the hazard limit. The hazard limit is the number of hazards that may be played on a company during their movement phase.

5 • GETTING READY TO PLAY

Before you play the game, you must separate your cards into the appropriate piles. You also need a pair of six-sided dice, at least one of the four map sections that come in the decks, a marker to indicate the location of your company, and some counters to indicate *used sites*. Anytime the rules or a card tell you to make a roll, roll both dice and add them together for the result. If you are playing with the pre-built decks, check the play tips (p. XX) to see which cards

go in the various piles. There are also rules for building your own decks (p. 11)

Players roll the dice to see who goes first, the higher roll will go first when the turn sequence starts. Both players put their starting companies into play, along with any minor items or quests described in the Play Tips for their deck (p.XX).

Shuffle together all of the remaining cards. These cards are your *draw pile*. Let your opponent shuffle and/or cut your deck, and draw six cards for your starting hand. At the start of the game, your hand size is ten cards. Your hand size may change after the game starts. Whenever the rules or a card refer to your hand size, it means ten cards unless an effect has changed your hand size.

Now you are ready to start the game. Both players place a token representing their company at the starting site for their deck, as specified by the Play Tips on p.XX. That player then takes the first turn.

Most of the cards you play will be discarded into a face up discard pile. Other cards will be placed in a reserve pile, to be returned to your deck at the end of your turn. During the course of play, certain cards will also be placed in your marshalling point pile. These include some cards you play for MPs, and eliminated creatures and characters. Other cards will require you to remove them from the game. Place such cards in an *out-of-play pile*.

• PART II • TURN SEQUENCE

Player’s alternate taking turns, following the sequence outlined below. You may play resources any time during your *organization*, movement, and site phases, unless card text states otherwise. You may play hazards during your opponent’s movement phase and during attacks. If both players wish to play cards at the same time, see p. 10.

The turn starts with the untap phase, where you untap all the cards that were tapped in the previous turn, and heal characters at Havens [H]. Next is the organization phase, where you prepare your company for its movement that turn. Then your company has a movement phase where they move and face hazards. After the movement phase, your company has a site phase where they may enter the site to perform actions. Finally there is an end of turn phase, where you ready your hand for the next turn and perform any end of turn actions.

1 • UNTAP PHASE

During play, you will have to tap cards, usually to indicate that they have been used for the turn. To tap a card, rotate it 90°, so that it is sideways on the table.

During *combat* (p. 6) character may become *wounded*. To wound a character, rotate his card 180°, so that it is upside down on the table.

During the *untap* phase perform the following steps, in this order:

- 1) Untap all of your tapped cards, including any tapped hazards you played.
- 2) *Heal* any wounded characters you have at a Haven [H]. These characters move from wounded to tapped.

2 • ORGANIZATION PHASE

Your organization phase is when you arrange 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 new characters (including your main character) into play at a Haven [H] or his *home site*.
- *Transfer* and/or *store* items.
- Remove certain hazards.

If at the end of your organization phase the total mind of your characters exceeds your influence, you must discard characters until the mind total is equal to or less than your influence.

BRINGING A CHARACTER INTO PLAY

To bring a character into play you must have enough influence to control him. Influence is explained under Character Basics (p. 2). If you have two companies, the character must be brought into play with one of your companies.

Most decks have a main character. You may play this character without using influence to control him, as the card represents you in the game. Once you have played a main character, you may not play another main character.

TRANSFERRING AND STORING ITEMS

During the organization phase, you may transfer items from one character to another character. The character with the item must make a corruption roll (p. 9). If the character does not fail the corruption roll, the item may be moved to another character.

A character at a Haven [H] may store an item he *owns*. The character must still make a corruption roll, 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 roll is required, unless otherwise specified on the card.

REMOVING HAZARDS

Certain hazards state that they are *removable* on a roll of a certain number or more. This can only be done during the organization phase. Tap the character and make a roll. If the result is equal to or greater than the specified number, the hazard is discarded.

Alternatively, you may roll without tapping the character, or roll for a character that is tapped or wounded. In this case the roll is modified by -3.

Only one roll may be made for each removable hazard each turn.

3 • MOVEMENT PHASE

The movement phase is when your companies move from site to site, and it is also when your opponent has a chance to play hazards on your companies. Follow these steps in order:

- 1) If you want the company to move, choose a *new site* (see below) for it to move to. You draw up to the number of cards in the white circle at the new site, and your opponent draws up to the number of cards in the black circle. Each player must draw at least one card. You can choose to have a company not move, in which case no cards are drawn. If a company doesn't move, its *current site* is treated as its new site and its current site. No actions may be declared in the movement phase until a company's new site is determined and cards have been drawn for any movement. As soon as you declare what site a company is moving to, it is no longer considered to be at that site. Put the company's token next to their *site of origin* on the map, to show it is in transit.
- 2) Your opponent plays hazards on the company (see below). A number of hazards equal to the company's hazard limit (p. 4) may be played. Hazards may not be played that *target* another company, (including an entity associated with another company, see p.11). This includes using hazards in play for some effect.
- 3) Once both players are finished playing cards for the company's movement, the company is now considered to be at the new site. That is, the new site becomes the current site. Place the company's token at the new site, to show that it has arrived. NO actions may be declared after the company ar-

rives at its new site.

CHOOSING A NEW SITE

You must choose where each company is moving at the beginning of its movement phase. A company does not have to move, but it is still considered to have a movement phase. If you want to move a company, simply declare to which site it is moving.

The new site your company is moving to must be in the region of the current site, or in an adjacent region. Each LoRE deck comes with a map showing part of Middle-earth, and which regions are adjacent.

Site Paths

A *site path* is the sequence of regions between two sites. Each region in the sequence is indicated by its type, and by its name. A company's site path is determined by the regions moved through. The type for each region is shown on the map, just under the region's name.

Site paths are mostly used to determine if an opponent can play a particular creature on a company. Any effect that changes regions on the map automatically affects the appropriate regions in a company's site path.

PLAYING HAZARDS

When your opponent moves his companies, you may play hazards on them. Hazard events and conditions may be played on any company. Some hazards may specify that they are only playable on a *moving company*. Other hazards may have different restrictions as to which companies they may be played on, check the card text to be sure.

Creature hazards must be *keyed to* a company's site path or new 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 more than one symbol if a symbol is repeated on the creature card. In this case there must be at least that many of the particular symbol in the company's site path in order to key that creature to that symbol. Some creatures may be keyed to certain regions by name, or sites in those regions. Whether the creature is keyed by name or type, both the name and the type still apply.

If the company is not moving, you may only key creatures to its current site, by name or type. Hazard events and conditions may be played on non-moving companies, unless otherwise stated on the card.

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.

The first step of combat is the play of *engagement* cards. First the *attacker* may play engagement hazards. If the combat occurs during the movement phase, these hazards count against the hazard limit. When he is done, the defender may play engagement resources. Then strikes are assigned in the following manner:

- 1) The first strike is assigned to the untapped character with the highest prowess. The next strike is assigned to the untapped character with the next highest prowess, and so on until all strikes have been assigned or all untapped characters have been assigned a strike.
- 2) If there are more strikes than untapped characters in the company, each untapped character gets assigned one strike. The next strike is assigned to the tapped character with the highest prowess. The next strike after that is assigned to the tapped character with the next highest prowess, and so on until all strikes have been assigned or all untapped and tapped characters have been assigned a strike.
- 3) If there are more strikes than tapped and untapped characters, they are all assigned a strike. The next strike is assigned to the wounded character with the highest prowess. The next strike after that is assigned to the wounded character with the next highest prowess, and so on until all strikes have been assigned or all characters in the company have been assigned a strike.
- 4) If there are more strikes than characters in the company, each character is assigned a strike. The rest of the strikes are assigned as excess strikes, in the same order as above. Excess strikes do not have to be faced separately, but they give -1 prowess and -1 body for the duration of the attack.

In the case of a tie (two untapped characters with the same prowess, for instance) the defender chooses which character is assigned the strike.

Some attacks state that the "attacker assigns all strikes." In that case, the attacker can assign all of the strikes, as he wishes, regardless of tapped, untapped, or wounded status. However, every character in the company must be assigned one strike before any character can be assigned an excess strike.

Once the strikes are assigned, the defending player resolves the strikes in the order they were assigned.

Resolving Strikes

For each strike, follow the sequence below:

- 1) The attacker may play strike hazard cards. If the combat occurs during the movement phase, these hazards count against the hazard limit.
- 3) If an untapped character is facing the strike, he must tap **or** take a -3 modification to prowess. An already tapped character only gets -1 to prowess, and a wounded character only gets -2 to prowess.
- 4) An untapped defending character that was not assigned a strike from this attack may tap to give +1 to the prowess of a defending character.
- 5) The defending player may play strike resource cards, but only one *skill only* card.

Next, the defender makes a roll, and adds his modified prowess:

- If the result is greater than or equal to the strike's prowess, the strike *fails*. Such a strike is defeated if it fails a *body roll* (see below).
- Otherwise, the strike was *successful*. The target character is wounded and must make a body roll. If the attack was a *detainment* attack, the character is tapped, not wounded, and makes no body roll.

Body Roll

If a non-detainment strike against a character is successful, the character must make a *body roll*. To make a body roll, the **attacker** makes a roll; if this value is greater than or equal to the character's body, he is eliminated and placed in the defender's MP pile. If the character was already wounded before the strike, the roll is at +1. Characters eliminated in combat may transfer one item to each unwounded character in the company, without a corruption roll.

If a non-detainment strike fails against a character, it is defeated if the **defender** makes a roll and the result is greater than or equal to the attack's body.

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/-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 condition lists an MP value, and an attack from it is defeated, the card is also 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, the attack is **not**

defeated. If the attack was canceled, it is **not** defeated.

If an attack from a creature card is not defeated, the creature card is discarded. If an attack from a hazard condition is not defeated, that condition stays in play. If you defeat an attack from a hazard condition that you played, discard the condition.

ENGAGEMENT AND STRIKE HAZARDS

Engagement and strike hazards are the only hazards that may be played during an attack. However, they may be played during any attack on your opponent's turn, even ones outside the movement phase.

If you play an engagement or strike hazard **outside** of the movement phase, it **does not** count against the hazard limit. The hazard limit only applies during the movement phase. Such hazards played **during** the movement phase **do** count against the hazard phase.

4 • SITE PHASE

In order to do **anything** during the site phase, your company must first enter the site and then face any and all *automatic-attacks* listed at the site (a character at his home site may tap to cancel one automatic-attack, before strikes are assigned). See Combat, p. 6. The only cards that may be played in the site phase before all of the automatic-attacks have been faced are engagement and strike cards.

Once you have entered the site, you may play an item, faction, ally, or any other resource playable at the site. Items, factions, and allies can only be played at an unused site unless specifically allowed at a used site by their card text. To play an item, faction, or ally, the card must state that it is playable at the site. These cards will require placing a *used counter* on the site, which is sometimes called "using the site." Each player should have distinctive used counters. It never matters if your opponent has a used counter on a site, only if you have a used counter on the site.

PLAYING AN ITEM

To play a item, tap an untapped character in a company at an appropriate unused site and play the item on that character. Then place a used counter on the site. Note that some items, especially minor items, state exceptions to these rules. Be sure to check the card text. You may not play two minor items at the same site on the same turn.

PLAYING A GOLD RING ITEM

To play a gold ring item, you must be at a site that has a ring icon in its box on the map. Tap a character and play the gold ring item on him. Place a used counter on the site.

PLAYING AN ALLY

Playing an ally is similar to an item. Tap an untapped character at an appropriate unused site and place the ally with the character. Then place a used counter on the site.

Allies are a special type of character. They always count as characters, except they require no influence to control, and must stay with the character that played them. If the character that played them is eliminated or leaves play, the ally is discarded.

PLAYING A FACTION

To play a faction, tap one character at the site listed on the faction card to make an *faction roll*. Roll the dice, add the character's mind, any faction roll modifications listed on the faction card (for *heroes* the standard modifications are based on the influencing character's race), and any other modifications from other cards. If the result is greater than or equal to the number listed on the faction, put the faction in your MP pile, and put a used counter on the site. The site does not get a used counter if the roll fails, but the faction is discarded.

PLAYING AN INFORMATION CARD

To play an information card, you must be at a site that has a book icon in its box on the map. Play the information card, doing what is specified on the card. Information cards only put a used counter on a site if they specify such on the card.

5 • END OF TURN PHASE

At the beginning of the end of turn phase, the player who played hazards that turn must check his hand. If he has more cards than his hand size, he must discard all of his hazard cards.

Once the hazard player has checked his hand size, any effects that occur at the end of the turn are resolved. If there is more than one such effect, the player whose turn it is decides the order in which the effects are resolved. For more on this, see Playing Cards (p. 10).

Finally, the player whose turn it is shuffles his reserve pile and his draw pile together. While he is doing this, his opponent should be planning his moves for the next turn. Once the play deck is

shuffled, and the opponent cuts and/or shuffles it, the turn is over.

6 • END GAME

The end game happens after a turn in which the current player reaches 10 MPs, or when both draw piles have been exhausted. The first step of the game is for every character to make a corruption roll. The player who called the end game makes corruption rolls for his characters first, in the order he chooses. Then the other player does the same.

After the corruption rolls are done, marshalling points are recounted. The player with the most marshalling points wins the game. If there is a tie, the game is considered a draw.

• PART III • SPECIAL SITUATIONS

Certain situations occur at multiple points in the turn sequence, and are covered here.

1 • CORRUPTION

Each character has a *corruption modifier*. This is the number in the lower right of the character card. If none is listed, the modifier for that character is zero. Other cards played on characters also have corruption modifiers, which also affect corruption rolls made by the character.

Certain hazards have the keyword *corruption*. Only one corruption hazard may be played on a given character each turn.

CORRUPTION ROLLS

When a card or other effect indicates that one of your characters must make a corruption roll, you must make a roll and add any appropriate modifications. Before the roll, any other untapped character in the company may tap to give +1 to the roll. There are three possible results:

Nothing Happens—If the modified result is one or more, nothing happens.

The Character is Corrupted—If the roll is less than one, the character is corrupted, and another roll is made to determine the results. The second roll has the same modifications as the first roll, and no actions (even corruption roll actions) may be taken between the two rolls. If the second roll is one or more, a hero character has failed the roll, and is discarded. Otherwise, the character has failed the roll and is eliminated.

If a Wizard is corrupted, he is immediately eliminated.

2 • RING ITEMS

Major and greater ring items are more complicated to play than other items. First, you must play a gold ring item at an appropriate site. Then you must either have a card or effect that *tests* the gold ring, or tap a sage in the same company to test the gold ring. When you test a gold ring, make a roll. On the major or greater ring item will be a result you must equal or exceed in order to play the ring. The gold ring will also have modifications depending on the type of ring item. If you have the correct type of ring item, you can reveal it after the roll, and take advantage of the modifier to play it. In any case, discard the gold ring item when it is tested.

3 • PLAYING CARDS

Playing a card is the act of taking a card from your hand and putting it into play. Most cards stay in play until discarded, but events are discarded as soon as their effect is applied.

TIMING

You and your opponent may both want to perform *actions* at the same time. Such actions include playing a card, tapping a character already in play, and facing an attack.

In *LoRE*, each action must be completely resolved before the next one can be resolved. If a card has multiple effects, resolve them one at a time in the order listed on the card. The only exception to this are the timing keywords: corruption roll, *counter*, engagement, faction roll, and strike. Engagement and strike cards may be played while any attack is being resolved. Corruption roll and faction roll cards may be played just before the appropriate rolls, to modify those rolls. Counter cards may be played while any effect is resolving, and are considered to resolve before the effect does. If a counter card discards a card that is currently resolving, that card does not resolve at all. Cards with timing keywords do not have to be played while another card is resolving, unless specified on the card.

At the beginning of any turn or phase, the current player has priority. The player with priority can either play an action or pass the priority to the next player. Once the player with priority plays an action, priority automatically passes to the next player. Note that cards with timing keywords that are played during the resolution of another action do not count

for passing priority.

REQUIREMENTS

Many actions have *requirements* to be played, which must be met before the card can be *declared*. For example, scout only cards require a scout in the company. Usually these requirements are listed in the text box, either as keywords or in a sentence starting with “Playable if ...” There are some other conditions. If an action requires tapping a character, it is a requirement of the action that the character be untapped. If an action requires putting a used counter on a site, it is a requirement of the action that the site not have a used counter on it. If an action says “do X to do Y,” the X part is a requirement.

Some actions also have targets. Targets may be specified as such by the action, but are not always. If an action affects a specific number of entities in some way (tapping it, discarding it, raising it’s prowess) that entity is a target of the action, and must be in play for the action to be declared. If the action targets a die roll by modifying it, the roll must be just about to happen.

- If a counter card removes a requirement from an action before it resolves, that action does not resolve at all.
- If an action requires a character, it cannot target another company, an attack against another company, or a site other than the character’s current site.
- Actions during the site and movement phases that require characters may only be used if that character’s company is the one currently resolving it’s site/movement phase.
- Your resources may not target your opponent’s resources.
- A card is considered to target a company if it targets a character in the company, or a card played on the company or a character in the company.

TRIGGERED EFFECTS

Some cards in play list effects that happen when something else happens. These are usually on conditions, and are usually stated as “if X, then Y.” Another common one is “discard at the end of the turn.” If the *trigger* for one of these effects happens, the listed effect is the next declared action. No one can declare another action before the triggered action. Sometimes multiple *triggered effects* will happen at the same time. In this case the current player decides the order in which they resolve. No one may

declare actions without timing keywords until all of the triggered effects have resolved.

CONTINUOUS EFFECTS

Some effects list modifications to a class of entities, such as “all Orc attacks get +1 prowess.” Since they do not give a specific number of entities, these continuous effects do not target the entities. They do affect them instantly. Given the above example, the second an Orc attack is declared, before it even resolves or a counter card can be played, the effect gives it +1 to its prowess.

The second a card leaves play or is eliminated, it stops having an effect on play, and any bonuses it gave immediately disappear.

4 • UNIQUE & MAY NOT BE DUPLICATED

If a card states that it is “unique” or that it “may not be duplicated,” only one such card may be in play at a time. The first card played takes precedence. 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.

5 • EXHAUSTING YOUR PLAY DECK

You exhaust your draw pile when you draw the final card from it. Discard any cards in play that are discarded when a deck is exhausted, and sideboard up to five cards (p. XX). Then shuffle your discard pile and your reserve pile together. This becomes your new draw pile. Remove all of your used counters from the map.

6 • GORGOROTH

Gorgoroth is the region in the heart of Mordor where *The One Ring* must be taken to be destroyed. However, hero companies cannot just move there from anywhere. Hero companies may only move to Gorgoroth from Imlad Morgul or through Udûn or Nurn. Resources that allow special movement (although not ones that merely allow the moving of an extra region) may be used to get around this requirement.

• PART IV • GLOSSARY

Action: Any activity in the game. This includes card play, tapping cards in play, discarding cards, corruption rolls, and so on. Each action must be resolved before another one can be declared. The only exception is that cards with a time keyword may be played before a card resolves.

Alignment: There are three alignments in the game: hero, *minion*, and fallen. In the first set of *LoRE*, only the hero alignment is represented. The other alignments will come in later expansion sets. Note that hazards have no alignment, only resources, characters and Havens have alignments.

Ally: A resource playable at an unused site during the site phase. Playing an ally uses the site. Allies count as characters except that they must be played on characters during the site phase (placing a used counter on the site), they must stay with the character they are played on, and they do not require influence to control.

Attack: An action representing one round of combat, consisting of a number of strikes. Attacks can come from automatic-attacks, hazard creatures, and other cards. All attacks have a race, that may allow certain cards to affect the attack.

Attacker: The player who played the hazard causing the attack. If the attack is not from a hazard, the attacker is the player to the left of the player facing the attack. The attacker makes decisions on behalf of the attack.

Attribute: A characteristic of a character or attack: prowess, body, race, skills, mind, MPs, or special abilities.

Automatic-attack: An attack that a company must face before playing resources at a site.

Body: An attribute representing how hard a creature is to defeat or a character is to eliminate. The body is listed in the lower left hand corner of the card, after the “/.”

Body Roll: A dice roll made to see if a character is eliminated or a strike is defeated. If the roll is equal to or greater than the body of the strike/character, it is defeated/eliminated. If the character is already wounded, the roll is at +1. A body roll does not wound a character, but body rolls are typically made because a character has just been wounded by an attack.

Body roll is also a timing keyword that allows

the card to be played before a body roll occurs, to target that body roll.

Character:

Engagement: Cards with the engagement keyword may be played during the resolution of an attack, before strikes are assigned. Engagement hazards that do not target the attack may also be played outside of an attack as a normal hazard. Engagement hazards may be played during any attack on your opponent's turn, and do not count against the hazard limit if played outside the movement phase.

Event: A resource or hazard with event in the classification line. Events are discarded immediately after they resolve.

Exhausting your Draw Pile: When you draw the last card from your draw pile, the deck is exhausted. See p. 11.

Faced: An attack is considered faced if it successfully played on a company, even if it is cancelled.

Faction: A resource with faction in the classification line. These represent groups of peoples and creatures.

Faction Roll: A roll made when a player tries to play a faction during the site phase. One character must tap and roll, adding his mind and any other modifications. If the result is equal to or greater than the number listed on the faction card, it is placed in that player's marshalling point pile and a used counter is placed on the site.

Faction roll is also a timing keyword that allows an effect to be declared before a faction roll occurs, to target that faction roll.

Half Size: A half size character only counts as half a character for calculating company size.

Hand Size: The number of cards you may hold in your hand, normally eight. You must discard down to hand size during the end of turn phase.

Hazard: A card with the grey steel background. Hazards represent obstacles that companies must face as they move around Middle-earth. Hazard effects, including playing hazards, may only be declared during your opponent's movement phase, unless they have the engagement or strike keywords.

Hazard Limit: The maximum number of hazard cards that may be played on a given company during their movement phase. The hazard limit is equal to the company size or two, whichever is greater. Always round up when calculating the hazard limit.

Heal: To move a character from wounded to tapped position.

Hero: A character working for the forces of good, or a resource that can be put in a deck with a hero main character.

Home Site: A site listed on a character card that indicates where the character may be brought into play, in addition to Havens [H].

Influence: Each player has eight points of influence to control their characters. One point of influence can control one point of mind. Players may get extra influence from characters and other resources. A character may only use influence provided by him or a card on him to control other characters. Some influence can only control characters of a specific race, such as "1 Hobbit influence point." The character giving the race specific influence point and the character controlled by that point must be in the same company.

In Play: Cards played but not yet discarded or eliminated, and cards in the marshalling point pile. Cards not in play have no effect on the game.

Item: A resource with item in the classification line. Items are playable during the site phase, and place a used counter on the site. Two minor items may not be played at the same site on the same turn.

Keyed to: The process of matching a site or region the company is moving through to a site or region listed on a creature card so it can be played.

Keyword: A word in italics at the beginning of the text box, or in the classification line, that specifies the card as being a certain type. Many keywords have rules that go with them, as listed in this glossary.

Main Character: The character that represents you in the game. Main characters require no influence to control. If your main character is eliminated, you do not lose the game, but you may not play another main character card.

Marshalling Points: The points in the upper left hand corner of some cards. The player with the most marshalling points at the end of the game wins. Marshalling points in parentheses are only awarded if certain conditions stated on the card have been met. You may not gain marshalling points from a hazard you played, remove it from the game instead of eliminating it.

Marshalling Point Pile: The face up pile of cards that includes factions, your eliminated characters, creatures your companies defeated, and stored cards.

May not be Duplicated: A card that states that it may not be duplicated may not be played if a card of the same name is in play at the time.

May not be Duplicated on ...: A card that states that it may not be duplicated on a certain entity may not be played if a card of the same name is in play on that entity at the time.

Mind: An attribute of characters shown in the white head along the left side of the card. For each point of mind, a character requires one point of influence to be controlled and kept in play. Characters with 0 mind do not require any influence to control.

Minion: Characters serving the forces of evil, or resources that can be put into a deck with a minion main character.

Movement: The third phase of the game, when companies move from site to site. Each company has a movement phase of their own, even if they don't move.

Cards with the movement keyword may only be played during the movement phase.

Moving Company: A company that is travelling between sites during the movement phase.

New Site: The site a company is moving to. The company is not considered at the new site until the site phase. If a company is not moving, treat their current site as their new site for interpreting cards.

No Hazard: A hazard with the no hazard keyword does not count against the hazard limit when played, and may be played even if the hazard limit has been reached.

Normal: As written on the card, with no modifications.

Off to the Side: A card placed off to the side is not in play except for uniqueness. Cards off to the side do still give MPs. The card the off to the side cards are placed under is called the host. If the host leaves play, the cards under it are discarded.

Organization: The second phase of the turn. This is when characters may be brought into play and organized into companies.

Resources with the organization keyword may only be played during the organization phase.

Owner: The character an item is played on.

Place: To move a card in play onto another card.

Play: To bring a card from your hand into play. You may not play a card that has no effect on the game, unless it would cause a die roll.

Player: You, the person actually playing the game.

Prowess: The number before the “/” in the lower left of creature and character cards, or listed in the text describing an attack. This represents how effective in combat a character or attack is.

Race: One of many keywords describing the race of a character or attack.

Race Only: A card with a race only keyword, such as “Elf Only,” may only be played if there is a character with the appropriate race in the company. The card may not target another company.

Region: A geographical area indicated on the map by red lines. Each region is specified by name and type. The region types are Coastal Sea [c], Free-domain [f], Border-hold [b], Wilderness [w], Shadow-land [s], and Dark-domain [d].

Requirement: Something that must be in play in order for an action to be declared. If a action with a timing keyword takes away a requirement of an action before the action resolves, the action does not resolve, although any requirements (such as tapping characters) are resolved.

Removable: A removable card may be discarded during the organization phase, if the character it is on taps and rolls equal to or greater than the number listed on the card. Characters who do not tap for the roll are at -3 to the roll.

Resolving an Action: The process of applying the effects of an action. Unless a card with a timing keyword is used, an action will resolve immediately after it is declared, before any other actions may be declared.

Resource: A card representing an action done by or on the behalf of the characters. Hero resources have a copper metal background. Resources effects, including playing resource cards, can only be declared on your turn.

Reveal: Unless otherwise specified, revealed cards are shown to all players. Revealing the last card of the draw pile does not exhaust it.

Sideboard: A pile of cards that you may use to modify your draw pile during play. If an effect allows you to sideboard a card, you may take one card from your sideboard, and place it in the reserve pile.

Site: One of the locations in Middle-earth that a company can move to. Sites are indicated on the map by a text box in a region. The site types are Haven [H], Free-hold [F], Border-hold [B], Ruins & Lairs [R], Shadow-hold [S], and Dark-hold [D].

Site is also a keyword. Site cards may only be played during the site phase, after all automatic attacks have been faced.

Site of Origin: The site a company is moving away from during the movement phase.

Site Path: The list of regions that a company is moving through. No region may be duplicated in a given site path.

Skill: One of five keywords listed in the classification line of a character. The five skills are diplomat, ranger, sage, scout, and warrior.

Skill Only: A card with a skill only keyword, such as “Ranger Only,” which may only be played if a character with the appropriate skill is in the company. The card may not target another company.

Storing Cards: An item may be stored during the organization phase. If the owner does not fail a corruption roll, place the item in your marshalling point pile. Some conditions may also be stored, if they state so on the card. No corruption roll is required to store a condition unless specified on the card.

Strike: The part of an attack that corresponds to a character. Each strike from an attack (up to the number of characters in the company) must be faced in a separate strike sequence by a different character. Strikes in excess of the number of character in a company may be assigned as -1/-1 modifiers to a character’s prowess/body.

Strike Sequence: The sequence of actions done for each character that faces a strike, as spelled out on p. 6.

Tap: To turn a card 90 degrees, generally to show that it has been used for the turn.

Tapped: A card turned 90 degrees. Tapped cards may not be tapped as a requirement for an action.

Target: An entity specified by an action by number and type. “A” and “the” specify one entity. Cards that do not specify a number of entities, such as “all Orc attacks,” do not target those entities. A card in play on another card targets the card it is on.

Timing Keyword: A timing keyword is one that allows a card to be played or an action to be used before a previously declared action resolves. The timing keywords are body roll, counter, corruption roll, engagement, faction roll, and strike

Transferring Items: During the organization phase you may transfer items from one character to another at the same site. If the owner of the item succeeds a corruption roll, place the item on another character in the same site.

A character eliminated by a body roll may also transfer one item to each unwounded character in his company.

Trigger: An event in play that causes an effect to be declared as specified on a condition.

Triggered Effect: An effect declared after a trigger event. Triggered effects are the next declared action, and no actions except those with timing keywords may be played until the triggered action has resolved.

Turn: The sequence of phases each player follows, in alternation.

Unique: A card with the unique keyword may only have one copy in play at any time. Also, only one of each unique card may be put into a deck.

Untap: To turn a card from tapped back to upright position. Also the first phase of the game, during which only resources with timing keywords or the untap keyword may be played.

Untapped: A card that has not been tapped or wounded. Only untapped cards may be tapped to satisfy a requirement.

Used Counter: A marker put on a site to show it has been used. Each player needs a distinctive set of used counters, as your opponent’s used counters do not apply to you. A site with a used counter on it is sometimes called a used site, and placing a used counter is sometimes called using a site.

Wounded: A character turned 180 degrees to show that he is wounded. Wounded characters may not be tapped as a requirement for a condition.

• PART V • FAQ

This is a collection of the most Frequently Asked Questions about *LoRE*.

Q: If one of my characters is eliminated, does the hazard limit drop?

A: Not for the current turn. However, if any other effect raising or lowering the hazard limit leaves play, it immediately ceases having an effect.

Q: If one of my characters who was already wounded gets wounded again, does this count for cards like *Despair of the Heart*?

A: Yes.

Q: If I have three excess strikes to assign, can I put them all on the same character?

A: Yes. Excess strikes may be assigned however the attacker pleases.

Q: Do I need to defeat an automatic-attack to enter a site?

A: No. You just have to face the attack, not defeat it.

Q: If I cancelled an attack, did I face the attack?

A: Yes, cancelling an attack counts as facing it.

Q: If I face a non-creature attack, what is it keyed to?

A: Nothing.

Q: If I play a counter card, can I use it to discard the card it was played in response to?

A: Yes, if the counter card can normally discard such a card. In that case the effects of the card do not resolve, although the requirements of it do.

Q: Can I start with one minor item and one quest?

A: Yes.

Q: If one effect on a card is prevented from resolving, does that stop the other effects on the card?

A: No.

Q: If I split a company, where do conditions played on the company go?

A: Pick one of the two companies and keep all of those conditions with that company.

Q: Can my characters tap to aid corruption checks at the end of the game?

A: Yes, if they are in the same company.

Q: A creature was keyed to Rhudaur by name. Can it be cancelled by an effect that cancels attacks keyed to Wilderness [w]?

A: Yes, as long as there is no effect in play making Rhudaur something other than a Wilderness.

Q: Can I cancel a creature keyed to two Wilderness

[w w] with an effect that cancels creatures keyed to Wilderness [w]?

A: Yes.

Q: After I have played a card, the requirements to play it go away. Do I have to discard the card?

A: No, you only have to meet the requirements when you declare and resolve the card.

Q: If I key a creature to two of a particular symbol, like [w w], do those symbols have to be adjacent in the site path?

A: No, the symbols just have to be in the site path somewhere.

• PART VI • DIFFERENT GAMES

The rules given above are for the standard game of *LoRE*. There are other ways to play the game. This section details the rules for solitaire, multi-player, and tournament games

1 • SOLITAIRE

These rules are for playing the game by yourself. They can be used when you cannot find an opponent, and are also useful for testing decks before playing them in a tournament. Play with the standard game rules, except as noted below.

SET UP

The solitaire game has two draw piles and two discard piles, one each for hazards and resources. Separate your draw pile accordingly. Cards like *Twilight* should be put in the resource deck if they were counted as resources during deck construction.

Place up to eight normal mind points of characters from your character pool into the starting company, since there is no opponent to draft against. Give the starting company the minor items and/or quests from the character pool.

PLAY

There are two hands in the game, a resource hand and a hazard hand. Each has a hand size of five. When you move a company, draw for the resource hand from the resource draw pile as you would normally draw. Also draw for the hazard hand from the hazard draw pile, as your opponent would draw. Keep both hands face up on the table.

Play hazards on your own company from the hazard hand. Play them in the worst way possible for the company, assuming the hazards are played with full knowledge of the resource hand.

When your turn is over, simply take another turn. Play until both draw piles have been exhausted twice.

VICTORY CONDITIONS

Score your victory as follows:

4 MPs or less: Complete loss.

5-9 MPs: Loss.

10-14 MPs: Marginal loss.

15-19 MPs: Marginal victory.

20-24 MPs: Victory.

25 MPs or more: Complete victory.

2 • MULTI-PLAYER

These rules are for games with more than two players. Play proceeds as in the standard game rules, except where noted below.

SET UP

Each player rolls to see the order of the character draft. The draft starts with the player with the highest roll, and goes down to the player with the lowest roll. The players should arrange themselves **counter-clockwise** around the table in the order of the die rolls, and do the draft in that order.

After the character draft, each player draws a hand of eight cards. Then each player may put up to three hazards in a face down hazard pile (each player has their own hazard pile). Each player may then draw back up to eight cards in hand. Any player may look through their own hazard pile at any time.

PLAY

Each player takes turns going **clockwise** around the table, starting with the player who went last in the character draft.

When a player moves, he draws for his movement as normal. The opponent's draw is split up among the other players. Going clockwise from the current player (and skipping the current player if it comes all the way around), each player draws one card until the appropriate number of cards have been draw.

Hazard play is likewise split up among the other players. Going clockwise from the current player (and skipping the current player if it comes all the way around), each player may do one of three things:

- 1) Put one or two hazard cards into their hazard pile. This counts as one against the hazard limit (even if two cards are put into the pile). The hazard pile may have no more than five cards in it. To put in a sixth hazard, the player must first discard one of the hazards in the hazard pile.

- 2) Play hazards from their hazard pile on the moving company. Hazards so played count against the hazard limit as normal.

- 3) Pass. This does not count against the hazard limit.

This continues until the hazard limit is reached, or until each of the players has passed once. Talking about hazard play is forbidden. Players may not discuss hazard play so as to coordinate their hazards.

For attacks outside of the current player's movement phase, only the player to his left is allowed to play engagement and strike hazards. Such hazards may be played from the hand or hazard pile.

As an exception to the above rules, any non-current player may play *Twilight* during the movement phase, but only to protect an environment he played.

VICTORY CONDITIONS

If a player calls the end game by having 15 or more marshalling points, each other player in the game gets one more turn before the end game. If all play decks have been exhausted twice, the end game occurs at the end of the current turn. The player with the most marshalling points at the end game is the winner.

3 • TOURNAMENTS

These are the rules for running sanctioned tournaments. For a tournament to be sanctioned, it must have at least 5 players, and you must contact ICE at least one month prior to the tournament to obtain approval. Sanctioned tournaments must be held in a public space, not a private residence. The place must be clean, and present no danger to the condition of the cards. The tournament must be adequately advertised, at least two weeks before the event occurs. Each tournament must have a tournament director, in charge of making rulings and doing the pairings for each round. The tournament director is responsible for making sure the results of the tournament get back to ICE within two weeks of the tournament.

ICE can only sanction and rate events on the North American continent. Tournaments in other countries are the responsibility of the liscenesed distributor of *LoRE* in that country.

PAIRINGS

Tounaments will be run in a swiss system format. The swiss system is a variation of the round robin. The first round players are paired randomly. In later rounds, players are paired based on score. Each player plays someone with the same score as them,

or as close as possible. The same two players cannot be paired against each other twice in the same tournament. If there are an odd number of players, the player with the lowest score gets a bye. The bye in the first round is determined randomly, and no player may get two byes in the same tournament.

Sanctioned tournaments run the same number of rounds that a single-elimination tournament would run. Each round runs for one hour, with fifteen minute breaks between rounds.

5-8 Players	3 rounds
9-16 Players	4 rounds
17-32 Players	5 rounds
33-64 Players	6 rounds

SCORING

Scoring is done based on the ratio of the winner's marshalling points to the loser's marshalling points: If the winner destroyed *The One Ring*, the winner gets 7 tournament points and the loser gets 0.

If the winner has twice the loser's MPs or more, the winner gets 6 tournament points and the loser gets 0.

If the winner has at least one and a half times the loser's MPs, but less than twice the MPs, the winner gets 5 tournament points and the loser gets 1.

If the winner up to one and a half times the loser's MPs, the winner gets 4 tournament points and the loser gets 2.

If the game was a tie, both players get 3 tournament points.

If a player got a bye for the round, he is given 6 points for a first round bye, 5 points for a second round bye, and 4 points for any other bye.

The winner of the tournament is the player with the most tournament points after all rounds have been played. In the event of a tie, if the players played a game against each other, the winner of the game wins the tie. If there is still a tie, the player with the least losses wins the tie. If there is still a tie, total the final tournament points of each player's opponents. The player with the highest sum of opponent's scores wins the tie.

OTHER RULES

The following additional rules apply to games played in tournaments:

- Each player must keep a runny tally of their current MPs, either on dice or some other visible marker.

- Whenever cards are moved secretly (such as moving a card from your discard pile to your hand), enough of the card must be shown to your opponent to verify that it is of the appropriate type of card. For example, when getting a hazard with *An Unexpected Outpost*, you must show enough of the border of the card for your opponent to see it is a hazard. When getting a hazard condition with *Mouth of Sauron*, you must show the whole card so your opponent can see it is a hazard condition.
- When time is called at the end of the round, games not yet finished continue until the player who took the second turn finishes a turn. If a game is not finished after the fifteen minute break, the game is stopped, and marshalling point ratios are calculated, no matter where in the turn the game is stopped.
- The tournament director is the final word on all rules questions. The tournament director may require deck lists of the players, with all cards listed. If a deck list is required, that requirement must be put in all advertising for the tournament.
- Players violating the rules may be issued technical error warnings at the tournament director's discretion. Two technical error warnings for the same offense, or any three technical error warnings, will cause a player to be ejected from the tournament. Technical errors include stalling for time and holding your cards beneath the table.
- Players caught in obvious cheating will be immediately ejected from the tournament. This should not be something which could have been a mistake. The tournament director must be sure the player was intentionally cheating. Possible mistakes warrant a technical error warning. Having a deck that does not follow the deck construction rules counts as cheating. Having marked cards, either from marks on the card or by the card's position in its sleeve, counts as cheating.
- Whenever the rules tell you to shuffle your own deck, you must include at least three riffle shuffles.

RATINGS

Each player in a sanctioned tournament will get rating points based on their games. Each player starts with 150 points. After each game, the winner gains rating points equal to his tournament points for the game, and the loser of the game loses an equal number of rating points. This is modified by the relative ratings of the winner and loser. For every ten points your opponent's rating is higher than yours, you gain an extra point for winning and lose one less point

for losing. For every ten points your opponent's rating is lower than yours, you gain one less point for winning, and lose an extra point for losing. Each win can gain you no more than ten points, but no less than one. Likewise, each loss can lose you no more than ten points, but no less than one.

In addition, the winner of the tournament gains one extra rating point for each game he played in that tournament. Points are not given or lost based on tournament points for draws, only modifications for rating differences. Only played games are rated, so there is no gain for getting a bye.

Ratings are used to give special placement in high profile tournaments, such as State and National Championships. For these purposes, the player's rating is considered to be the highest rating he achieved in the relevant season, not necessarily his current rating.

MULTI-PLAYER TOURNAMENTS

Tournaments may be run using the multi-player rules outlined above. Multi-player tournaments require 12 players to get sanctioned. Pairings are done much the same, except in groups of 3-5 players, with the maximum possible number of 4 player groups. The same four players should never play in two games in the same tournament. Multi-player tournaments are run for half the number of rounds as two player tournaments, rounded up.

Scoring and ratings for the winner are determined by the ratio of his marshalling points with the next highest marshalling points in the game. Scoring and rating for all other players is determined by the ratio of their marshalling points to the winner's marshalling points. In the case of a tie for the winner, but not a tie for all players, score both winners with the third place marshalling points. Only if all players tie is the game counted as a draw.

4 • OPTIONAL RULES

These are optional rules that vary the standard game rules. None of these rules apply to sanctioned tournaments. None of these rules apply unless all players specifically agree to them before the game starts.

Breaking Ties — If the game is a tie, each non-main character gets an additional -1 corruption modifier, and all characters make corruption rolls again. Recount MPs to see if there is a winner. Otherwise, continue adding and rolling until one player has more marshalling points than the other.

Facing Two Strikes — An untapped character may be assigned two strikes by the defender. The character must tap, and is at -3 prowess against both strikes.

Longer Games — You may play longer games than the standard rules. For each extra deck cycle required for the end game to be called, add five MPs to the number required to call the end game, and five cards to the sideboard. The longer the game goes, the easier it is to win using *The One Ring*, so you may want to allow only MP victories for longer games.

Starting Main Characters — You may put a main character in your character pool. Your main character counts as a five mind character for the purposes of the character draft.

Recently Visited Sites — For every used counter on a site (including your opponent's), the automatic-attacks at the site get +1 strike and +1 prowess.