

Dwarven Rings Tournament Rules for War of the Ring v4.0 2/25/2015

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Below are a set of tournament bidding rules for War of the Ring. This method does not change the standard winning conditions and only changes some of the probabilities of the action dice rolls via mulligan rolls. To keep within the theme, I've chosen to define the action dice re-rolls as Dwarven rings. How it works is explained below. I use army counters for them, but you could use other items.

1. Randomly decide who gets first bid by rolling a d6 and calling odd or even for who bids first.
2. The first bidder then selects a side, indicating how many Dwarven Rings he will give his opponent to play that side. Bidding then alternates between the players, increasing the amount of Dwarven Rings till someone passes. (You can start bidding with any amount of Dwarven Rings.) Example:

Player A bids first, "*0 Dwarven Rings to play the Shadow*" (A wants the SP, giving 0 rings to the FP)

Player B bids, "*1 Dwarven Ring to play the Shadow*"

Player A bids, "*3 Dwarven Rings to play the Shadow*"

Player B bids, "*Pass*"

So the game is setup, Player A is the Shadow and Player B is the Free People with 3 Dwarven Rings.

3. Dwarven Rings : Each ring represents one re-roll attempt of an action die following the below:

- a) **When:** After both sides roll their action dice, before the FP decides to use an action or pass. (You cannot use the Dwarven Rings in the middle of the turn.)
- b) **To use:** Choose one of your action dice and re-roll it. (You cannot re-roll opponent's dice.) Continue to re-roll the same die till you get a different action. Once a different action is rolled, that action die is locked in for the turn.
 - Only one Dwarven Ring can be used per action die. (Example: If you originally rolled a Character and used a Dwarven Ring to re-roll it hoping for a Muster and you get an Event, you are stuck with that Event result for that die and cannot use another ring to re-roll that die. You can use another Dwarven Ring to re-roll a different die.)
 - You may use additional Dwarven Rings in a turn to re-roll different action dice.
 - Once you use a Dwarven Ring to re-roll a die, it is out of the game.
 - Getting a Will of the West via use of a Dwarven Ring re-roll is allowed.
 - If you choose to re-roll an A/M action die, the new result cannot be an Army, Muster, or A/M. It has to be a Character, Will of the West, Event or Eye.
 - If re-rolling just an Army or just a Muster, you can choose to keep an A/M result or you can choose re-roll and not keep the A/M result.
 - The shadow player can use a Dwarven ring to re-roll a rolled eye but not an allocated one.