

#3333



TM

míddle-earth™

THE WIZARDS COMPANION

middle-earth:TM THE WIZARDS COMPANION

CREDITS

Design & Development: Coleman Charlton, Michael Reynolds

Contributing Authors: John Curtis, Pete Fenlon, Jason O. Hawkins,
Nick Morawitz, Jessica Ney-Grimm, Dave Platnick

Cover Art: Derek Carbonneau

Color Map: Jo Hartwig

Project Specific Contributions:

Series Editor: Michael Reynolds;

Middle-earth Content Editor: Jessica Ney-Grimm;

Pagemaking: Wendy Frazer

Table Pagemaking: Wendy Frazer

Graphic Art: Nick Morawitz

Map Labeling: Wendy Frazer, Nick Morawitz;

Art Direction: Jessica Ney-Grimm;

Cover Trade-dress: Jessica Ney-Grimm

Cover Graphics: Nick Morawitz

Content Contributions: Steven Balbo, Wendy Frazer,
Scott Frazer, Craig O'Brien, Erik Petersen

Proofreading: Deane Begiebing, John Curtis,
Wendy Frazer, Scott Frazer, Heike Kubasch,
Nick Morawitz, Bruce Neidlinger, William
Niebling, Dave Platnick, Jamie Whitehouse

ICE Staff—Sales Manager: Deane Begiebing;

Managing Editor: Coleman Charlton;

President: Peter Fenlon;

CEO: Bruce Neidlinger;

Editing, Development, & Production Staff:

John Curtis, Donald Dennis, Bruce Harlick,
Jason O.Hawkins, Wendy Frazer,
Nick Morawitz, Jessica Ney-Grimm,
Michael Reynolds;

Print Buying and Rights Director: Kurt Fischer;

Sales, Customer Service, & Operations Staff:

Olivia H. Johnston, Dave Platnick,

Monica L. Wilson;

Shipping Staff: Dave Morris, Daniel Williams.

Middle-earth: The Wizards is a collectible card game produced by IRON CROWN ENTERPRISES, INC. (ICE), Charlottesville, Virginia USA, the exclusive holder of the worldwide adventure games license based on J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*.

Copyright © 1996 TOLKIEN ENTERPRISES, a division of THE SAUL ZAENTZ COMPANY, Berkeley, CA. *Middle-earth: The Wizards*, *Middle-earth: The Wizards Companion*, *Middle-earth*, *The Hobbit*, *The Lord of the Rings*, and *The Return of the King*, and all characters and places therein, and the Burning Eye are trademark properties of TOLKIEN ENTERPRISES.

The characters "Alatar" and "Pallando" appear in *Unfinished Tales*. They appear here with specific permission of the Estate of J. R. R. Tolkien. The copyright to *Unfinished Tales* is held by HarperCollins Publishers; in succession to George Allen & Unwin (Publishers) Ltd. and on behalf of Christopher Reuel Tolkien and Frank Richard Williamson, the Executors of the Estate of J.R.R. Tolkien.

Middle-earth: The Wizards is made for ICE in Belgium by Carta Mundia.

The character symbols (W O), region symbols (Q P Q P Q P Q P), and site symbols (W E N F M H) are trademark properties of IRON CROWN ENTERPRISES. All rights reserved.

The Fellowship of the Ring — Copyright © 1955, 1965 by J.R.R. Tolkien. Copyright © renewed 1982 by Christopher R. Tolkien, Michael H.R. Tolkien, John F.R. Tolkien and Priscilla M.A.R. Tolkien.

The Hobbit — Copyright © 1937, 1938, 1966 by J.R.R. Tolkien.

The Two Towers — Copyright © 1954, 1965 by J.R.R. Tolkien. Copyright © renewed 1982 by Christopher R. Tolkien, Michael H.R. Tolkien, John F.R. Tolkien and Priscilla M.A.R. Tolkien.

The Return of the King — Copyright © 1955, 1965 by J.R.R. Tolkien. Copyright © renewed 1983 by Christopher R. Tolkien, Michael H.R. Tolkien, John F.R. Tolkien and Priscilla M.A.R. Tolkien.

Unfinished Tales — Copyright © 1980 by George Allen & Unwin (Publishers) Ltd.

CONTENTS

Introduction.	3	Part IV – An Example of Play.	42
The World of Middle-earth.	4	Part V – Errata and Clarifications.	44
Introduction to the Rules.	8	Rules Annotations	45
Using These Rules	8	Targets	45
Brief Player Turn Summary	9	Actions and Active and Passive Conditions	46
Player Notes	9	Cards that “Cannot be Duplicated”	46
Commonly Used Terms	10	The Attack	47
Part I – Starter Rules.	12	The Strike Sequence	47
1 • The Victory Conditions (<i>the Free Council</i>)	12	Corruption Checks	48
2 • The Cards and Decks	13	General Play	48
Card Position	14	Notes on Specific Cards and Card Combinations	49
Unique & “May Not Be Duplicated” Cards	14		
3 • Getting Ready to Play	15	Part VI – Teaching Guidelines.	51
4 • The Player Turn (<i>full player turn summary</i>)	15	Part VII – Tournament Guidelines.	55
5 • Characters & Companies	17	Part VIII – Basic Strategies.	57
Character Attributes	17		
Influencing (Controlling) A Character	18	Part IX – The Scenarios.	57
Companies	19	Bridge Across the Anduin	57
Bringing a Character into Play	19	There and Back Again	57
Revealing a Wizard	19	The Fate of Isildur’s Bane	57
Healing	19	Friends in Time of Need	57
6 • Movement (<i>site paths</i>)	20	Barrels Out of Bond	57
7 • Combat (<i>attacks & strikes</i>)	22	The King Beneath the Mountains	57
8 • Corruption (<i>corruption checks</i>)	25	A Pilferer at the Prancing Pony	57
9 • Influence	27	Council of the Wise	57
Bringing an Ally into Play	27	Heirlooms of the Past	57
Bringing a Faction into Play	27	A Hobbit’s Quest	57
10 • Playing and Drawing Cards	28		
The Hazard Limit	28	Part X – The Card Lists.	57
Storing Cards, Transferring Items	28	Card Index	57
Actions and Card Play	29	Resource Items	57
Events	29	Resource Events	57
Hazard Cards	30	Resource Allies	57
Resource Cards	31	Resource Factions	57
Part II – Standard Rules.	32	Hazard Creatures	57
1 • The Victory Conditions	32	Hazard Events	57
Marshalling Point Modifications	32	Hazards Special	57
Longer Games	33	Characters	57
2 • The Cards and Decks (<i>sideboards</i>)	33	Regions	57
3 • Getting Ready to Play	34	Sites	57
4 • The Player Turn	34		
5 • Characters & Companies (<i>splitting & joining</i>)	34	Part XI – The Appendices.	57
6 • Movement (<i>region movement</i>)	35	Game Credits	57
7 • Combat (<i>support</i>)	36	Symbol Key	57
8 • Corruption (<i>helping corruption checks</i>)	36	Combat Modifications	57
9 • Influence (<i>influence against opponent</i>)	36	Full Player Turn Summary	57
10 • Playing and Drawing Cards	38	Index	57
Limits on Playing Cards	38	Card Diagrams	color insert, pp. 1-1
Placing a Card On-guard	38	Maps of Middle-earth	color insert, pp. 2-1
Dice Roll Timing	38	Regions and Types	color insert, p. 1
Timing Rules	39	Sites and Playable	
Part III – Optional Rules.	40	Types of Resources	color insert, p. 1
Breaking Ties	40	Character Home Sites	color insert, p. 1
Special Movement to Gorgoroth Rules	40	Site Specific Resources	color insert, p. 1
Burglarizing	40	Region Specific Hazards	color insert, p. 1
Recently Visited Sites	40	Site Specific Hazards	color insert, p. 1
Tapping to Face Multiple Strikes	40		
Defending With Influence	40		
Wizards as Starting Characters	40		
Multi-player Rules	40		
Solitaire Rules	41		

INTRODUCTION

"And now," said the wizard, turning back to Frodo, 'the decision lies with you. But I will always help you.' He laid his hand on Frodo's shoulder. 'I will help you bear this burden as long as it is yours to bear. But we must do something soon. The Enemy is moving."

—*The Fellowship of the Ring*

The Dark Lord in Mordor, your ultimate enemy in *Middle-earth: The Wizards*, is a foe beyond all mortal dangers and beyond all ordinary comprehension. To rally the Free Peoples against his growing shadow is a task to daunt even the most valiant of heroes! Help is at hand. With *Middle-earth: The Wizards Companion*, you now have special counsel to guide you to glory and victory. It's almost like having Gandalf at your elbow, advising you in time of need.

Here, you'll find ways to master the many, subtle strategies of *Middle-earth: The Wizards*. An expanded version of the rules, replete with examples and a discussion of confusing points clarifies many of the questions asked by players. Maps—showing the locations of adventure sites, home sites, factions, and allies within their regions (such as Lake-town in northern Rhovanion or Tom Bombadil in Cardolan)—make planning your strategies and tuning your deck easier; as does a listing of cards along with their affiliated cards for achieving combinations.

For greater enjoyment during play, we also include story background and game variants. A brief history of the coming of the Wizards to Middle-earth paints a vivid picture of Tolkien's world. A collection of scenarios enables you to expand your focus beyond the marshalling of items, knowledge, and peoples to the challenges existing alongside the overarching struggle with the Dark Lord. Restore the Lonely Mountain to its splendor of old. Go on a quest like Bilbo and the Dwarves. Chase a thief and regain a stolen sword. Steer the Ringbearer toward his triumphant moment before the fiery Cracks of Doom. There's no end to the possibilities. More awaits you within.

USING THIS COMPANION

This companion is organized into eleven sections:

The Starter Rules — The Starter Rules contain all of the guidelines you need to play *METW*. These rules have been designed to simplify teaching the game and to speed up play.

The Standard Rules — The Standard Rules consist of additions and extensions to the Starter Rules that make play and deck building more flexible, exciting, and interesting.

The Optional Rules — Intriguing variations to the standard rules.

An Example of Play — An extended description of several complete turns of play.

Errata & Clarifications — Errata correcting text on certain cards in the limited edition, as well as clarifications of some of the more complicated sections of the rules.

Teaching Guidelines — A simple deck setup and some text that can be used to teach someone how to play.

Tournament Guidelines — Guidelines for running tournament events.

Basic Strategies — Some simple techniques for choosing cards to include in your decks.

The Scenarios — Special scenarios that can be played using *Middle-earth: The Wizards*. Each scenario revolves around a particular story, special rules, and special decks.

The Card Lists — Comprehensive lists of all of the limited edition cards with cross-references for all related card combinations.

The Appendices — Includes an index, play aids, and 6 pages of full-color Middle-earth maps depicting regions, sites, factions, and other geographically dependent cards from the limited edition.

THE WORLD OF MIDDLE-EARTH

"Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness
bind them
In the Land of Mordor where the Shadows lie."

—Gandalf quoting an ancient
verse to Frodo Baggins
The Fellowship of the Ring

This haunting verse captures the essence of *The Lord of the Rings*, John Ronald Reuel Tolkien's marvelous saga about the last days of the Third Age of Middle-earth. The stirring words refer to the epic struggle of Eru's Children—Elves, Dwarves, Hobbits, and Men—against the frightening evil spawned by the Dark Lord, Sauron of Mordor. A tale ranking among the greatest annals of fantasy, its plot, characters, and setting are as rich as any in literature.

Middle-earth, or "Endor" to the Elves, lives in the mind of anyone fortunate enough to delve into J.R.R. Tolkien's unique poems and prose. It is a seamlessly crafted and utterly believable world. Full of honest,

heartfelt messages and lessons, colorful vignettes and characters, fabulous languages and cultures, this is a sweeping story about things good and bad. Here immortal Elves, stalwart Dwarves, passionate Men, and simple Hobbits give battle against prejudice, greed, fear, and temptation. These diverse "Free Peoples" stand together against the awful order and seemingly overwhelming minions of Sauron, the Evil One.

BACKGROUND

"Curunír was the eldest and came first, and after him came Mithrandir and Radagast, and others of the Istari who went into the East of Middle-earth..."

—*The Lord of the Rings*

Middle-earth presents boundless opportunity for adventure. A turbulent land, it is torn by a great struggle involving myriad races and peoples, gods and alliances, monsters and artifacts, dreams and desires, and heroes and villains. The forces of artifice combat those of nature, while the prophets of hope crusade against the apostles of doom. Warm-hearted fools, stouthearted optimists, grim warriors and inspired dreamers champion good causes, defending freedom in the face of the cowards, cynics, and oppressors who serve the cause of darkness. There is ample room in Endor for virtually any sort of adventurer, or any type of sojourn, expedition, or campaign.

BASIC THEMES

"They first appeared in Middle-earth about the year 1000 of the Third Age, but for long they went about in simple guise as were of Men already old in years but hale in body, travellers and wanderers, gaining knowledge of Middle-earth and all that dwelt therein; but revealing to none their powers and purposes."

—"The Istari"
Unfinished Tales

Underlying it all, are grander motifs offering broad foundations for wonderful stories and compelling adventures. Two themes especially color life in Middle-earth at the time of the War of the Ring. The first is the contest between the righteous "preserv-



ers"—those who revere and guard Eru's gifts, the Great Music of Creation, the Fire Imperishable, and the Balance of Things—and the selfish "abusers," many of whom subscribe to the hideous vision of the Evil One. The second is the climactic march toward a permanent transformation of the world, the so-called end of the Fading Years. Both of these themes deal with the nature of fundamental change, be it good, bad, or indifferent, and both challenge us to understand how Middle-earth might become a better world.

Middle-earth: The Wizards focuses on the first of these central themes. You play a Wizard (Istar), one of the five immortal Istari sent to Endor to help preserve the Balance of Things. Your mission is daunting; for, although you are a powerful Maia spirit, you are faced with a host of dangerous obstacles. The most notable, of course, is another Maia: Sauron of Mordor. He is the most obvious threat. Less evident, but no less formidable, are the temptations offered by the new land; for Middle-earth is very different from the Wizards' home in Aman and harbors strange "lures" for the Istari. The struggle against these corrupting influences constitutes the principal thread binding the Wizards' individual fates.

A discussion of the nature of the Istari follows. It should help you understand how these challenges affected these noble emissaries.

THE MAIAR

"For with the consent of Eru they sent members of their own high order, but clad in bodies as of Men, real and not feigned, but subject to the fears and pains and weariness of earth, able to hunger and thirst and be slain; though because of their noble spirits they did not die, and aged only by the cares and labours of many long years."

—“The Istari”
Unfinished Tales

The Ainur, or “Holy Ones,” were the first beings created by Eru, the one God. According to the Elda tale known as the *Ainulindalë*, their spirits predated the creation of Eä, “The World that Is.” They came into Existence in the very Beginning. The Ainur were with Eru, “the One,” before anything else was made.

Eru’s thought gave birth to two groups of Ainur: the exalted Valar (“Powers”) and their lesser but more numerous brethren, the Maiar (“Hands”). Together, these immortal servants form a community borne out of Eru’s conception. This community is entrusted with both the making and guardianship of Arda, “the Place.” (Endor, “Middle-earth,” is the central continent in Arda.)



The Wizards are Maiar, the spirits comprising the vast majority of the Ainur who left the Timeless Halls and entered Eä. When the fifteen Valar ventured into Existence and accepted wardship over the newborn World, the Maiar followed. Maia groups ordered themselves as vassals of the Valar. Serving the greater Ainur, the Maiar labored according to guidelines of their specific Vala masters. They set about shaping Arda as the Powers directed. The Maiar’s role was, as always, to aid their lords in completing the scheme envisioned by Eru.

THE ORDER OF WIZARDS

“Of this Order the number is unknown; but of those that came to the North of Middle-earth, where there was most hope (because of the remnant of the Dúnedain and of the Eldar that abode there), the chiefs were five.”

—“The Istari”
Unfinished Tales

The Istari, or “Ithrynn” in the Grey-elven tongue, were the most renowned of the Maiar in Third Age Middle-earth. Members of the “Order of Wizards,” they wielded influence on events shaping the later history of Endor. Few entered Middle-earth, but their power was such that they contested Sauron’s might.

The Order of Wizards is a select group of Maiar. They were drawn from the ranks of various Maia peoples. Thematic spirits, the Wizards produced teachers and diplomats whose power was more generalized than that of their elemental brethren. Their numbers were unknown, although the five in Endor were all counted as “Chiefs” among their kind. In fact, Saruman the White Messenger was the master of the entire Order.

THE ISTAR MISSION

"Emissaries they were from the Lords of the West, the Valar, who still took counsel for the governance of Middle-earth, and when the shadow of Sauron began first to stir again took this means of resisting him."

—“*The Istari*
Unfinished Tales

A Change of the World accompanied the Downfall of Númenor in the late Second Age. The cataclysm further removed the Maiar from life in Endor. Travel between Middle-earth and Aman all but halted, except for those Elves who longed for the Light of the Undying Lands. Nevertheless, the Valar and their Maia servants remained protectors of the Balance of Things.

With the rise of Sauron in the Third Age, Darkness once again threatened to enslave all of Middle-earth. Manwë—the Lord of the Valar—chose indirect means to combat the threat posed by the Evil One. Selecting trusted Maiar from the Order of Wizards, the Vala King hoped to send emissaries to Endor who might unite the Free Peoples and spur them to overthrow the Lord of the Rings. Thus, a noble group of Maiar set out to combat the greatest of their brethren, the fallen Sauron. Disguised as old men, these Wizards entered Middle-earth around Third Age 1000.

Only one of the five remained true to his quest. Four of the Wise became tied to Endor through their adopted bodies, eventually falling prey to their emotions and sliding away from their appointed mission. Gandalf (aka “Mithrandir” or “Olorin”), wisest of the Maiar, prevailed over temptation and pride and ultimately fostered the alliance that defeated the Dark Lord.

Despite the fact that a Maia, like all beings, could succumb to the frailties of the flesh, Gandalf the Grey remained purposeful. He helped to insure that the Balance of Things was maintained without exceeding his mandate. Gandalf practiced restraint, employing his power only to combat an equal or greater threat. Although his task was as great and dangerous as any mission, he never fell from grace. The Grey Istar always fought Sauron and his minions according to Manwë’s prescription. He even sacrificed his body in the struggle against the Balrog of Moria, one of the fallen Maia Fire-spirits. In the end, the One Ring was destroyed and the Dark Lord’s spirit, unable to reassume form, passed from Arda.

With Saruman’s death and Gandalf’s departure at the end of the Third Age, three Wizards remained in Middle-earth. Like the Maia Nature-spirits that inhabited the land, and like the Maia demons locked deep beneath its soil, these Maiar stayed away from their home in Aman. As the years passed, they became more tied to their form and gradually changed, remaining Maia in spirit but losing much of their original strength. Their fate explains much about the Maiar’s desire to remain apart from Eru’s Mortal Children.

THE FIVE EMISSARIES

“...now their emissaries were forbidden to reveal themselves in forms of majesty, or to seek to rule the wills of Men and Elves by open display of power, but coming in shapes weak and humble were bidden to advise and persuade Men and Elves to good, and to seek to unite in love and understanding all those whom Sauron, should he come again, would endeavor to dominate and corrupt.”

—“*The Istari*
Unfinished Tales

The five Wizards sent to Middle-earth were as varied as their background. Saruman—the first to be chosen and first to enter Endor—was a master craftsman and the leader of Aulë’s people. His position and skills mirrored those of the foe he was chosen to combat, for Sauron had served the Smith of the Valar in the same capacity before the Maiar’s entry into Eä. Saruman’s appointment was, in part, based on the fact that the White Wizard shared enough of the Dark Lord’s background to enable him to understand his enemy. In addition, Saruman’s cleverness was legend. It was hardly surprising that the Chief of the Order of Wizards was chosen to lead an embassy composed of five of its members.

Within this hierarchy, Gandalf enjoyed a lesser status than Saruman, despite the fact that, among the whole of the Maiar, the Grey Wizard was the wisest. Quiet and reserved, sympathetic and forgiving, Gandalf’s nature hardly resembled that of the White Messenger. He was, instead, an able representative of Manwë’s people, one who bore the backing of the King of the Valar. The Grey Messenger embodied the special qualities which endeared him to the Free Peoples among whom he worked, and enabled him to rise above the flaws of the flesh. When he commanded Gandalf to go to Middle-earth, Manwë understood a great deal about the trials the Istari would face.

Varda also perceived the Grey Wizard’s gifts. When Gandalf was selected as the third of the five emissaries, she stated to all present—most notably Saruman—that, although the Grey was chosen after two others (Saruman and Alatar), he would not go to Endor as “the third.” In a sense, then, Gandalf was accorded a somewhat independent position.

The fact that he was not paired with another Istar emphasized this role. Yavanna persuaded Saruman to take Radagast as a companion, despite the Valars’ initial plan to send only three of the Wise. Alatar took his friend Pallando along as the fifth of their number. Gandalf, on the other hand, went alone. As Fate would have it, his destiny remained apart from those of his four brothers.

THE WIZARDS' ROOTS

"For it is said indeed that being embodied the Istari had need to learn much anew by slow experience, and though they knew whence they came the memory of the Blessed Realm was to them a vision from afar off, for which (so long as they remained true to their mission) they yearned exceedingly."

—“The Istari”
Unfinished Tales

Just as the character of Saruman and Gandalf differed, so too did the other Istari who entered Middle-earth. This diversity lent them strength. Alatar, the second Istar chosen, served Oromë, and he knew much of Endor's eastern lands. He was also endowed with Oromë's wild qualities, as well as his patron's fondness for beasts. Pallando followed Mandos, and he was imbued with a seer's gifts. Radagast the Brown served Yavanna, and cared little for speaking folk. His interests focused on plants and the soil that spawned them.

An overview of the five messengers' associations follows:

Name	Color	Vala Patron	Association
Saruman	White	Aulë	Non-living earth (crafts)
Gandalf	Grey	Manwë	Sky (wisdom, empathy)
Alatar	Blue (Lt)*	Oromë	Nature (Kelvar, forests)
Pallando	Blue (Dk)*	Mandos	Death (passing, souls)
Radagast	Brown	Yavanna	Living earth (Olvar)

*Alatar and Pallando both wore sea-blue, although Pallando's garb had a darker shade.)

THE WIZARDS' EMBASSY

"The first to come was one of noble mien and bearing, with raven hair, and a fair voice, and he was clad in white; great skill he had in works of hand, and he was regarded by well nigh all, even by the Eldar, as the head of the Order. Others there were also: two clad in sea-blue, and one in earthen brown; and last came one who seemed the least, less tall than the others, and in looks more aged, grey-haired and grey-clad, and leaning on a staff."

—“The Istari”
Unfinished Tales

The Istari chosen for the embassy to Middle-earth had one goal: to combat Sauron and his Shadow. In assigning these Maiar to intervene, the Valar relied on their rarely-exercised right to correct imbalances in Endor that had been brought on by acts of those who were not indigenous to that continent. Middle-earth was, as the scheme dictated, the province of the Free Peoples. An Ainur such as the Dark Lord was an intrusion outside the conception prescribed by Eru.

Since Sauron was a Maia, then, the Valar felt justified in contesting his might. Nonetheless, they instructed the Wizards to work as subtly as possible. The Istari's goal was to unite and work with the Free Peoples, not to dominate them. It was an embassy aimed at counseling and providing support to Eru's Children. The Valar required restraint and precluded the tools of force and fear. Power, they dictated, could only be used in this context, and only as absolutely necessary. Overt enchantments and unbridled actions, no matter how well-meaning, were forbidden. Such a rule was in keeping with the Holy Ones' belief that the Ainur should remain physically apart from the Middle Land.

THE SOURCES

"...and you will read things out of the Red Book, and keep alive the memory of the age that is gone, so that people will remember the Great Danger and so love their beloved land all the more."

—Frodo, speaking to fellow Ring-bearer, Sam Gamgee
The Return of the King

This card game is based on extensive research. We attempt to meet the high standards associated with J. R. R. Tolkien and his legacy by employing rational linguistic, cultural, and geographical data. Interpretive material has been included with great care. It fits into defined patterns and schemes. ICE does not intend it to be the sole view; instead, we hope to give you a little insight into the ways Tolkien created things.

This work is set in the late Third Age of Middle-earth and is specifically based on *The Hobbit* and *The Lord of the Rings*. We have worked hard to insure that there is no conflict with any other primary source material, especially *The Silmarillion* and *Unfinished Tales*. These volumes provide crucial data about Aman and the First or Second Ages of Middle-earth. The former book is certainly key to any in-depth cosmological overview of Arda. The latter work contains the most complete accounting of the Istari. In fact, the names "Alatar" and "Pallando" only appear in *Unfinished Tales*. (Accordingly, we have included the characters here with the specific permission of the Estate of J. R. R. Tolkien.)

Always remember that the published works of Professor J. R. R. Tolkien remain the ultimate sources of information about Endor. Posthumous publications edited by his son, Christopher Reuel Tolkien, shed additional light on the world of Middle-earth, although much of this material was superseded by the so-called Primary Sources (see below). Should you want to explore Endor in greater depth, we suggest you first refer to the following works.

PRIMARY SOURCES

Tolkien, J.R.R. *The Fellowship of the Ring*. Boston: Houghton Mifflin Co., 1965. Copyright © 1955, 1965 by J.R.R. Tolkien. Copyright © renewed 1982 by Christopher R. Tolkien, Michael H. R. Tolkien, John F. R. Tolkien and Priscilla M. A. R. Tolkien.

— *The Hobbit*. Revised Edition. New York: Ballantine Books, 1966. Copyright © 1937, 1938, 1966 by J. R. R. Tolkien.

— *The Return of the King*. Boston: Houghton Mifflin Co., 1965. Copyright © 1955, 1965 by J.R.R. Tolkien. Copyright © renewed 1983 by Christopher R. Tolkien, Michael H. R. Tolkien, John F. R. Tolkien and Priscilla M. A. R. Tolkien.

— *The Silmarillion*. Boston: Houghton Mifflin Co., 1977. Copyright © 1977 by George Allen & Unwin (Publishers) Ltd.

— *The Two Towers*. Boston: Houghton Mifflin Co., 1965. Copyright © 1954, 1965 by J.R.R. Tolkien. Copyright © renewed 1982 by Christopher R. Tolkien, Michael H. R. Tolkien, John F. R. Tolkien and Priscilla M. A. R. Tolkien.

— *Unfinished Tales*. Boston: Houghton Mifflin Co., 1980. Copyright © 1980 by George Allen & Unwin (Publishers) Ltd. (The copyright to *Unfinished Tales* is held by HarperCollins Publishers, in succession to George Allen & Unwin (Publishers) Ltd. and on behalf of Christopher Reuel Tolkien and Frank Richard Williamson, the Executors of the Estate of J. R. R. Tolkien.)

SECONDARY SOURCES

Fonstad, Karen Wynn. *The Atlas of Middle-earth (Revised Edition)*. Boston: Houghton Mifflin Co., 1991. Copyright © 1991 by Karen Wynn Fonstad.†

Foster, Robert. *The Complete Guide to Middle-earth*. New York: Ballantine Books, 1978. Copyright © 1971, 1978 by Robert Foster.

Tyler, J. E. A. *The New Tolkien Companion*. New York: Avon Books, 1978. Copyright © 1976, 1978 by J. E. A. Tyler.



INTRODUCTION TO THE RULES

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, eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the Ruling Ring.

"Evil forces" in *Middle-earth: The Wizards* 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.

USING THESE RULES

These rules are organized into five sections: the Starter Rules, the Standard Rules, the Optional Rules, Example of play, and the Errata & Clarifications. 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 8-11 provides a brief player turn summary, player notes, and a glossary 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 initially read the next couple of pages 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 *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.

An Example of Play — An extended description of several complete turns of play.

Errata & Clarifications — Errata correcting text on certain cards, as well as clarifications of some of the more complicated sections of the rules.



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 player turn summary is included here to give you an idea of how play proceeds; refer to page 16 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 14) 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 — Remove all of your resource long-events already in play. Play any new resource long-event cards. Remove all of your opponent’s hazard long-events.

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 card becomes its *site of origin*. If the company moved 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 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 old site card (discard it if it is a tapped non-Haven card, otherwise return it to your location deck) 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, un-tapped site. The company decides to enter and explore the site. First, if the site has an automatic-attack, it attacks the company and the attack is resolved. 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, mar shalling points, and 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.

Card Types: There are five types of cards: resources, hazards, characters, sites, and regions.

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.

Combat: When one of your companies faces an attack, it is involved in combat.

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 character's direct influence is a measure of his 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 three 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 that 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: Each character may be brought into play at either 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.

Prowess: A character's prowess is a measure of his 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 northwest Middle-earth are represented by regions. There are six types of regions: Coastal Seas (⌚), Free-domains (⌚⌚), Border-lands (⌚⌚⌚), Wildernesses (⌚⌚⌚⌚), Shadow-lands (⌚⌚⌚⌚⌚), and Dark-domains (⌚⌚⌚⌚⌚⌚).

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 its card.

Site of Origin: At the beginning of its movement/hazard phase, a moving company current site card becomes its *site of origin*. At that point, 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. There are six types of sites: Havens (✿✿), Free-holds (✿), Border-holds (✿✿), Ruins & Lairs (✿), Shadow-holds (✿✿), and Dark-holds (✿✿✿).

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.

Turn: Play consists of a series of "Player turns." Each turn consists of the following phases: Untap, Organization, Long-event, Movement/Hazard, Site, End-of-Turn.

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 • 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. (See page 53 for more on Rings.)
- 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 (or roll dice: the high roller wins).

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

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 corruption points (Pallando, Legolas, Théoden, and Faramir) could fail his corruption check (see pages 25-26 for a detailed explanation and example of corruption checks). 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 (2 for Théoden and 2 each for the items he carries). 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 last 8 pages. 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.

Note: On pages 74-77, you can find a complete list of the cards, their types, and their rarity.

During play, your cards are organized into two decks and three 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, 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 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.

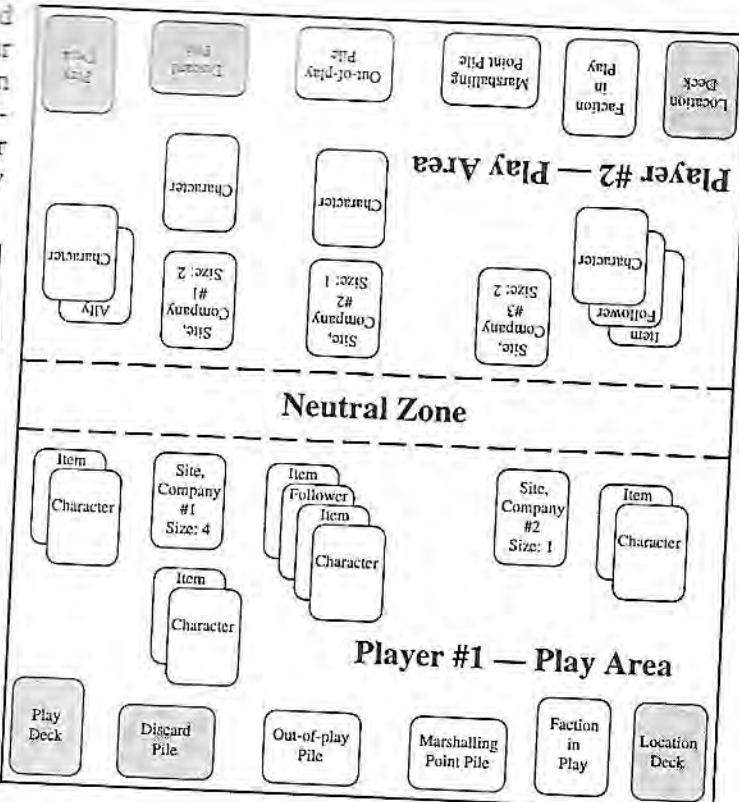
Clarification: If a character is eliminated due to combat or due to failing a corruption check by 2 or more, his card is placed in the out-of-play pile—that character may not be brought back into play by either player. If a creature is defeated, its card is placed in the defender’s marshalling point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

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. See page 53 for more details on specific card combinations and special cards.



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 17) 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. That is, your initial characters have to have combined mind attributes of 20 or below before any of them become followers.

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
- 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 follows on the next page.

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: You may play a site (i.e., move to a site) previously used or currently in use by your opponent.

Clarification: If one of your companies doesn’t move, neither player draws cards based on that company’s movement. However, your opponent can 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 could 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 untapped.

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 page 35.)

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.

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 of your companies 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 32-34).
 - 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). See pages 36-37.

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.

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, mar shalling 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 18 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.

Clarification: One Haven 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 Haven 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 Wizard or a character.

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 [Ø]: 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 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.

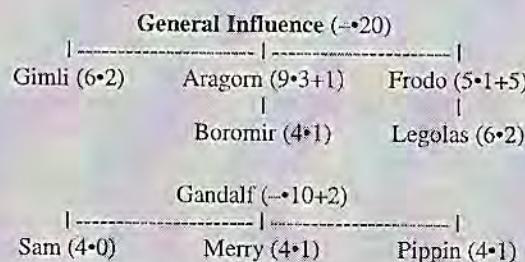
If a character directly influencing a follower is removed from play, the follower remains in play and does not immediately count against general influence. However, during your next organization phase, you must discard the follower, place the follower under the control of another character in his company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

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.

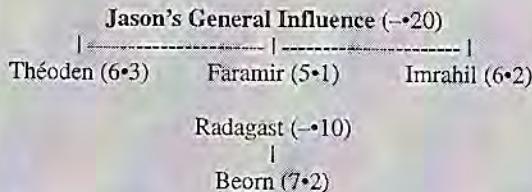
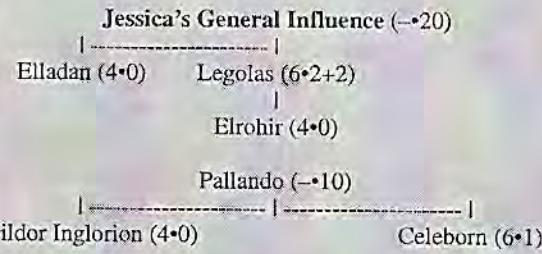
Example: In this example and later examples, the notation “ $\# \cdot \#$ ” is used. The first number is the character's mind attribute; the second is his direct influence (DI). You have nine characters you want to control: Gandalf (~ 10), Aragorn II ($9 \cdot 3$), Boromir II ($4 \cdot 1$), Legolas ($6 \cdot 2$), Gimli ($6 \cdot 2$), Frodo ($5 \cdot 1$), Sam ($4 \cdot 0$), Merry ($4 \cdot 1$), and Pippin ($4 \cdot 1$). 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 resulting character control organization is outlined below:



The company size is 7 because Hobbits only count half.

Example: In our example from page 13, 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.

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 13, 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 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).

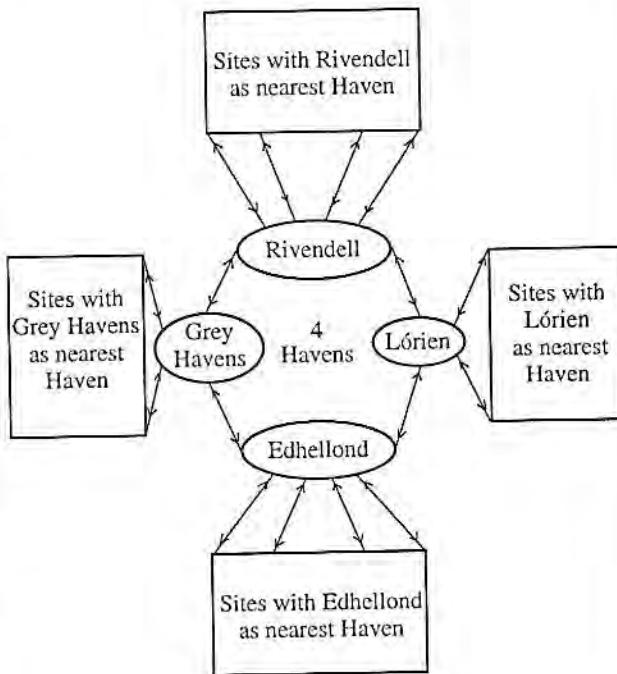
Clarification: If a company is not moving, no cards are drawn. If a company is moving to a non-haven site, you *may* draw up to the # of cards indicated by the site that it is *moving to* (at least one card must be drawn); your opponent does the same. If a company is moving to a haven site, you *may* 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, (1 1), 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, (1 1 1 1), 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, (1 1 1 1), 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
Coastal Seas	[●]
Free-domains	[●]
Border-lands	[●]
Wilderness	[●]
Shadow-lands	[●]
Dark-domains	[●]
Site Type	Symbol
Havens	[*]
Free-holds	[■]
Border-holds	[■]
Ruins & Lairs	[▲]
Shadow-holds	[■]
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. See page 30 and the extensive example of play on pages 42-45.

Example: In the Example of movement from Bree to Thranduil's Halls on page 20, 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 ([●] [●]), border-lands ([●]), 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 ([●]), border-lands ([●]), and free-holds (the new site).

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).



Region Types

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

Free-domains [●]: Very safe, civilized regions (e.g., Lindon, 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).

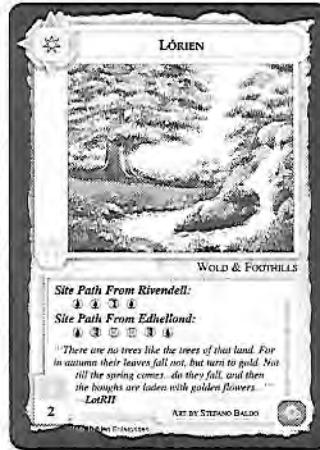
Free-holds [■]: Sites of safety, but still dangerous due to assassins, traitors, etc. (e.g., Minas Tirith, Edoras, etc.).

Border-holds [■]: Sites of relative safety (usually in Border regions), 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 24.

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 24.
- 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 marshallion point pile. The defender receives marshallion points for eliminating it.

If a hazard creature has multiple attacks, each **must** be defeated in order for the defender to receive the marshallion 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 (inverted on the table). 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 has a special +1 prowess bonus vs. 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.

Balin resolves his strike next, taps, and defeats it by rolling a 7. 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 actively 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.

You have
unseen and
loves of
see page

BALANCE

You can
lapping or
be at the
is contro
onto play
with that
against it
your game

BALANCE

In order
your char
faction's
check. N
used due
factions
the facti
all min
ing the s

If the r
spared o
your pa
ring pol
and O

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 Westernesse (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 Westernesse. 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 18)—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 Rivendel 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 14-15) and factions.

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.

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 p. 36-37).

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.

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 Dwarf-hold). 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 one of those cards 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 38-39.

- 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.

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 # of automatic-attack strikes at Ruins & Lairs for one turn for each player.

Note: See page 53 for some notes on the use of some specific cards and card combinations.

Example: One of Jason's companies with a hazard limit of six is moving from Rivendell to Lórien; its site path is $\text{R} \text{ R} \text{ R} \text{ R}$. 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 [W] as a shadow-land [S] until the end of the turn. This changes the site path for Jason's company from $\text{R} \text{ R} \text{ R} \text{ R}$ to: $\text{R} \text{ R} \text{ S} \text{ R}$. 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 [W] to be treated as shadow-lands [S] and all shadow-lands [S] to be treated as dark-domains [D]. This changes the site path for Jason's company from $\text{R} \text{ R} \text{ S} \text{ R}$ to: $\text{S} \text{ S} \text{ D} \text{ R}$. 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).



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: **1 1 1 1**. 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*.

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).

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.

Note: See page 53 for some notes on the use of some specific cards and card combinations.

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.

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.

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.

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 page 28), 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 or company. A faction plays no active role after it is brought into play.

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.

Note: See page 53 for some notes on the use of some specific cards and card combinations.

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.



• 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, certain modifications to the marshalling point totals can be made at the Free Council, and/or second, the players can decide to play a longer game.

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 13. 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.

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.



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 page 35 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 page 16.

Clarification: The Full Player Turn Summary contains more details on a number of specific topics:

Committing to movement during your organization phase —

- 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 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 4 specific regions that connect the current site with the new site. (See page 35.)

Drawing cards during the movement/hazard phase — 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.

Returning a company to its site of origin — 4) If the company has been required to return to its site of origin, remove the new site card and proceed to step 6 (the site of origin becomes its current site). No additional hazards may be played on that company.

The hazard limit and playing hazard cards during the movement/hazard phase — 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).

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).

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 part of the path to a specific site card (i.e., region movement).

Clarification: Region movement is not necessary to play this card. 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 up) and a series of up to four regions (face down) to 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 (1), Brown Lands (2), Dagorlad (3), and Horse Plains (4). 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 Dawndeath and Khamûl the Easterling could also be played.



Example: Let's look at our example for movement from the Starter Game (see page 20). 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 (1), Rhudaur (2), High Pass (3), Anduin Vales (4), Woodland Realm (5).
- Arthedain (1), Angmar (2), Gundabad (3), Anduin Vales (4), Woodland Realm (5).

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 (1), Rhudaur (2), High Pass (3), Anduin Vales (4).

On her second turn, she moves to Thranduil's Halls by playing the Thranduil's Halls site and the following regions: Anduin Vales (5), Woodland Realm (5).



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.

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 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 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.

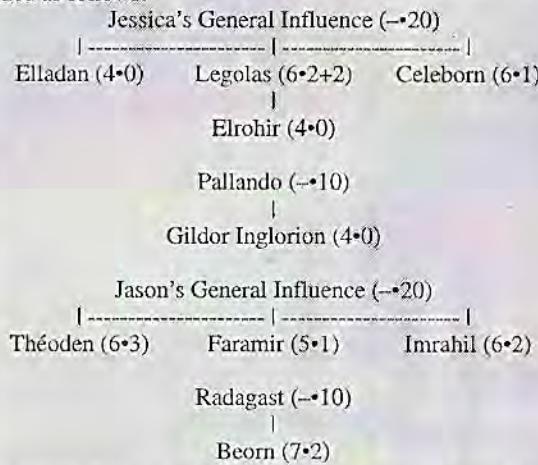
Influencing an Opponent's Item

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 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.

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.



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 number 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.

Breaking Ties — We suggest the *weakest link* method be used. If players have an equal number of marshalling points at the Free Council, the weakest link method would dictate that one corruption point be added to each character in play and that each non-Wizard character make another corruption check. Marshalling points are recounted and victory is awarded to the player with the most marshalling points. If there is still a tie, add one more corruption point to each character and make new corruption checks. Again, assess marshalling points to see if a victor emerges. If not, continue adding one corruption point, making corruption checks, and reassessing marshalling points until a victor emerges.

If all non-Wizard characters in play are corrupted away by the weakest link method (unlikely) and there is still a tie, each player rolls dice to determine a victor—highest roll wins.

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.

Defending With Influence — Often a card (e.g., Call of Home) or an influence check requires the defending character to add his player’s unused general influence to a roll. Instead of using his unused general influence, the defending player may choose to use the *unused direct influence* of a non-Wizard character in the same company.

Wizards As Starting Characters — One of your starting characters may be your Wizard. For these purposes, his mind attribute is 12 (i.e., he requires 12 out of your 20 points of mind attributes of starting characters).

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; that 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 site 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.

Variant #1: Your hazard-opponent (see above) changes each time you take a turn. On your first turn, your hazard-opponent is the player on your left. On your second turn, it is two players to your left (i.e., the player to the left of the player on your left). Your hazard-opponent keeps shifting one player to your left (skipping you of course) each of your turns for the rest of the game. Discard long-events of your previous hazard-opponent during your long-event phase.

Variant #2: For your company moving first, the player to your left draws the cards based on the site being moved to. That player may then play up to 2 hazards on the moving company. Then, the player to his left may play up to 2 hazards, then the player one more position to the left may do the same. This process continues (it skips your position) until the hazard limit is reached or until each player has failed to play a hazard when given the chance.

For your company moving next (if any), this process begins with the player to the left of the player that played the hazard. I.e., that player draws the cards based on the site being moved to and plays up to 2 hazards first.

At the end of each movement/hazard phase for each company, each player discards or draws so that he has 8 cards in his hand.

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 the turn of the player to his left.

When using this process, players should not discuss or negotiate when and what hazards to play.

Note: If using variants #1 or #2, the players should use some marking mechanism to keep track of whose hazards are whose. We suggest using dice with each number representing a player, or using different colored markers, etc.

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.

Variant #1: Follow these guidelines when playing hazards:

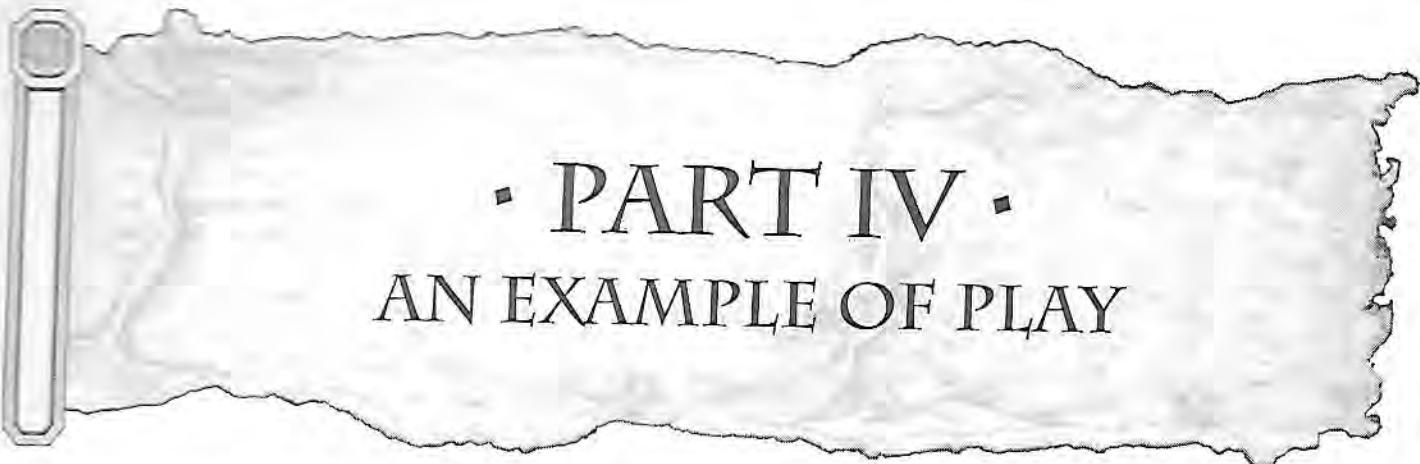
- 1) Start the game with 5 hazard cards face down in a row.
- 2) When a company begins its movement/hazard phase, draw the normal number of hazard cards specified by the new site. Place these cards face down at the end of the row of hazard cards.
- 3) Then, turn over cards from the front of the row until a number of "legally playable" cards equal to the hazard limit are face up or until you have turned up all of the cards in the row.
- 4) If a hazard card (B-card) is only playable after one of the other cards (f-card) is played, move the f-card so that it is directly in front of the B-card. Similarly, if a hazard card (B-card) receives a bonus only after one of the other cards (f-card) is played, move the f-card so that it is directly in front of the B-card.
- 5) Then play a number of cards equal to the hazard limit (from the front of the row) on the moving company. When assigning strikes as the attacker, you should try to tap all of the characters if the group is moving to a non-Haven site and to eliminate weaker characters otherwise.
- 6) If the row has more than 5 cards at the end of a moving company's movement/hazard phase, discard cards from the front until there are only 5 cards left.

Variant #2: As Variant #1, except that: if a Nazgûl appears in a row, play it as a permanent event. As long as the Nazgûl is a permanent-event, the base size of the hazard row is increased by one (to a maximum of 9).

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

Variant #1: The object of the game is to accumulate 20+ marshalliong points in the fewest number of turns.

Variant #2: As Variant #1 above, except that you may make corruption rolls and go to a Free Council when you have accumulated 20+ points (see pages 12-13). You may lose MPs due to failed corruption checks, and your MPs may be modified as outlined on page 32. To "win" you must have a MP total greater than: [4 + (# of turns taken) x 2]. E.g., to win on turn 5, you need more than 14 MPs.



• PART IV •

AN EXAMPLE OF PLAY

This section provides a detailed example of several turns of play using the Starter Rules. Our two players are Jessica and Jason. The notation used for characters is: #/#/# = mind / direct influence / prowess / body. When 2 numbers (#/#) are given for a creature, they indicate: prowess / body. "Marshalling points" is often abbreviated as "MPs."

Jessica is playing a deck with resources that can be played at sites around Rivendell and with most of its hazards being spiders, wolves, and corruption cards. Jason is playing a deck with resources that can be played at sites around Lórien and with most of its hazards being Orcs and Trolls.

GETTING READY TO PLAY

Jessica starts with Aragorn II (9/3/6/9), Boromir II (4/1/6/7), Elladan (4/0/5/8), and Annalena (3/0/3/8)—four characters with a total of 20 mind and 6 marshalling points. We will refer to Aragorn II as Aragorn, and Boromir II as Boromir. Annalena becomes Aragorn's follower; his direct influence of 3 is enough to control her. Jessica's two minor items are Dagger of Westernesse (borne by Boromir) and Healing Herbs (borne by Annalena).

Jason starts with Glorfindel (8/2/8/9), Faramir (5/1/5/8), Haldir (3/0/4/8), Mablung (1/0/1/6), and Bard Bowman (2/0/3/6)—five characters with a total of 19 mind and 6 marshalling points. We will refer to Bard Bowman as Bard. Bard becomes Glorfindel's follower, and Mablung becomes Faramir's follower. Jason's two minor items are an Elven Cloak (borne by Bard) with Healing Herbs (borne by Haldir).

Each player starts with one company in Rivendell; i.e., each company has a Rivendell site card face up next to it.

Jessica's Hand: Sword of Gondolin, Block, Dark Quarrels, Fair Travels in the Wilderness, Giant Spiders, Weariness of the Heart, Lure of Nature, Giant Spiders.

Jason's Hand: Rangers of Ithilien, Dodge, Lapse of Will, Orc Guard, Orc-warriors, Orc-raiders, Orc-lieutenant, Orc-warriors.

Jessica rolls an 8 and Jason rolls a 4; Jessica goes first.

JESSICA'S TURN 1

Untap Phase: Jessica has no one to untap, so nothing happens during her untap phase.

Organization Phase: Jessica is allowed to play a character with a mind of 3 or less, but she has no characters in her hand, so she cannot play a new character. Jessica has a major item in her hand (Sword of Gondolin), so she decides to move to the Barrow-downs site to attempt to bring

it into play—she places the Barrow-downs site card face down next to her Rivendell site card. She also plays her Fair Travels in Wilderness card (reduces the hazard limit by 1 for every wilderness in the site path).

Long-event Phase: As there are no long-events in play and Jessica has none in her hand, nothing happens.

Movement/Hazard Phase: Jessica flips over her new site card, which indicates that Jason draws 2 cards and Jessica draws one. He draws a Risky Blow and a Ford; she draws an Elven Cloak. Now Jason may play hazards keyed to the site path (A A) and the new site (A). However, the hazard limit is only 2. It would normally be four (the size of the company), but Jessica played a Fair Travels card that decreased the hazard limit by one for every wilderness through which the company moved. This irritates Jason because all of his hazards except the Orc Guard can be played keyed to wilderness.

Jason decides to play Orc-warriors (3 strikes, 7/-) first. Jessica states that Aragorn, Boromir, and Elladan take the strikes. Aragorn does not tap (-3 to his prowess), rolls a 6 and defeats his strike. Boromir does not tap (-3), rolls a 5 and defeats his strike. Elladan does not tap (-3), rolls a 8 and defeats his strike. Jessica has defeated the attack and puts the Orc-warriors aside to keep track of her marshalling points.

Next, Jason plays his Orc-lieutenant (1 strike, 7/-) who receives a +4 to his prowess because the target company has already faced an Orc attack this turn. Since this attack has an 11 prowess, Jessica plays her Block card so that Boromir can face the strike with his full prowess of 7 (normal 6 +1 for his Dagger). However, Boromir rolls a 3 and is wounded—Jason rolls a body check of 5 so Boromir is not eliminated.

Jason has played hazards equal to the hazard limit, so he may not play any more. Jessica removes the Rivendell site card—her company has reached the Barrow-downs. Jessica only has 7 cards, so she draws a card: Concealment. Jason already has 8 cards, so he draws no cards.

Site Phase: Jessica decides to enter the Barrow-downs, so her company faces the automatic-attack: 1 strike with 8 prowess. Jessica taps Annalena (who is a scout) to play Concealment to cancel this attack. Since major items are playable at this site, she taps the site and Elladan to play the Sword of Gondolin. Elladan (a warrior) now bears the Sword of Gondolin (i.e., he controls it), and Jessica has two more MPs for a total of 9 (6 for characters, 2 for the sword, and 1 for the defeated creature). Since she has played a card at the site, she may also tap a character to play a minor item. Aragorn taps to play the Elven Cloak.

End-of-Turn Phase: Jason has 8 cards, but he chooses to discard his Orc Guard and then draws Gandalf. Jessica decides not to discard a card; but she only has 5 cards, so she draws 3 cards: Goldberry, Hama, and Escape.

Jessica's Hand: Dark Quarrels, Giant Spiders, Weariness of the Heart, Lure of Nature, Giant Spiders, Goldberry, Hama, Escape.

Jason's Hand: Rangers of Ithilien, Dodge, Lapse of Will, Orc-raiders, Orc-warriors, Risky Blow, Ford, Gandalf.

JASON'S TURN 1

Untap Phase: Jason has no one to untap, so nothing happens during his untap phase.

Organization Phase: Jason has his Wizard, Gandalf (-/10/6/9), in his hand, so he decides to bring him into play at Rivendell. He decides to reorganize and makes Faramir a follower of Gandalf. This means that Mablung can no longer be a follower of Faramir, so Mablung moves to being controlled by general influence. Now, Jason has 8 general influence points. Most of Jason's resource cards are only playable at sites near Lorian, so he decides to move to Lorian—he places the Lorian site card face down next to his Rivendell site card. He taps Faramir (a ranger) and plays his Ford card (no hazards keyed to wilderness may be played against the company this turn).

Long-event Phase: Nothing happens.

Movement/Hazard Phase: Jason flips over his new site card, which indicates that Jason and Jessica each draw 2 cards. He draws a Fellowship and "Tom" (Tuma); she draws a Lucky Strike and Bombur. Now Jessica may play hazards keyed to the site path (1 1 1 1) and the new site (2). However, she may not play her Giant Spiders keyed to (1 1) due to the Ford card. So she plays Lure of Nature on Haldir—he gets 2 corruption points and at the end of this phase he must make one corruption check for each wilderness in the site path (i.e., 3 checks). Next she plays Weariness of the Heart on Haldir—he is forced to make a corruption check immediately. He has 3 corruption points (one for the Healing Herbs he is carrying and 2 for the Lure of Nature) and he modifies his corruption check roll by -1 (a special ability given on his character card). Haldir rolls a 7 and is unaffected; on a 3 or a 4 he would have been discarded, on a 2 he would have been eliminated).

Jessica has no more hazards to play. Jason removes the Rivendell site card—his company has reached Lorian. However, Haldir must make his 3 corruption checks for Lure of Nature—he rolls a 10 on the first, but on the second he rolls a 3 and Haldir is discarded along with his Healing Herbs and the Lure of Nature.

Jessica and Jason each have 8 cards, so they draw no cards.

Site Phase: Jason's company does nothing.

End-of-Turn Phase: Each player has 8 cards, decides not to discard a card, and draws no cards.

Jessica's Hand: Dark Quarrels, Giant Spiders, Giant Spiders, Goldberry, Hama, Escape, Lucky Strike, Bombur.

Jason's Hand: Rangers of Ithilien, Dodge, Lapse of Will, Orc-raiders, Orc-warriors, Risky Blow, Fellowship, "Tom" (Tuma).

JESSICA'S TURN 2

Untap Phase: Jessica untaps all of her unwounded characters; the company is not at a Haven, so Boromir is not healed.

Organization Phase: She plays Hama (2/0/4/8) as a second, separate company at Rivendell (with its own Rivendell site card). She wants to play Bombur too, but she can only play one character each turn. Aragorn transfers the Elven Cloak to Annalena. He automatically makes the associated corruption check because he only has 1 corruption point and he cannot roll less than 2. Annalena taps to use her Healing Herbs to heal and untap Boromir (the Healing Herbs is discarded). Finally, Jessica decides to move her main company back to Rivendell and to not move Hama's company anywhere (he'll wait for the others to come back). So, she plays a Rivendell site card face down next to the Barrow-downs card.

Long-event Phase: Nothing happens.

Movement/Hazard Phase: Jessica decides to "move" Hama's company first. No cards are drawn because he does not move to a new site. Jason has no hazard creatures to play keyed to a Haven. Jessica only has 7 cards, so she draws one: Lure of the Senses. Jason has 8 cards, so he draws none.

Jessica then flips over the new site card for her other company. Because the company is moving back to a Haven, the Barrow-downs card indicates how many cards each player draws. Jason draws 2 cards: Dodge and Orc-watch. Jessica draws one card: Lure of Expedience. The site path is 1 1, the new site is 2, and the hazard limit is 4, but Jason only has three hazards that he can play (the Orc-watch is not keyed to 1). He plays Orc-raiders first, but Jessica cancels it with Dark Quarrels (she does not keep the card for marshalling points). Then he tries Orc-warriors—she cancels it with Escape, but has to wound a character (Annalena) to do so (again she gets no marshalling points). Finally, Jason attacks with Tom (a Troll, one strike, 13/—). Jessica decides that Elladan takes the strike. He has a prowess of 7 (5 normal +2 for his sword), he taps to avoid the -3 penalty, and Jessica plays Lucky Strike so that he can roll twice and choose the result he likes. It is a good thing that she used her Lucky Strike, because the first roll is a 4, which would have wounded Elladan. The second roll is a 9, so Tom is defeated and Jessica gets another marshalling point.

The company reaches Rivendell—the Barrow-downs card is discarded, because it was tapped. Jessica only has 6 cards, so she draws 2 cards: Ford and Block. Jason only has 7 cards so he draws a card: Rescue Prisoners.

Site Phase: Jessica's company does nothing.

End-of-Turn Phase: Each player has 8 cards, decides not to discard a card, and draws no cards.

Jessica's Hand: Giant Spiders, Giant Spiders, Goldberry, Bombur, Lure of the Senses, Lure of Expedience, Ford, Block.

Jason's Hand: Rangers of Ithilien, Dodge, Lapse of Will, Risky Blow, Fellowship, Dodge, Orc-watch, Rescue Prisoners.

JASON'S TURN 2

Untap Phase: Jason untaps Faramir.

Organization Phase: Jason has no characters in his hand, so he cannot play a new character. He plays his Fellowship card on his company (+1 prowess, +1 to corruption checks for all characters in the company). Jason has a faction in his hand (the Rangers of Ithilien), so he decides to move to the Henneth Annûn site to attempt to bring it into play—he places the Henneth Annûn site card face down next to his Lórien site card.

Long-event Phase: Jason plays Lapse of Will; all attacks receive a -1 to prowess (-3 for Nazgûl) for approximately two turns (this turn and Jessica's next turn).

Movement/Hazard Phase: Jason flips over his new site card, which indicates that Jason and Jessica each draw 2 cards. He draws a Concealment and a Healing Herbs; she draws Dreams of Lore and Wolves. Now Jessica may play hazards keyed to the site path ($\text{I} \text{ I} \text{ E} \text{ I}$) and the new site (I). The hazard limit is 5 (5 characters in the company), and Jessica has 5 hazards to play: Wolves (keyed to A or I), two Giant Spiders (keyed to $\text{E} \text{ I}$), and two lures.

Jessica plays Lure of the Senses on Glorfindel and Lure of Expediencie on Faramir. She next plays her Wolves keyed to Border-land (so the Elven Cloak can't be used), but Jason taps Mablung and plays Concealment to cancel the attack (he gets no MPs for the Wolves).

Jessica then plays Giant Spiders (two strikes, 10/-, -1 for the Lapse of Will long-event in play), and Jason chooses Glorfindel and Gandalf to face the two attacks. He plays Dodge for Glorfindel so that he can remain untapped and avoid the -3 penalty. Glorfindel easily defeats one strike by rolling a 6 (9 is less than: [6 + his normal prowess of 8 + 1 for Fellowship]). He plays another Dodge for Gandalf, who rolls a 2—this plus Gandalf's prowess of 6 plus 1 for Fellowship only ties the Giant Spider's modified prowess of 9. Gandalf is not wounded; but the Giant Spider is not defeated, it is only discarded.

Jessica then plays her second Giant Spiders (two strikes, 10/-, -1 for Lapse of Will). Once again, Jason chooses Glorfindel and Gandalf to face the two attacks. Since Jason knows Jessica cannot play any more hazards (because this is her fifth one), he taps Glorfindel. He easily defeats one strike by rolling a 8 (9 is less than: [8 + his normal prowess of 8 + 1 for Fellowship]). He also taps Gandalf and plays his Risky Blow to make sure he defeats the creature and gets the MP. He rolls a 3—this plus Gandalf's prowess of 6 plus 1 for Fellowship plus 3 for the Risky Blow is 13 which beats the Giant Spider's modified prowess of 9. The Giant Spider is defeated; Jason gets 1 MP.

Jason removes the Lórien site card—his company has reached Henneth Annûn. Jessica only has 5 cards, so she draws three cards: Wake of War, Wargs, Wolves. Jason only has 4 cards, so he draws 4 cards: Palantír of Annúminas, Peath, Orc-raiders, and Orc-warband.

Site Phase: Jason's company at Henneth Annûn decides to enter the site. There is no automatic-attack to face, so Jason tries to play his Rangers of Ithilien faction card. He decides to use Faramir for the influence check—he needs a modified roll that is greater than 7. His roll is a 4, but he adds +1 for Faramir's unused direct influence, +2 for Faramir's extra direct influence against the Rangers of Ithilien faction (as indicated on Faramir's card), and +1 because Faramir is a Dúnadan (as indicated on the faction card). So the modified roll is 8 and the influence check is

successful. The faction card is played, Faramir is tapped, and the Henneth Annûn site is tapped because a faction was successfully played. Since a faction was played, Bard can tap to play a minor item: Healing Herbs. Jason now has 9 marshallings points: 5 for characters, 3 for the faction, 1 for defeating the Giant Spiders.

End-of-Turn Phase: Having 8 cards she likes, Jessica does not discard and she draws no cards. Jason also decides not to discard any cards, but he only has 6 cards, so he draws 2 cards: "Bert" (Bûrat) and Awaken Denizens.

Jessica's Hand: Goldberry, Bombur, Ford, Block, Dreams of Lore, Wake of War, Wargs, Wolves.

Jason's Hand: Orc-watch, Rescue Prisoners, Palantír of Annúminas, Peath, Orc-raiders, Orc-warband, "Bert" (Bûrat), Awaken Denizens.

JESSICA'S TURN 3

Untap Phase: Elladan untaps. Annalena heals, but is still tapped.

Organization Phase: Jessica plays Bombur as Boromir's follower. In her hand, Jessica has two resources she wants to play: Goldberry and Dreams of Lore. She plans to take a risk while the Lapse of Will is still in play. She reorganizes into two companies: the first contains Aragorn, Elladan, and Annalena; the second contains Boromir, Hama, and Bombur. She plays the Old Forest site face down for Boromir's company and the Weathertop site face down for Aragorn's company. She taps Aragorn (a ranger) and plays Ford on his company (no hazards keyed to wilderness may be played against the company this turn).

Long-event Phase: Nothing happens.

Movement/Hazard Phase: Jessica decides to move Aragorn's company first (she turns over the Weathertop card)—the site path is $\text{I} \text{ I}$, the site is I , and each player draws one card. Jessica draws Lure of Nature. Jason draws Miruvor. Because of the Ford card, Jason can only play hazards keyed to Ruins & Lairs (I); he can only play his Awaken Denizens (doubles the number of strikes at a Ruins & Lairs site), and he does so. Now, if Aragorn's company decides to enter the Weathertop site, they will face 4 strikes at 6 prowess instead of 2 strikes. Jessica removes the Rivendell site, and Aragorn's company is at Weathertop. Jason has 8 cards, but Jessica only has 7—she draws a Potion of Prowess.

Now Jessica turns over the Old Forest site card for Boromir's group—the site path is $\text{I} \text{ I}$, the site is I , and each player draws one card. Jason draws Risky Blow. Jessica draws Concealment. This company has 3 characters, so the hazard limit for this company is 3.

Jason has three tough hazards to play—he starts with his Orc-raiders (4 strikes, 6/-, -1 for the Lapse of Will long-event in play) to "soften them up." Jessica would like to use her Concealment, but none of her characters are scouts. Likewise, Jessica has no choice in assigning the strikes—each character takes one strike. Jason gets to assign the fourth strike as a -1 modification to the strike of his choice. Jessica chooses to resolve Boromir's strike first: Boromir does not tap (-3 mod) and rolls a 4 for a total result of 8 (4 + 6 normal +1 for Dagger -3 for not tapping). This defeats the strike (prowess of 5). Similarly, to defeat his strike, Hama does not tap (-3 mod) and rolls a 6 for a total result of 7 (6 + 4 normal -3 for not tapping). Jason now assigns the -1 for his extra strike to Bombur. Bombur does tap to face his attack; he rolls a 5 for a total result of

7 5+3 normal -1 for the fourth strike); he defeats his strike. All three strikes are defeated and Jessica gets 1 MP.

Next Jason plays his Orc-warband (five strikes with 6 prowess each, 4/-, -1 for Lapse of Will, +3 because company has already faced an Orc attack this turn). Each character takes 1 strike, and Jason gets to assign the 4th and 5th strikes as -1 modifications to the strike(s) of his choice. Boromir does not tap (-3), rolls an 8, and defeats his strike. Hima does tap, rolls a 6, and defeats his strike. Bombur is already tapped (-1 modification) and Jason assigns his two -1 modifications for the extra strikes to him. His modified roll is only a 5 (a roll of 5 +3 for prowess -1 for being tapped -2 for extra strikes), so Bombur is wounded. Jason makes a body check for Bombur and rolls a 9—Bombur is eliminated. The Orc-warband is not defeated, since Bombur did not defeat his strike.

Finally, Jason plays Bert the Troll (1 strike, 12/-, -1 for Lapse of Will). Jessica chooses Boromir to face the strike (her only choice). Jessica plays Block for him, so he does not have to tap to avoid the -3 mod. He rolls a 4—this modified by +6 normal prowess +1 for Dagger—for a modified prowess of 11. This ties Bert's modified prowess of 11, the strike is ineffectual, and Bert is discarded.

Jessica removes the Rivendell site, and Boromir's company is at Old Forest. Jessica has 8 cards. Jason only has 6 cards and draws 2 cards: Orc-lieutenant and Minions Stir.

Site Phase: Jessica decides that Aragorn's company will not enter Weathertop; they will wait until next turn. Her rage, Annalena, is tapped, so she couldn't play Dreams of Lore even if the company made it past the automatic-attack. Boromir's company enters Old Forest (there is no automatic-attack) and Boromir taps and the site taps to play Goldberry. The Potion of Prowess cannot be played because everyone in the company is already tapped.

End-of-Turn Phase: Having 8 cards he likes, Jason does not discard and he draws no cards. Jessica also decides not to discard any cards, but she only has 7 cards, so she draws 1 card: Fair Travels in Wilderness.

Jessica's Hand: Dreams of Lore, Wake of War, Wargs, Wolves, Lure of Nature, Potion of Prowess, Concealment, Fair Travels in Wilderness.

Jason's Hand: Orc-watch, Rescue Prisoners, Palantír of Annúminas, Peath, Miruvor, Risky Blow, Orc-lieutenant, Minions Stir.

JASON'S TURN 3

Untap Phase: All of Jason's characters untap.

Organization Phase: Jason decides to wait and play Peath next turn when his main company has returned to Lórien. Bard transfers his Healing Herbs to Mablung (the corruption check required is automatically successful due to the -1 modification from the Fellowship). Glorfindel taps to attempt to remove the Lure of the Senses; he rolls a 6 and fails. Faramir taps to attempt to remove the Lure of Expediency; he rolls a 7 and succeeds—the hazard is discarded (to Jessica's discard pile). Jason plays the Lórien site card face down next to the Henneth Annûn card (i.e., the company is moving to Lórien).

Long-event Phase: Jason's Lapse of the Will is removed.

Movement/Hazard Phase: Jason turns over his Lórien card—the site path is ① ② ③ ④, the new site is *, and each player draws 2 cards. Jessica draws Great Shield of Rohan and Dark Quarrels. Jason draws Concealment and

Ford. Jason cannot use his Ford card now because it can only be played during his organization phase.

Jessica plays Lure of Nature on Glorfindel (he'll have to make 2 corruption checks at the end of this phase). Jessica then plays Wake of War (long-event, number of strikes and prowess of each wolf attack is increased by one). Then she plays Wolves keyed to border-land. This normally has 3 strikes, 8/-; but, due to Wake of War, it has 4 strikes, 9/-. Jason quickly taps Bard and plays his Concealment to cancel the attack.

Finally, Jessica plays her Wargs keyed to border-land (normally 2 strikes, 9/-; now 3 strikes, 10/- due to Wake of War). Glorfindel, Bard, and Faramir are already tapped, so Jason can only choose Gandalf and Mablung to take strikes. Jessica assigns the third strike to Bard. Gandalf taps, rolls a 6, and easily defeats his strike. Bard is already tapped (-1), rolls a 3, and is wounded. Jessica rolls an 8 for the body check—Bard is eliminated. At this point, Bard is placed in the out-of-play pile; his Elven Cloak can be transferred to any unwounded character (Jason chooses Mablung), and the Fellowship is discarded (a character has left the company). Finally, Mablung faces his strike. He taps, rolls a 9, and ties his strike (he no longer gets the +1 modification for the Fellowship).

Glorfindel now makes his two corruption checks: he rolls a 6 and a 10—both succeed. The company finally staggers into Lórien (Henneth Annûn is discarded). Jessica only has 6 cards, so she draws two cards: Weariness of the Heart and Wargs. Jason has 9 cards, so he discards one card: Orc-watch.

Site Phase: Jason's company does nothing.

End-of-Turn Phase: Each player has 8 cards, decides not to discard a card, and draws no cards.

Jessica's Hand: Dreams of Lore, Potion of Prowess, Concealment, Fair Travels in Wilderness, Great Shield of Rohan, Dark Quarrels, Weariness of the Heart Wargs.

Jason's Hand: Rescue Prisoners, Palantír of Annúminas, Peath, Miruvor, Risky Blow, Orc-lieutenant, Minions Stir, Ford.

SUMMARY

At this point, Jessica has twelve marshallling points:
Characters 6 MPs
Defeated Creatures 3 MPs
Sword of Gondolin (item) 2 MPs
Goldberry (ally) 1 MPs

Next turn Aragorn's company could play Dreams of Lore (2 MPs).

At this point, Jason has only nine marshallling points:
Characters 5 MPs
Defeated Creatures 1 MPs
Rangers of Ithilien (faction) 3 MPs

However, next turn Jason's company could play Peath (1 MP) and move to Moria (partially protected by playing Ford). If he got lucky at Moria, he could potentially play both his Palantír of Annúminas (3 MPs) and his Rescue Prisoners (3 MPs).

So at the end of three turns, this game is still pretty close. The game cannot end until a Wizard is eliminated, until a player gets 20+ marshallling points, or until a player exhausts his deck.



PART V.

ERRATA AND CLARIFICATIONS

The following list details card errata and clarifications. This list is official. If a card lists an errata, it means the text on the card is wrong or incomplete. If a card lists a clarification, it means that the text on the card could be ambiguous. All of these errata changes have been made on Unlimited Edition cards (i.e., blue bordered cards).

Akhôrahil (errata)—Replace “...gives -1 penalty to one character’s body checks this turn.” with “...modifies any one character’s body by -1 for the rest of this turn.”

Align Palantír (clarification)—An aligned Palantír can be stored.

Army of the Dead (errata)—May not be influenced by an opponent.

Bane of the Ithil-stone (clarification)—This card cancels any action that *literally* causes any player to search through or look at any portion of *any* play deck or discard pile outside the normal sequence of play. E.g., this card cancels *Vilya*, which would otherwise allow Elrond’s player to choose 5 cards from his discard pile and shuffle them into his play deck. This card does not cancel each player’s card drawing option when a company reveals a new site, but it does cancel *Lucky Search*. This card does not affect an action which allows a player to bring cards from his sideboard into his discard pile or play deck. This card does not affect an action which otherwise only causes a player to reshuffle his play deck.

Bill the Pony (errata)—The body of this ally is 10, not 6.

Book of Mazarbul (errata)—Replace “... tap the bearer during your organization phase ...” with “... tap *Book of Mazarbul* during your organization phase ...”

Call of Home (clarification)—Besides the one item automatically transferrable, all other non-follower cards target character controls are discarded.

Call of the Sea (clarification)—Besides the one item automatically transferrable, all other non-follower cards target Elf controls are discarded.

Corpse-candle (clarification)—If this attack is cancelled, the company does not have to make corruption checks.

Corsairs of Umbar (errata)—May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.

Cracks of Doom (errata)—Remove “Otherwise, discard *The One Ring* and its bearer.”

Dodge (errata)—Replace “... his body check is modified by -1.” with “... his body is modified by -1 for the resulting body check.”

Doors of Night (clarification)—This card only cancels resource environment effects already in play when this card is played. It does not cancel resource environment cards and effects played after this card is resolved. This card **cannot** be played after strikes from an attack have been assigned, if this card would cause the # of strikes from the attack to change.

Dragon’s Desolation (clarification)—The second option of this card lasts until the end of the turn or until a dragon is played with it. The second option must target a Ruins and Lairs site with the site path requirement. The site path to consider is the one given on the Ruins and Lairs site card. This card can be used to attack a company that does not move and is at a Ruins and Lairs site with the proper site path requirement.

Drowning Seas (errata)—Remove “Cannot be duplicated.”

Dwarven Ring of Thélor’s Tribe (errata)—The prowess/body modifications should read: “+2(4)/+1”. Values in parenthesis and brackets apply to a Dwarf bearer.

Dwarven Ring of Thrár’s Tribe (errata)—The prowess/body modifications should read: “+2(4)/+1”. Values in parenthesis and brackets apply to a Dwarf bearer.

Ent-draughts (errata)—Remove “as a minor item” and replace with “**in addition to an ally or faction that has been successfully played at Wellinghall this turn**”

Escape (clarification)—An unwounded character must be used to satisfy the condition.

The Evenstar (clarification)—The additional effect of this card if *Gates of Morning* is in play (i.e., a Wilderness or a Border-land changes) is optional. Such a region or site type need not exist for this card to be declared.



The of Sauron (clarification)—If *Doors of Night* is in play, the total prowess modification is +3 to each automatic-attack, not +3 in addition to the +1 listed at the start of this card.

Final Fumes (clarification)—For the additional effect if *Doors of Night* is in play, the site path to consider is the one given on the site card.

Gates of Morning (clarification)—This card only cancels hazard environment effects already in play when this card is played. It does not cancel hazard environment cards and effects played after this card is resolved. This card **cannot** be played after strikes from an attack have been assigned, if this card would cause the number of strikes from the attack to change.

Giant (errata)—Add “Giant.”

Goldberry (clarification)—This ally can tap to cancel an effect declared earlier in the same chain of effects that would cause her company to return to its site of origin.

The Great Goblin (errata)—“*Unique. Orc.* One strike.”

Great-road (errata)—Change “Opponent draws twice...” to “Opponent may draw up to twice...”

Great Ship (clarification)—A character can tap to cancel an attack. He can tap to cancel an ongoing hazard effect that targets his company or any entity associated with his company (item, character, site, etc.). He can tap to cancel an effect declared earlier in the same chain of effects.

Gwaihir (errata)—“...you may discard *Gwaihir* during the organization phase to allow his company...”

Halfling Strength (clarification)—This card can be played to heal all characters at the site if played to heal a Hobbit during the organization phase at a site where healing cards affect all characters at a site.

Horses (errata)—Add “Playable only at the end of the organization phase.”

Huorn (errata)—Add “Awakened Plant.”

Leaflock (clarification)—This ally can tap to cancel an attack. He can tap to cancel an ongoing hazard effect that targets his company or any entity associated with his company (item, character, site, etc.). He can tap to cancel an effect declared earlier in the same chain of effects.

Long Winter (clarification)—For the additional effect if *Doors of Night* is in play, the site path to consider is the one given on the site card.

Lucky Search (clarification)—Playable at a tapped or untapped site. Does not exhaust play deck if its final card is revealed. Continue revealing cards if a unique item already in play is revealed.

Lucky Search (errata)—Replace “Discard all revealed cards except the item.” with “Reshuffle all revealed cards except the item back into play deck.”

Lure of Expedience (clarification)—A ring played in response to a test would also cause a corruption check.

Lure of Nature (errata)—Replace “... at the end of each movement/hazard phase ...” with “... after all other hazards have been played...”

Lure of Nature (clarification)—These corruption checks may be targetted at any point during his company’s movement/hazard phase.

Mirror of Galadriel (clarification)—This card is playable if any of your characters is at Lórien.

Morannon (errata)—“This card is used as Dark-hold (■) site card in the region of Udûn that is moved to ...”

Morgul-horse (clarification)—The first option of this card must be declared in response to tapping a Nazgûl permanent-event in the same chain of effects.

Morgul-knife (clarification)—A wounded character receives the corruption from this card immediately following the Nazgûl’s attack.

Morgul Night (clarification)—*Doors of Night* is only required when this card is brought into play. This card and its effects would be unaffected if *Doors of Night* were later discarded.

Mouth of Sauron (errata)—Add “Man.”

Neeker-breakers [promo card] (clarification)—A Wizard does not face a strike from this hazard creature.

Old Man Willow (errata)—Add “Awakened Plant.”

Palantír of Amon Sûl (clarification)—If bearer’s company size goes below two during the movement/hazard phase when the company is moving to a new site, discard this card.

Palantír of Osgiliath (clarification)—If bearer’s company size goes below four during the movement/hazard phase when the company is moving to a new site, discard this card.

The Pale Sword (clarification)—A wounded character receives the corruption from this card immediately following the Nazgûl’s attack.

Praise to Elbereth (clarification)—When this card is played, you must declare which characters are targetting which Nazgûl events. A cancelled Nazgûl event—as a permanent-event or activated—is discarded and has no effect.

The Precious (clarification)—The player playing this card chooses the character to make the corruption check.

Pûkel-men (errata)—Add “Pûkel-creature.”

Quiet Lands (errata)—Replace “... is reduced to half its original number (rounded up).” with “... is reduced by half (rounded up).”

Ren the Unclean (clarification)—All characters of all players must make a corruption check when this card becomes a short-event. For those characters whose turn it is **not**, no resource cards may be played to modify the corruption check, though untapped characters may tap to give +1 to another character’s check in the same company.

Ringlore (errata)—Add “*Playable only during site phase*. Tap the sage and the site.”

River (errata)—Remove “Discard at the end of the turn.”

Roac the Raven (errata)—Remove “—no modifications to the influence check are required.” Replace with “—treat this influence check as though it were made by a diplomat.”

Secret Entrance (clarification)—If it is shown that at the time this card was played (i.e., at the end of its company’s organization phase) the company had a face down site card that was in a dark-domain, the effects of this card are cancelled though the sage remains tapped. A long-event, (e.g., *Morgul Night*) in play at the end of the organization phase would have to be considered when determining this.

Seige (errata)—This card is playable on a border-hold. Change the border-land symbol in the first line to a border-hold symbol.

Silent Watcher (errata)—Add “*Pukel-creature*.” Gives 1 marshalling point, not 0.

Slayer (errata)—Add “*Slayer*.” Gives 2 marshalling points, not 0.

Slayer (clarification)—The defending character may tap to cancel one attack.

Shadowfax (clarification)—The company may contain no allies.

Thorin II (clarification)—This character receives a total +4 direct influence against Blue Mountain Dwarves.

Tom Bombadil (clarification)—This ally can tap to cancel an attack. He can tap to cancel an ongoing hazard effect that targets his company or any entity associated with his company (item, character, site, etc.). He can tap to cancel an effect declared earlier in the same chain of effects.

Traitor (errata)—This card is discarded when the character fails his corruption check.

Twilight (errata)—This card may be played at any time during any player’s turn.

Twilight (clarification)—This card may target an environment card played earlier in the same chain of effects. This card may be played as a resource during opponent’s turn, i.e., it would not count against the hazard limit.

Use Palantír (errata)—Change text to “*Sage only*. Tap sage to enable him to use one Palantír he bears for the rest of the turn.”

Watcher in the Water (errata)—Add “*Animal*.”

The White Tree (errata)—Discard the *Sapling of the White Tree*.

Wizard’s Laughter (errata)—Change “*Wizard only*.” to “*Wizard only during opponent’s site phase*.”

Wizard’s Ring (errata)—Replace “Ignore any effect that would discard this item.” with “Cannot be stored, stolen, or transferred.”

Wolves (errata)—Change “*Animals*.” to “*Wolves*.”

RULES ANNOTATIONS

This section presents some annotations to various sections of the Starter and Standard Rules. They address situations that occur infrequently and often are subtle. Players should not get bogged down with committing this section to memory until they are comfortable with the regular rules and subtle issues on timing and so forth begin to arise.

TARGETS

An action that is played out through one or more specific entities as stated on a card or in the rules is considered to “target” the entities. A targeted entity is said to be a “target” of the action. Possible targets include characters, sites, companies, regions, items, factions, corruption checks, and combat dice-rolls. A card that acts on a class of entities, however, does not target them (e.g., *Foul Fumes*).

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.

ACTIONS AND ACTIVE AND PASSIVE CONDITIONS

There are two types of conditions for actions in METW: active and passive.

An *active* condition must be in play or established when the action requiring it is declared. Typical active conditions are tapping a card and discarding a card. For example, *Magic Ring of Stealth* can cancel a strike against its bearer if two particular active conditions are met: the bearer must be a scout and *Magic Ring of Stealth* must tap. These are called active conditions because a player actively decides to invoke the action they satisfy. Active conditions serve as the price of an action. They are restrictions to the player invoking the action. In the case of *Magic Ring of Stealth*, the player cancelling the strike must have provided a scout and he must tap the ring, which renders the ring unable to be used again until his next turn.

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 cancelled.

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 were 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

A *passive* condition causes an action to happen as stated on a card already in play. Typical passive conditions involve forcing corruption checks and forcing the effects of environmental long-events. These are called passive conditions because the actions they satisfy come into play only indirectly as the result of a decision made by a player.

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 cancelled. Note that actions in the strike sequence follow a different set of rules.

Example: *Foul Fumes* is a long-event which states that if a company without a ranger has a shadow-land or dark-domain in its site path, it must return to its site of origin. Additionally, if *Doors of Night* is in play, any site with a shadow-land or dark-domain in its site path becomes tapped.

Larry has two companies. When the first company reveals its new site, Larry's opponent, Mark, plays *Foul Fumes*. The first company is unaffected because it has all wildernesses in its site path. However, Larry's second company has no ranger and a shadow-land in its site path. Oops! The act of flipping over the second company's site card establishes the passive condition for *Foul Fumes*. Larry's second company returning to its site of origin becomes the first declared action in the chain of effects following.

Larry comes up with a plan to avoid this fate. One of his characters, a warrior, is bearing a *Beautiful Gold Ring*. A sage is in the company. In Larry's hand is a *Test of Lore* and a *Magic Ring of Nature*. In response to the automatic action brought on by *Foul Fumes*, Larry plays *Test of Lore* on the gold ring. No other actions are declared in this chain of effects. Larry rolls an 8 for the ring test. Subtracting one from the roll as dictated by *Test of Lore* results in a 7, which allows him to play *Magic Ring of Nature*. This gives the warrior, the bearer of the ring, ranger skill. A passive condition for *Foul Fumes* is removed and thus the effect is cancelled!

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.

CARDS THAT “CANNOT BE DUPLICATED”

Annotation 11

The requirement of cards that cannot be duplicated is not considered while a chain of effects is being declared and resolved. Once the chain is resolved, second and later resolved copies of any card in play that cannot be duplicated are discarded. Once the chain is resolved, second and later resolved effects of any card that cannot be duplicated are cancelled. 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.

Example: Teri plays *Doors of Night* during Ying’s movement/hazard phase. Teri then plays *Morgul Night*. Ying responds with *Twilight* targeting *Doors of Night*; she sees that if *Doors of Night* is discarded before *Morgul Night* is resolved, *Morgul Night* will also have to be discarded because its active condition for play would be removed (*Morgul Night* is playable only if *Doors of Night* is in play). Teri, however, responds with a second *Doors of Night*. This will preserve her *Morgul Night*. Resolving from first to last, Teri’s second *Doors of Night* comes into play. Even though *Doors of Night* cannot be duplicated, the card may be declared even if another is in play. *Twilight* is resolved next, so the first *Doors of Night* is discarded. Finally, *Morgul Night* is played successfully. If Ying had not played *Twilight*, Teri’s second *Doors of Night* would be discarded at the end of the chain of effects. (Of course, Teri would not have played her second *Doors of Night*, if Ying had not played *Twilight*.)

THE 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 cancelled once its strikes have been assigned. A strike may not be cancelled once the dice-roll for the strike has been made.

Annotation 14

A cancelled 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.

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.

Example: *The Pale Sword* gives 6 corruption points to one character wounded by a Nazgûl’s strike that was enhanced by *The Pale Sword*. This corruption is to be assigned after the Nazgûl’s attack is resolved. If, in the meantime, another character in the wounded character’s company tapped and used *Healing Herbs* to make his companion unwounded, the attacking player could nevertheless assign *The Pale Sword* as a corruption card to the character the Nazgûl wounded.

THE STRIKE SEQUENCE

The strike sequence is a period of time that begins when a player announces one of his characters will resolve a strike and ends after the strike dice-roll (or strike cancellation) and any body checks resulting from that strike.

Annotation 17

The only actions that may be declared during a strike sequence are those outlined below.

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 are those outlined in the section on sequencing strikes (page 24). An action that has the condition that a target character tap, but which otherwise has an effect not outlined in this section, 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.



Example: *Indûr Dawndeath*, when in play as a permanent-event, can tap and cause a wounded character to discard an item of his choice. Activating *Indûr Dawndeath* in this way may not be declared immediately following a successful strike. He must wait for a wounded character to make a body check before forcing him to discard an item. If the character wounded by the strike failed his body check, he could transfer all his items to unwounded characters in his company and *Indûr* could not touch them.

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.

Annotation 22

When a character fails a body check, his items may be immediately reassigned to unwounded characters in his company. 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 then discarded.

CORRUPTION CHECKS

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 corruption check, take effect as the first declared action in a chain of effects immediately following the chain of effects that contains the corruption check.*

GENERAL PLAY

Annotation 24

If a card specifies that more than one action occurs when the card itself is resolved in a chain of effects, all 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.

Example: *Lucky Search* taps a target scout when it is declared. When it is resolved, the following actions occur in the order listed (assuming the scout is still in play and tapped):

- turn over cards one at a time until you reach the end of your play deck or until a non-special item is revealed;
- the scout takes control of the non-special item revealed;
- the scout faces a single-strike attack with prowess equal to 3 plus the number of cards revealed (cannot be cancelled);
- reshuffle all revealed cards except the non-special item. (See p. 47)

There is no way *Healing Herbs* could be used to untap the scout before he faces the single-strike attack. You may not declare an action to occur within the sequence of actions stated on a card. If you declare *Healing Herbs* after *Lucky Search* in the same chain of effects, it would resolve before *Lucky Search* resolves and untap the scout. This would cancel *Lucky Search*, because an action is cancelled if a target character, tapped when the action is declared, becomes untapped before the action is resolved. You could, of course, declare *Healing Herbs* after the *Lucky Search* chain of effects resolves and untap the scout, i.e., in its own chain of effects, but after the scout faces the attack. You could play *Risky Blow* on the scout, if he were also a warrior, after playing *Lucky Search* in the same chain of effects, because an action can target a dice-rolling action declared earlier in the same chain of effects.

Annotation 25

A company is considered to be at the site given by their 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.

Annotation 26

If at the start of a 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 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 change a site type or a region type in a site path during a given movement/hazard phase, that effect is not applied again during the current turn. If several environment cards are in effect at the beginning of a movement/hazard phase, the non-phasing player chooses the order in which the effects of those cards are applied. This choice is made after the moving player has revealed the first movement declaration where the order of application would be a consideration.

Example: At the start of Meredith's movement/hazard phase, *Morgul Night* and *Fell Winter*, both long-events, are in play, because Meredith played them during Quinton's movement/hazard phase. *Morgul Night* changes wildernesses to shadow-lands and shadow-lands to dark-domains; *Fell Winter* changes free-domains to border-lands and border-lands to wildernesses. Meredith reveals the new site of one of her companies: Edhellond, which her company is moving to from Lórien. Quinton now decides the order the two long events are to be applied to the site path ① ② ③ ④ ⑤ ⑥. Since *Fell Winter* does not affect wildernesses, *Morgul Night* changes these to shadow-lands. The order the two environment cards are applied does not affect this outcome. Since *Morgul Night* does not affect free-domains, *Fell Winter* changes these to border-lands. The order of the cards' application is important to determine the ultimate destiny of the border-lands printed on the site path. If *Morgul Night* is applied first, then *Fell Winter*, the border-lands end up as wildernesses (*Morgul Night* could not be reapplied to then change these new wildernesses to shadow-lands). If *Fell Winter* is applied first, they end up as shadow-lands. Since Quinton is holding several double wilderness creatures in his hand, he chooses to apply *Morgul Night* first, and then *Fell Winter*. For the remainder of the turn *Morgul Night* must be applied first and then *Fell Winter*.

If Meredith plays *Moon* at a later point during her turn, the order of application for the three cards is *Morgul Night*, *Fell Winter*, and then *Moon*.

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 his choice of effects do not exist, the card has no effect and is discarded—he may not at this point choose to implement an alternative effect of the card.

Example: Meredith plays a two-strike Troll-attack against one of Quinton's companies. Before declaring which untapped characters will receive the strikes, Quinton plays *Gates of Morning*. Then, Quinton plays *Dark Quarrels* and chooses its second alternative effect, i.e., he would like to reduce the number of strikes of the Troll-attack by half to one. This alternative effect requires *Gates of Morning* to be in play. Quinton believes his character *Boromir II* can easily defeat one Troll-strike, but no other character would have good odds against the second strike. Naturally, Quinton is thinking about the marshalling points for defeating all strikes of this attack, so he does not want to cancel the attack. In response to *Dark Quarrels*, Meredith plays *Doors of Night* which discards *Gates of Morning*. Quinton does not respond, and the two cards are resolved. First, *Doors of Night* takes effect and *Gates of Morning* is discarded. Then, *Dark Quarrels* is resolved, but the active condition for Quinton's choice of effects no longer exists, so his card has no effect and he must choose to assign both strikes of the Troll-attack. Quinton does not have the option of now choosing the other alternative effect of *Dark Quarrels*, i.e., cancelling a Troll-attack.

Example: The Witch-king of Angmar in play as a permanent-event can tap during its opponent's movement/hazard phase and become a long-event changing all shadow-holds to dark-holds. During Claude's movement/hazard phase, Helmut has played The Witch-king as a permanent-event. Claude plays *Gates of Morning* and reveals a site for one of her companies that is a shadow-hold. For the purposes of playing hazards, Helmut wants this shadow-hold to change to a dark-hold; for the purposes of avoiding hazards, Claude wants the shadow-hold to change to a ruins & lairs. She plays *Quiet Lands* which, among other alternatives, changes one shadow-hold (thus, a target site) to a ruins & lairs. Helmut taps The Witch-king in response to make the change he wants. Resolving the actions from last declared to first, The Witch-king of Angmar goes off changing the shadow-hold to a dark-hold. The Witch-king removed the target (and thus the active condition) for Claude's action! Unfortunately for her, *Quiet Lands* fizzles for no effect. She must discard it.

NOTES ON SPECIFIC CARDS AND CARD COMBINATIONS



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*.

Bringing Rings into Play

One of the types of items that your characters can bring into play are rings. There are five types of rings: gold rings, lesser rings, magic rings, Dwarven 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 3 kinds of gold rings: *Beautiful Gold Rings*, *Fair Gold Rings*, *Precious Gold Rings*. Each has a different probability of being a specific type of special ring.

Testing a 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 special). If the roll indicates more than one special ring in your hand, you choose which to play.

There are four 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 Form* card or a *Test of Lore* card (modify the roll by -1).
- If you have your Wizard in the same company as the gold ring, you can play a *Wizard's Test* card (you get to make two rolls and choose the one to use).
- 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 *Ringlore* card (you do not have to roll, you can just play any ring except *The One Ring*).
- If Gandalf is in the same company as the gold ring, he can tap to test it.

Destroying the One Ring

The One Ring can be destroyed if its bearer has *Mount Doom* as his company's current site and one of the following occurs:

- The *Cracks of Doom* card is played and the bearer passes the corruption check called for by the card.

- Gollum is in a company at *Mount Doom* and the *Gollum's Fate* card is played.

Environment Cards

There is a special class of cards called "environment" cards—the text for each such card starts with the word: *Environment*. These cards can change the physical environment in which your characters and companies move and take actions. For example, they can affect movement, region types, site types, an attack's number of strikes, and the prowess of characters and creatures.

Resource environment cards represent influencing the physical nature of Middle-earth towards "good." *Hazard environment* cards represent influencing the physical nature of Middle-earth towards "evil."

During play, the influence of good and evil on the environment shifts back and forth. These shifts are primarily focused through the play of *Doors of Night* (a hazard), *Gates of Morning* (a resource), and *Twilight* (special).

When a *Doors of Night* is played, all resource environment cards are discarded (i.e., the influence of good wanes) and all hazard environment cards become more powerful. Middle-earth is more dangerous for your characters.

When a *Gates of Morning* is played, all hazard environment cards are discarded (i.e., the influence of evil wanes) and all resource environment cards become more powerful. Middle-earth is safer for your characters.

Twilight causes any one environment card to be discarded. Since it is often used to cancel a *Doors of Night* or a *Gates of Morning*, *Twilight* represents a shift towards the natural balance between good and evil. *Twilight* can be played at anytime, either as a resource or as a hazard (it does not count against the hazard limit).

Using a Palantír

A character that controls (i.e., bears) a Palantír can use its abilities if one of the following occurs:

- The Palantír is "aligned" (i.e., it has an *Align Palantír* card with it). An aligned Palantír may be transferred, but it becomes unaligned if moved.
- The bearer is a sage, he taps, and he plays a *Use Palantír* card.
- The bearer is Saruman and he taps.

Playing Nazgûl

When you play a Nazgûl, you must decide whether it is being played as a creature or as a permanent-event. If played as a creature, it is handled like any other creature.

If played as a permanent-event, it remains in play until it is tapped to use its special ability. Tapping a Nazgûl permanent-event counts as playing a hazard for all purposes (i.e., hazard limit, target restrictions, etc.).

PART VI

TEACHING GUIDELINES

When teaching someone *Middle-earth: The Wizards*, it is important to reveal the mechanics and features of the game in layers. Allow the student to first absorb combat, simple corruption, movement without using region cards, and simple resource acquisition at sites. Simple resource acquisition means the play of major items, factions, allies, and simple information cards like *Dreams of Lore*. It is recommended that the first-time player not be exposed to card combinations (like *The White Tree* and *Sapling of the White Tree*) that require the player to hold cards indefinitely. Also, avoid tuning a deck that uses gold ring testing, environment cards, palantíri, a bombardment of corruption, and Nazgûl. Using Starter Rules and a one-deck game format rather than the Standard Rules seems the most beneficial and enjoyable. The starting cards and play deck presented below should allow you to teach someone the basics of *METW*. Make it clear that *Moria* is the only site given where a greater item can be played.

HAZARDS

- 3 Orc-raiders
- 3 Orc-warriors
- 3 Orc-warbands
- 2 Orc-lieutenants
- 1 Tom
- 1 Bert
- 1 William
- 2 Minions Stirs
- 2 Lures of Nature
- 2 Despairs of the Heart
- 1 Weariness of the Heart
- 1 River
- 1 Slayer
- 2 Cave-drakes

RESOURCES

- 2 Swords of Gondolin
- 1 Hauberk of Bright Mail
- 1 [greater item]
- 2 [other major items]
- 1 Dreams of Lore
- 1 Reforging
- 2 Concealments
- 1 Thorough Search
- 3 Risky Blows
- 3 Lucky Strikes
- 2 Potions of Prowess
- 2 A Friend or Three
- 2 Fellowships
- 1 ally (e.g., Gollum, Goldberry, Quickbeam)
- 1 faction (e.g., Rangers of the North, Riders of Rohan)

AT START CHARACTERS AND ITEMS

A group of characters with at least one scout, one sage, one ranger, and several warriors (characters from a fixed set are good).

- 1 Elven Cloak
- 1 Potion of Prowess

Characters in Play Deck

- Saruman
- Gandalf
- 7 to 9 other characters, mostly with low mind stats

Location Deck

- 2 Rivendell
- 2 Lórien
- 1 Barrow-downs
- 1 Sarn Gorwing
- 1 Weathertop
- 1 Amon Hen
- 1 Wind Throne
- 1 Isengard
- 1 Moria
- 1 (site for ally)
- 1 (site for faction)

PART VII

TOURNAMENT GUIDELINES

As of January 1996, *Middle-earth: The Wizards* is too new of a game to have "solid" tournament rules. Over the course of the next six months, comments and suggestions will be gathered and an official body (The Council of Lórien) will be formed to provide specific rules for playing *Middle-earth: The Wizards* in tournaments. In the meantime, this article will provide some guidelines for running tournament events for *Middle-earth: The Wizards*. For purposes of discussion, this article uses standard tournament terminology: brackets, single elimination, double elimination, and swiss system.

Note: Usually, in a "swiss system," players with similar records play each other every round. Records are based upon a running tally of the number of points received for each match (e.g., 2 for a victory, 1 for a tie, 0 for a lose). There are usually a preset number of rounds, with the overall victor being the player with the most points.

When getting ready to run a *Middle-earth: The Wizards* tournament, a tournament coordinator must be appointed. This person will be responsible for all the logistics of running the tournament. When reviewing the suggestions of this article, a tournament coordinator should consider the following questions:

- How many people will be in the tournament? (16 or fewer, 17 to 32, 33 to 64, over 64)
- What degree of familiarity will the players have with *Middle-earth: The Wizards*? (no experience, intermediate experience, extensive experience)
- What tournament format is desirable? (sealed deck, scenario, standard, etc.)
- How much time is allotted for the tournament (i.e., what time limit needs to be chosen for each round)?

RULES FOR RANDOM VALUES

In all tournaments, all random values will be generated using two six-sided dice. Players will never be allowed to use their cards to generate random values.

RULES FOR STARTING CHARACTERS

Regardless of the tournament format desired, the tournament coordinator should use the following guidelines for revealing starting characters:

- Players should select up to 10 characters to put into a pool of potential starting characters (remember that this happens before selecting your characters for your play deck). Players should simultaneously reveal their first choice for a starting character. If this character is duplicated, both characters are set aside (this character may not appear in either starting company). Each player should then select a second character to reveal (and he may not select a character that has already been revealed). Any unduplicated characters revealed go into his player's starting company. This process continues until one of the following occurs: the player has 5 characters in his company, the total Mind stats for all that player's starting characters is 20, the player has exhausted his pool of 10 potential starting characters, or the player decides to stop revealing characters (i.e., he is satisfied with his starting company). Note that when one player stops, the other player continues the process until one of the four conditions is met.

In his play deck, each player may now assign up to 10 characters, and this may include any duplicated characters from his pool of starting characters.

Allowing players to introduce characters in this fashion minimizes matches where each player starts with very few characters because of multiple duplications.

PRIZES

Each of the formats discussed below will have suggestions on how to award prizes. These suggestions will be in terms of "prize-units." A prize-unit should be defined by the tournament coordinator and could be anything from gift certificates, to starter decks, to booster packs, etc.

THE SUGGESTED STANDARD TOURNAMENT

The suggested standard tournament is a modified single-elimination format. The modified single-elimination format requires any even number of players to pair off and play one match for the first round. Losers from the first round of play are placed in the Silver Bracket and winners from the first round are placed in the Gold Bracket. Each bracket (Gold and Silver) then plays single elimination. Byes are awarded after the first round within each bracket if necessary.

The modified single-elimination format has the advantage of allowing each player to play at least two matches without adding more rounds to the tournament than a single elimination format. Brackets are deterministic and simple to display.

In the Standard Tournament format, it is suggested that all players play one-deck games (each game lasting less than an hour). In the Gold Bracket, it is suggested that the players in the semi-final and final matches play two-deck games. In the Silver Bracket, two-deck games are suggested for the final match.

Note that players in the two-deck games should be given the opportunity to revise the composition of their decks. This is an exception to the rest of the tournament (as players should not change the composition of their decks during the tournament). The two-deck game would be good for an entire tournament if the coordinator feels he can allow enough time for all games (approximately one and a half hours for each match would be required).

Prizes should be awarded as follows: 1 prize-unit to the losing Gold Bracket semi-finalists and to the Silver Bracket runner up, 2 prize-units to the Gold Bracket runner up and to the Silver Bracket winner, and 3 prize-units to the Gold Bracket winner. Note that this requires a total of 10 prize-units for all prizes.

SCENARIO TOURNAMENTS

It is highly recommended that Resource/Character Scenarios be considered by any tournament coordinator who has the means of communicating to all participants in advance what the pool of scenarios will be for his tournament. It is suggested that a coordinator post (in advance) three Resource/Character Scenarios that will be valid for the tournament. Participants will come to the tournament with decks tuned for their chosen scenarios.

Using the modified single-elimination format, participants will be playing to complete their scenario instead of playing for the Free Council (as presented in the rules). Within this framework, after starting characters are revealed, each player must announce to his opponent which scenario he has chosen. His opponent would then know what victory conditions his opponent is trying to achieve.

Encompassing Scenarios can also be used in a tournament setting. However, Encompassing Scenarios are more difficult to run as tournaments because most of the scenarios are intended to be played without time limits. If time limits are imposed on this type of scenario, it may become too easy to abuse the scenario rules.

A coordinator can select these scenarios from *The Companion*, magazines, from other sources containing *Middle-earth: The Wizards* information, or use Resource/Character Scenarios he has created himself. After January 1996, the official sanctioning body for *Middle-earth: The Wizards* (The Council of Lórien) may be contacted and official scenarios will be given to sanctioned tournaments.

TIME LIMITS ON MATCHES

With *Middle-earth: The Wizards*, there can be great variation in the length of time it takes to play a single game. For a tournament, it is essential that a time limit be established to ensure a reasonable flow for the tournament. For a one-deck format, it is suggested that the Free Council be automatically called after 40 minutes. When 40 minutes has elapsed (as announced by a timer), the player who currently is taking his turn finishes his turn. If his opponent did not have the first turn, his opponent then takes one final turn (i.e., both players get the same number of turns). The Free Council starts after the opponent's turn.

For a two-deck game, it is suggested that the Free Council be automatically called after 1 hour 15 minutes. For a three-deck game, it is suggested that the Free Council be automatically called after 2 hours. For a campaign game (a four-deck game), it is suggested that the Free Council be automatically called after 3 hours.

For a Resource/Character Scenario format tournament, it is suggested that time be called after one hour. At this point, the player who currently is taking his turn finishes his turn. If his opponent did not have the first turn, his opponent then takes one final turn (i.e., both players get the same number of turns). Assuming that in the interim no player has achieved the conditions for victory for his chosen scenario, the victor is the player who has achieved the highest "rank" as indicated by the specific scenario.

For an Encompassing Scenario tournament, the coordinator would need to assess a time limit based on the nature of the encompassing scenario. Most Encompassing Scenarios should be allowed to play out without a time limit.

BREAKING TIES IN STANDARD TOURNAMENT MATCHES

In an elimination format (as opposed to swiss format), a method of breaking ties must be established. We suggest the “weakest link” method be used. If each player’s Wizard is eliminated by the corruption checks made prior to the Free Council, this tie is broken with a dice roll—highest roll wins. If both players have an equal number of marshalling points after the Free Council has resolved (i.e., there is a tie), add one corruption point to each non-Wizard character in play and each character must make another corruption check. Marshalling points are recounted and victory is awarded to the player with the most marshalling points. If there is still a tie, add one more corruption point to each non-Wizard character and make another set of corruption checks. Again, assess marshalling points to see if a victor emerges. If not, continue adding one corruption point, making corruption checks, and reassessing marshalling points until a victor emerges. If, in the unlikely event, all non-Wizard characters in play are corrupted away by the weakest link method, and there is still a tie, then each player rolls dice to determine a victor—highest roll wins.

Note that this method simulates who will most likely fail in the final struggle against Sauron. The characters are not actually getting corrupted at the Free Council. Instead, the Free Council is “peering into the heart and soul” of each character and assessing him.

Note: A swiss format assigns points after every game (wins are worth 1 point, losses are worth 0 points, and ties are worth half a point). Players continue to play until there is an obvious victor. Thus, no tie-breaking method need be established.

BREAKING TIES IN RESOURCE/CHARACTER SCENARIO TOURNAMENT MATCHES

If both players have achieved the same “rank” as indicated by the specific scenario, each player rolls the dice. Rerolling ties, the player who rolls highest has the option of taking another turn or of forcing his opponent to take another turn. After this turn is completed, each player’s rank is reassessed. If no victor has emerged, continue determining who will take further turns and execute these until a victor does emerge. If at any point a player achieves the conditions for victory for his chosen scenario, he wins automatically.

SEALED DECK TOURNAMENTS

For a Sealed Deck Tournament, each player is given a starter deck and two booster packs. He is allowed 45 minutes to tune a deck for a one-deck game format. Any bracket system can be used, but the modified single-elimination format suggested above or a swiss format seems to be the most enjoyable. It should be noted that on average, seven cards from each sealed deck set of cards will not be playable at all. Players should be aware of this extra baggage when tuning. If a player does not have 25 playable hazards or resources, he should play with all that he does have, but still play with a minimum of 25 of the other.

TOURNAMENTS FOR INEXPERIENCED PLAYERS

The suggested format of a tournament for inexperienced players is a Sealed Deck Tournament (as this format requires the fewest decisions be made when tuning). Because the learning curve for *Middle-earth: The Wizards* is not small, it is suggested that a coordinator make the starter decks available to the novice at least one day prior to the event (so that players will have the opportunity to absorb the rules and to consider their cards closely). Having novice players play in demo games with their starter decks prior to the tournament is a very efficient method of preparation.

Tournaments for novice players should use only the starter rules (e.g., Region cards should be considered useless). When the players arrive at the tournament, distribute the two booster packs to each player and allow players 45 minutes to tune according to the sealed deck suggestions above.

Rules violations will probably occur with the novice tournaments. It is suggested that these violations not be policed or worried about until a player involved notes it. At that point in the game, the correct rule should be adopted, but all previous violations should not be amended for. For example, if a player chooses *Sting* (a unique minor item) for his starting company, and his opponent notices after the first turn of the game that unique minor items may not be chosen for starting companies, do not replace *Sting* at this point. If the opponent noticed the violation before either player has taken his first turn, the player should replace *Sting* with a non-unique minor item. A coordinator and staff should be prepared to answer questions in such a way that all participants in the tournament can hear answer (this may require repeating the question for all to hear).



PART VIII

BASIC STRATEGIES

The starting point when constructing a play deck for *Middle-earth: The Wizards* lies between the strategies for its two themes: one for *hazards* and one for *resources* (including characters and sites). Listed below are several general approaches for both resource and hazard strategies and associated cards. Though each strategy is addressed independently, elements from more than one (and from approaches not listed) are common in most decks. The most effective play decks have card counts that stay close to the minimum of 25 resources and 25 hazards. Additionally, two Wizard cards and around five to seven characters would be included.

Resource Strategies

With any resource strategy, plan the route your companies will travel. Have three to seven sites picked out for your main resource acquisition strategy.

Factions: Factions are corruption free sources of marshalling points, and they are found at sites that do not have automatic-attacks. The biggest worry with factions is the dice rolls required to successfully influence them. There are many cards, however, that make the influence checks on factions almost certainly favorable. Among these are: *A Friend or Three* (good with large companies), *Tempering Friendship*, *Lordly Presence* (for Diplomats), and *Muster* (probably the best faction aid of them all). *Old Road* is a very good card because it speeds up faction allocation, and it allows factions to be attained with characters resting in the safety of a haven. A Wizard with no followers and ten points of free direct influence can influence any faction with no roll. Such a free-wheeling Wizard, though, means less free general influence is available to counter an opponent's attempts to influence your factions away, or to counter the faction-killing card, *Muster Disperses. Horn of Anor* is a good starting minor item.

Stealth: A stealth deck is good for high brow characters like sages and scouts who have better things to do than fight creatures. Typically, these types of characters can travel almost anywhere to attain such treasures as rings and Palantíri. The idea would be to cancel every single attack on their journeys. Basic to this strategy are *Stealth* and *Concealment*. Hobbits are a natural character race for such a strategy, and work very well with *Halfling Stealth*. A Hobbit can be given a high corruption item and be virtually immune to failing corruption checks with *Halfling Strength*. Consider starting minor items like *Elven Cloak* and *Star-glass*. And consider an environment strategy with *Fog* so that the ranger-favorite *Ford* can have maximum effect. Do not count on marshalling points from creature kills.

Prowess: A prowess deck is effective in fighting creatures. It has *Risky Blows*, *Lucky Strikes*, and *Dodges*, and relies on items to augment combat. A prowess deck has no problem sending a band of strong-limbed warriors (though possibly weak-willed) into any shadow-hold or dark-hold to retrieve any number of greater items and *Rescue Prisoners*. One or two scouts makes this deck very fast, because of the card *Thorough Search*. Corruption is a real problem for the prowess deck, though; this is the price for major and greater items. The best security out there is *Fellowship*, which also works very well with the prowess theme. If playing Standard Rules, a large company with characters to tap to give plusses to corruption checks is a good plan. *Daggers of Westernesse* and *Potions of Prowess* are good starting minor items. Characters with a relatively high prowess (like 3 and 4) can be achieved with a minimal cost in mind stat.

Hazard Strategies

A basic thing to remember when tuning and when playing hazards is that you achieve success each turn you slow your opponent down. This is why it is good to take a significant chance on giving your opponent marshallling points for some pathetic creature attack, if there is a good chance one or two of his characters will become tapped.

Orcs: This deck uses bunches of Orcs. The one essential card, though, is *Minions Stir*. Cards like *Doors of Night* and *Clouds* make your Orcs mutant monsters. If you want to get serious, include *The Will of Sauron*, and use *Twilight* to protect your *Doors of Night*. *Orc-lieutenant* and *Orc-warband* are nice cards, but need to be played after another Orc attack to be effective. A sprinkle of Trolls and *Choking Shadows* (if you are playing with *Doors of Night*) are a good complement to Orcs.

Wolves, Spiders, and Animals: This deck includes *Wake of War*, *Giant Spiders*, *Wolves*, and *Wargs*. Since everything attacks in wilderness, the versatility is high. *Dwarf of Waw* is a good addition. *Slayer* and *Cave-drakes* are potent creatures to round off the mix.

Corruption: There are enough corruption cards and complementary hazards so that you can construct a 25-card hazard mix with a pure corruption theme. *Lure of Nature* and *Weariness of the Heart* are the first cards to consider, though *Despair of the Heart*, *Lure of Expediency*, and all the other lures fall in right behind. *The Balance of Things* and *Ren the Unclean* are natural accompaniments. One concern with a corruption strategy is that your opponent can feel free to split his characters into smaller companies and thus acquire marshallling points that much quicker.

PART IX

SCENARIOS

"Dear me!" he went on. 'Not the Gandalf who was responsible for so many quiet lads and lasses going off into the Blue for mad adventures. Anything from climbing trees to visiting Elves—or sailing in ships, sailing to other shores! Bless me, life used to be quite inter—I mean, you used to upset things badly in these parts once upon a time. I beg your pardon, but I had no idea you were still in business.'"

—*The Hobbit*

Not only is Gandalf still in business, but the growing Shadow and its fell minions still threaten the Free Peoples. Sauron looms large; his Orcs prowl the lands; and rumors of the dread Ruling Ring whisper in night's darkness.

Adventure calls not only to the bold and the brave, but also to those evincing modesty and restraint. Now even you must work toward the Dark Lord's fall. Throw off the comfort of Hobbit-hole and home. Leave family, and friends, and risk life and limb for the cause of all things great and good. Travel to the skirts of the Ephel Dúath and confront the Orc-raiders issuing from Mordor into the disheveled, but lovely garden of Ithilien. Venture into the dungeons of Sauron's power and free the prisoners held therein. Search forgotten corners of the world for rings of old to counter the Halfling's trove. The scenarios for *Middle-earth: The Wizards* presented in this section will show you how!

USING THESE SCENARIOS

Each scenario begins with a narrative describing the players' goals. Special additional rules, notes on deck construction, or modifications to standard rules follow. An explanation of victory conditions concludes the text.

Each scenario is classified as one of three types based upon the special rules needed:

- S** solitaire scenario—for one person to play alone
- E** encompassing scenario—requires players to agree upon this scenario and to tune hazards and resources specifically for it.
- RC** resource/character scenario—requires only scenario specific tuning of resources and characters; hazards can be tuned generally. Therefore, players can play a resource/character scenario without revealing to their opponents which scenario they are playing.

Each scenario is also placed into one of three classes based upon how extensive a card collection should be available to tune for it:

- L** limited—four starters and eight boosters with limited trading available, 400 cards
- I** intermediate—four starters and a box of boosters with moderate trading available, 800 cards
- E** extensive—virtually every card, 1600 + cards

BRIDGE ACROSS THE ANDUIN

“...the River had been swifty bridged, and all day more force and gear of war had poured across.”

—*The Return of the King*

The Anduin is a mighty river and has long held the forces of Mordor at bay. Yet the Dark Lord does not yield up his desires so easily. In secret, a host has come forth from the very gates of Minas Morgul. It camps along the Anduin's east bank. Boats and barges are being gathered near the fords of Osgiliath. It seems that the ruined bridges there will soon be rebuilt by the enemy. Even now, raiding parties are common on the west banks of the river. When the main causeway is complete, all the land will be overrun!

To resist, Gondor must have time to gather her strength. There is hope that a small host might still prevail by holding the western landings of the river against Sauron's minions. Even the proud Steward of Gondor, Denethor II, has asked all who can, to help his people. He promises great reward and unending friendship to any that assist him in defending Gondor. Denethor II has bade such heroes to go to the provinces of his domain and muster the swords of the South Kingdom. The Wizard that champions Gondor, shall have his deeds praised in song. Tales will be told reminding the folk of the South Kingdom, how wonderous their deliverance was from the Shadow of Mordor. But prideful Denethor will honor only one.



Each player is a Wizard assisting Gondor.

The Free Council is replaced by the Steward's Council.

THE COUNT OF DOOM

If the Steward's Council has not been called before all players have taken six turns, Sauron's army attacks and no player wins. As a historical note, if the marshalling point total from the factions of all players after 6 turns is 15 or more, Gondor does resist, but no player wins, Denethor takes the field and is able to hold Mordor at bay. If this total is less than 15, the Wizards have utterly failed and Gondor falls. (If any player successfully used *Muster Disperses* against his opponent, he should be ashamed!)

As the Wizards progress from turn to turn, striving to muster forces and call the Steward's Council before turn six, Sauronic activity increases within Gondor. Using a 6-sided die as the Count of Doom (or something similar), keep track of elapsed time. Start the die at one when the final player in each round of turns finishes his first turn. Increment the die by one when this player finishes his turn. A new special rule is implemented when each face of the Count of Doom is revealed. Each rule remains in effect until the game ends.

- no face (in effect with turn 1): The hazard limit for each company is increased by one.
- face 1 (in effect with turn 2): All region types are increased in severity by one increment for the purposes of playing hazards; i.e., free-domains become border-lands, border-lands become wildernesses, wildernesses become shadow-lands, and shadow-lands become dark-domains.
- face 2 (in effect with turn 3): The prowess and number of strikes of each Orc attack are increased by one.
- face 3 (in effect with turn 4): The prowess and number of strikes of each Troll attack are increased by one.
- face 4 (in effect with turn 5): All region types are increased in severity by an additional increment for the purposes of playing hazards; i.e., free-domains become wildernesses, border-lands become shadow-lands, wildernesses become dark-domains, and shadow-lands remain dark-domains.
- face 5 (in effect with turn 6): Each player may draw twice the normal number of cards when each company moves to a new site.
- face 6: game over.

OTHER SPECIAL RULES

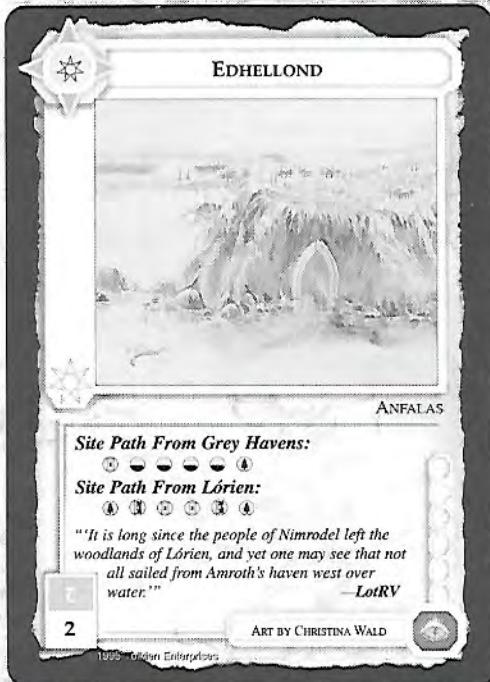
- Starting characters are placed in Edhellond.
- All Wizards have a home site of Edhellond.
- A player may not attempt to influence away an opponent's faction.
- All actions (environment card play, etc.) are interpreted under the assumption that the special rules of the Count of Doom are in play and the effects of the special rules are already established.

VICTORY CONDITIONS

The victor will be determined at the Steward's Council. Any player may call the Steward's Council when he has accumulated 9 marshalling points from factions and has stored one greater item. Each faction must be playable at a site in either:

Anórien,
Lebennin,
Lamedon,
Belfalas,
Anfalas,
Edoras,
Ithilien,
Harondor, or
Khand.

When a player calls the Steward's Council, his opponent gets one last turn before the Council starts (unless the Count of Doom is at 6). At the Council marshalling points are assessed as normal with the following exception: marshalling points from factions are worth twice their printed values. The winner is the player with the most marshalling points.



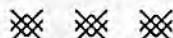
THERE AND BACK AGAIN

*"Far over the misty mountains cold
To dungeons deep and caverns old
We must away ere break of day
To seek the pale enchanted gold."*

—*The Hobbit*

It was well known in the Shire that when a Wizard comes knocking at your door, adventures are not far behind, and respectable folk had best go inside. Bilbo perceived his peril, yet something Tookish in his blood pushed him forward when a prudent retreat behind his little round door would have saved him much trouble. Before his clock struck noon the next day, the Hobbit was off to the mountains, caught in the affairs of Dwarves and Wizards. And that can be a very messy business indeed!

You choose a Hobbit and take him on this legendary quest. Seek an adventure and then return home to tell about it.



CARD LAYOUT

- Lay out the following region cards in a row, in the order listed: The Shire, Arthedain, Rhudaur, High Pass, Anduin Vales, Woodland Realm, and Northern Rhovanion.
- Contained in a row under these region cards, lay out the following site cards with each card under the region in which it is contained: Bag End, Rivendell, Goblin Gate, Beorn's House, Thranduil's Halls, and The Lonely Mountain.
- Movement for this scenario will be handled by moving a counter (a die or some convenient token) around on this array of location cards. The location of the counter represents the location of the company. At the start of the scenario, place the counter in Bag End—this represents that the Hobbit and his Dwarven companions are departing from this site.

DECK CONSTRUCTION

- Construct two decks: a hazard deck and a resource deck. Use the following exact guidelines, paying particular attention to the card count.
- The hazard deck contains 29 cards: 2 *Dragon's Desolations* (or proxy cards), 15 creatures keyed to wilderness (only two of each creature fulfilling this role may be included), 6 creatures keyed to double wilderness (three of each of these are allowed), and 6 creatures keyed to border-land (three of each of these are allowed). A creature included to fulfill one of these requirements may also coincidentally fulfill another requirement,

but the creature may not also be counted towards the other requirement. Within these guidelines, try to construct the weakest hazard deck you can; this is part of the challenge of this scenario.

- The resource deck contains any 25 resource cards you choose plus one Wizard. Have at least one greater item included in the resource mix (practically though, you should include at least two greater items).

THE COMPANY OF DWARVES

- Start with a company that contains one Hobbit and the rest Dwarves. Each Dwarf counts as half a character like a Hobbit. You have 30 points of general influence, and each character with a mind stat of 3 or greater has +1 direct influence. With these modifications, you can construct the company of Dwarves from *The Hobbit*: Bilbo, Thorin II, Glóin, Balin, Óin, Kíli, Bifur, Bofur, Nori, Fíli, Ori, Dwalin, Bombur, and Dori. Gandalf is conspicuously missing from this list, but he will pop up before you are finished.
- You have one and only one company for this scenario. The company starts with no minor items.

TURN SEQUENCE

- To start the game, draw a hand of 5 cards from your resource deck. Each turn, use the following turn sequence phase by phase. If an aspect of the turn sequence is not addressed below, then it is to be interpreted as it is written in the rulebook on page 16.

- 1) Untap phase: Untap all tapped characters and move all wounded characters to tapped position if the company is at any site (not just a haven). If the company is in a region at the start of the turn, skip this phase.
- 2) Organization phase: If the company is in a site, the company may move the location counter to an adjacent region. If the company is in a region, the company may move to the site that the region contains (located under the region) or to an adjacent region. A company may opt to not move the location counter.
- 3) Long-event phase.
- 4) Movement/Hazard phase: The company faces any hazard creatures, in the order they were drawn, showing face up on the table (as described below) that can be keyed to the company's location card.

Following these encounters, if the company is in a region or moved to a region, draw a hazard card. If it is a creature that can be played keyed to the company's region, it attacks the company. If it is a creature that cannot be keyed to the company's region or *Dragon's Desolation*, then place it face up. All face up hazards should be put in a row that shows the order in which they were drawn during the game.

Draw and resolve a second hazard card in the same manner, if the company is in a region or moved to a region.

If the company moves to High Pass, Woodland Realm, or Northern Rhovanion, draw and resolve a third hazard in the same manner. If the company began the turn in one of these three regions and chooses not to move, a third hazard is not drawn.

If the company is in a site or moved to a site, do not draw any hazard cards.

Location cards are not discarded during this scenario. The company can feel free to back up to any site. No cards are drawn at the end of this phase (unless dictated by a card).

- 5) Site phase.
- 6) End-of-Turn phase: Draw one resource card. If you then have six cards in your hand, discard a card to the resource discard pile. You will always draw one and only one resource card a turn via the normal turn sequence.

SPECIAL RULES FOR HAZARDS

- A hazard creature, once it attacks, goes into a hazard discard pile, regardless of the attack outcome.
- Deep wilderness creatures may only be played keyed to Rhudaur and High Pass.

- If a resource card prevents creatures from being played on the company that is in a region or moved to a region, two cards are drawn from the hazard deck anyhow and placed in the row of face-up cards.
- To determine which character will take a strike under circumstances when an opponent would normally determine this, the character with the highest mind stat is selected first. If there is a tie, select the character with the most direct influence. If there is still a tie, select the character with the lowest body. If there is still a tie, select the character with the lowest prowess. If there is still a tie, randomly select the character.
- After the second Orc or Troll creature is played, *Minions Stir* is considered to be in play for the rest of the game; i.e., all Orc and Troll attacks receive +1 strike and +1 prowess.
- After the second Wolf, Spider, or Animal attack is played, *Wake of War* is considered in play for the rest of the game; i.e., all Wolf, Spider, and Animal attacks receive +1 strike and +1 prowess.
- After the second Undead attack is played, *Plague of Wights* is considered in play for the rest of the game, i.e., all Undead attacks get +1 prowess.
- Each *Dragon's Desolation* remains face up on the table until you declare the company will confront the automatic-attack at The Lonely Mountain. At this point, discard all face-up *Dragon's Desolations* and give the automatic-attack +2 prowess and +1 strike for each discarded.
- When the hazard deck is exhausted, shuffle the hazard discard pile; it becomes the new hazard deck.

SPECIAL RULES FOR RESOURCES AND CHARACTERS

- Marshalling points do not count for this scenario.
- Untapped characters must choose to take strikes before tapped and wounded characters do.
- A Wizard is not played as a character. He is played as a short-event that can cancel an attack, untap a tapped character, or move a wounded character to an untapped status. When the Wizard is played, he does not go to the resource discard pile, but rather is shuffled back into the resource play deck.
- After a greater item is given to the Hobbit at The Lonely Mountain, discard two Dwarves during each organization phase in which the company moves to a region.

VICTORY CONDITIONS

You lose if the Hobbit is eliminated or if you draw the final card from your resource deck. You win during the organization phase when the Hobbit moves to Bag End and is bearing the greater item played at The Lonely Mountain.

THE FATE OF ISILDUR'S BANE

"Isildur took it, as should not have been. It should have been cast then into Orodruin's fire nigh at hand where it was made ...But Isildur would not listen to our council ...soon he was betrayed by it to his death; and so it is named in the North Isildur's Bane..."

—*The Fellowship of the Ring*

The Last Alliance of Men and Elves defeated Sauron, and the One Ring was cut from his hand and taken by Isildur. But the One, having its own awareness, betrayed him and disappeared into the waters of the Anduin. With Isildur's death none knew its fate. Yet in the North a prophecy foretold that the One Ring would be found again. Ages passed and no word of this great artifact surfaced. Then Sauron took form and power again in Mirkwood. He began to search. In hope that his Ring would come to him, he called all dark things to his side. The One Ring responded and reappeared. Yet Sauron at first had no news of its return, and the Wise raced to learn more of their peril. Beyond chance and by some power of fate, a Hobbit found the Dark Lord's treasure, rather than one of his wicked Ringwraiths. This would prove the foundation of hope for the Free Peoples. If the One Ring could be cast into the Cracks of Doom and unmade, then Sauron would fall.

You may choose to play Sauron, ever reaching out for the Ruling Ring. All the hazards are then yours to command, rather than fear.

But if your heart is still true, you may play one of the Wizards facing the challenge of defeating the Dark Lord. You must find the One Ring and take it to the Fire. For that deed will cause Sauron to fall so low that none can foresee him rising again.



SPECIAL RULES

- One player plays only resources and characters in his play deck, which has a maximum of 30 resources, four characters, and two Wizards. One resource card must be *The One Ring*. *Twilight* may be included in the resource play deck. Wizard spells are removed from the game whenever they would otherwise be required to be discarded.
- The other player plays only hazards in his play deck, which has a minimum of 32 hazards and no maximum.
- The resource player has a hand size of 5. The hazard player has a hand size of 4.
- The hazard player may choose to have any strike from a hazard creature attempt a “stealing” strike instead of a normal strike. To do this, the hazard player announces that a strike will attempt to steal a named item held by the character facing the strike. This announcement counts as one against the hazard limit. The strike’s prowess is modified by -3. Roll the strike normally. If the strike is successful, roll the body check. If the body check dice-roll is one or more greater than the wounded character’s body, the creature successfully steals the item. The item is removed from the game. If it is *The One Ring*, the hazard player wins. The wounded character is eliminated if the dice-roll is two or more greater than his body; otherwise, he remains wounded.

- The hazard player may choose to have a Nazgûl permanent-event tap to become a short-event that will attempt to “find” an item. This counts as one against the hazard limit. When the hazard player announces this, he removes three cards at random from the resource player’s discard pile (the resource player may shuffle his discard pile first) and reveals them. Any item revealed is removed from the game. If *The One Ring* is revealed, the hazard player wins the game. The Nazgûl is discarded.

VICTORY CONDITIONS

The resource player wins if he throws *The One Ring* into Mount Doom. This means he must successfully play either *Gollum’s Fate* or *Cracks of Doom*. The hazard player wins if a hazard creature successfully “steals” *The One Ring*, if a Nazgûl finds *The One Ring*, if the bearer of *The One Ring* fails a corruption check (rolls equal to or less than his accumulated corruption points), or if no characters are in play.

FRIENDS IN A TIME OF NEED

"To cast aside regret and fear. To do the deed at hand. Every man that can ride should be sent west at once...while we have time. If we fail, we fall. If we succeed—then we will face the next task."

—The Two Towers

Each Wizard must gather a strong company to counter the depredations of the Enemy. He dares not chance that these characters will reach Rivendell unsought and unaccompanied. Each Wizard must seek his companions in their homelands.

The Enemy often strikes without warning, for Orcs and their cohorts prefer overwhelming numbers. Catching a victim unprepared and helpless delights them. When such an unlooked for raid occurs, the Free Peoples send messengers far and wide. All goodly folk, even the beasts of the wood, come together to defend their land. Yet the Dark Lord knows his business, and he has sent a raid unforeseen on the heels of Winter. There is no time to wait for messengers. Two Wizards must set out in haste, obtaining strength as they seek aid.



SPECIAL RULES

- With the exception of the characters in the starting company, a character may **not** be brought into play at a haven unless the haven is given as the character's home site.

VICTORY CONDITIONS

Once you have exhausted your play deck once, you may bid for a victory at the end of any turn you have 17 or more marshalling points worth of characters and allies in play and each character is equipped with an item. At this time each of your characters makes a corruption check. Following this, if you still have 15 or more marshalling points worth of characters and allies in play and each character is equipped with an item, you achieve a true victory and win automatically. Otherwise, the game continues.

In tournament play, you achieve a ragged muster (rank 1) when you have 8 marshalling points of characters and allies in play (no item qualification). You achieve a minor muster (rank 2) when you have 11 marshalling points of characters and allies in play (no item qualification). You achieve a major muster (rank 3) when you have 14 marshalling points of characters and allies in play (no item qualification). You achieve a great muster (rank 4) when you have 17 marshalling points of characters and allies in play (no item qualification).



BARRELS OUT OF BOND

"For some time Bilbo sat and thought about this water-gate, and wondered if it could be used for the escape of his friends, and at last he had the desperate beginnings of a plan."

—*The Hobbit*

Few tasks are so noble as the rescue of one's friends from imprisonment. Often such attempts fail, because of their desperate and improbable nature. Yet to try, to pursue hope, is often better than accepting the loss of those who are dear. And many famous friendships have become the stronger for the debt of freedom.

The players seek to free their friends from the enemy's dungeons. Once liberated, these friends may then join in the search for other prisoners. Players look to free as many characters as possible to win.



SPECIAL RULES

- Put four *Rescue Prisoners* in your resource mix.
- When you play *Rescue Prisoners*, you may put as many characters from your hand under it as you like. However, you must put at least one, or else *Rescue Prisoners* may not be played. These characters are considered in play, but they have no effect on the game until *Rescue Prisoners* is stored. Once *Rescue Prisoners* is stored, the characters may immediately join their host company if there is enough influence to control them. Otherwise, they are discarded. Bringing characters into play via *Rescue Prisoners* does **not** count against the limit that only one character may be brought into play during the organization phase.

VICTORY CONDITIONS

After you have exhausted your play deck once, you automatically win at the end of a turn if you have four *Rescue Prisoners* stored. They must each have been played at a different site.

During tournament play, you free a few wobbly captives (achieve rank 1) when you store your first *Rescue Prisoners*. You deliver a small band of stout hearts from behind bars (achieve rank 2) when you store your second *Rescue Prisoners*. You liberate several prominent personages and valiant warriors (achieve rank 3) when you store your third *Rescue Prisoners*. You scour the dungeons of the Enemy (achieve rank 4) when you play your fourth *Rescue Prisoners*.



THE KING BENEATH THE MOUNTAINS

*"The mountain throne once more is freed!
O! wandering folk, the summons heed!
Come haste! Come haste! across the waste!
The king of friend and kin has need."*

—*The Hobbit*

With the unexpected fall of the dragon Smaug, Thorin Oakenshield became King under the Mountain. He sent messages to all his folk calling upon them for aid, as his need was great. Yet his kin were few and scattered. Only some might quickly reach him, but all would be needed in time, if Lonely Mountain were again to be made fair.

You are a Dwarf lord gathering a host of companions to your side. Who will marshal the most useful force and gain the favor of the King under the Mountain? Will you be the one to sit at the King's side or will another take your place?



VICTORY CONDITIONS

Once you have exhausted your play deck once, you may bid for a victory at the end of any turn if you have 22 marshallng points and five or more Dwarf characters in play. At this point, each of your characters makes a corruption check outside of the turn sequence. If you still have at least 18 marshallng points after these checks, the Lonely Mountain achieves a grandeur unrivaled, and you win automatically. Only marshallng points from Dwarven factions, Dwarf characters, items, and dead creatures count. Marshallng points for Dwarven factions are doubled if you control both the Iron Hill Dwarves and the Blue Mountain Dwarves.

During tournament play, you bring bands of stout Dwarves to aid Thorin Oakenshield in cleansing the dragon's lair (achieve rank 1) when you accumulate 10 marshallng points. You draw companies of brave Dwarves to help the King make the Lonely Mountain home to his kindred (rank 2) when you accumulate 14 marshallng points. You attract swarms of honorable Dwarves to make the mountain halls fair (achieve rank 3) when you accumulate 18 marshallng points. You summon hosts of loyal Dwarves to create splendor under the mountain (achieve rank 4) when you accumulate 21 marshallng points.



A PILFERER AT THE PRANCING PONY

"It all comes of those newcomers and gangrels that began coming up the Greenway last year... Some were poor bodies running away from trouble; but most were bad men, full o' thievery and mischief. And there was trouble right here in Bree..."

—Return of the King

Bree had its own troubles during and after the War of the Ring. Ruffians from other lands came and preyed upon the peaceful Bree-land folk. But sometimes a thief stole from the tougher sorts and got much more than he had expected. This is then the story of one such chase.

One player, who feels an urge for mischief, plays a thief who makes off with the belongings of another. The other player is the victim of the theft, but he has friends and determination to recover his own.



SPECIAL RULES:

- Each player starts with one character. One player plays the thief, the other plays the victim. It should be pre-determined which player is playing which persona. Both starting characters must have a mind stat of five or less.
- Each player comes to the table with pre-designed decks (see deck construction below).
- This scenario emphasizes geography and the role of location cards. Each player will want to have most, if not all, of the region cards, and most, if not all, of the site cards. It is suggested that proxy cards be used to represent any location cards not in a player's possession.
- The thief may only have one company. The victim may have as many companies as he likes.
- If the thief is eliminated due to combat, he may transfer his items normally to unwounded characters in his company. If he transfers the item he stole from the victim at the beginning of the game, the new bearer becomes the thief for all purposes.

DECK CONSTRUCTION

Both players' decks must have an equal number of hazards and resources and a maximum of 8 characters (no Wizards). The victim's deck has a maximum of 60 cards. The thief's deck has a minimum of 50 cards. The thief can not play any allies or factions. The thief's hazard mix may only include creatures and environmental events. Creatures that can also be played as events may be included, and they may be played as either.

IN PREPARATION FOR PLAY

The victim reveals his character at Bree and any two different items (which he bears). The only restriction to the victim's selection is that the items cannot be designated as not transferrable (this includes *Wizard's Ring*).

The thief then reveals his character card. The thief may have two character cards available for himself, and he may decide which of the two to reveal at this point. Naturally, the thief cannot reveal himself to be the same character as the victim. The unused character card can be shuffled into the play deck or removed from the game. The thief chooses any one item of his choice with which to start—no restrictions apply except that it cannot be a unique item revealed by the victim.

The thief takes for himself one of the two items the victim revealed and starts in any site he chooses. Play begins with the victim taking his first untap and organization phase.

THE TURN SEQUENCE

- 1) victim – untap and organization;
- 2) thief – untap and organization;
- 3) victim – long-event, movement/hazard, site, and end-of-turn; and
- 4) thief – long-event, movement/hazard, site, and end-of-turn.

INFLUENCE

Neither player is a Wizard nor plays with a Wizard card. Each player is considered to have a pool of 10 free general influence at all times. Characters in play count neither against general influence nor direct influence. Characters are only brought into play via a modified direct influence check during the organization phase. Only the designated thief character and victim character may attempt to bring other characters into play.

For a character to be brought into play, the victim or thief must be at the character's home site. The victim or thief rolls 2d6 and adds his direct influence. If the roll is greater than or equal to the character's mind stat, the character is brought into play with the victim's or thief's company. Thus, it is relatively easy to bring characters into play. If the modified influence check is less than the character's mind stat, the character is discarded.

CORRUPTION

Corruption checks made by the thief and any characters in his company are modified by +1 because they are already mildly corrupted (they do not serve the Free Peoples). If the thief fails a corruption check (rolls equal to or less than his accumulated corruption points), the only effect is that all other characters in his company are eliminated and their items discarded. This means the thief has lost control and can only act as a one-person show (like Gollum). If any other character in the thief's company fails a corruption check, he is eliminated.

Corruption checks for the victim's characters are treated normally. The victim and his friends serve the Free Peoples.

MOVEMENT

Each company of the victim must choose to move to a new site each turn. The thief's company may choose not to move. All declared movement must be from site to site. Movement is declared during the organization phase normally with face down location cards.

A special procedure should be followed to permit secret movement. During the organization phase, a player may lay up to five location cards (sites and regions) face down in a row extending out from a company's site of origin. At the beginning of the company's movement/hazard phase, the player turns each location card over one at a time starting with the card located next to the company's site of origin and moving out. He does this until either a new site is revealed or an illegal location card is revealed. If an illegal location card is revealed, the company is considered to have not moved, if it is the thief's company. If a victim's company reveals a geographically illegal card, he must immediately remove the card and play location cards, from his location deck or those that remain face down by the company, that take the company to a new site.

When an old non-haven site card is removed from a company controlled by the victim (it may be tapped or untapped), the card is put into a special pile of face-up posted sites. It is illegal for the thief's company to move to a posted site. A victim's company may move to an untapped posted site.

VICTORY CONDITIONS

The victim wins if any character he controls is untapped and at the same site as the thief at the end of the thief's movement/hazard phase. The character taps and exclaims he has found the victim's stolen item. The victim also wins, if the thief player has no characters in play.

The thief wins when his deck is exhausted twice or when the victim's deck is exhausted once. The thief also wins if the victim's character is eliminated.

COUNCIL OF THE WISE

"The memory of the words at the Council came back to me... 'The Nine, the Seven, and the Three had each their proper gem. Not the One. It was round and unadorned, as it were one of the lesser rings; but its maker set marks upon it that the skilled, maybe, could see and read.'"

—*The Fellowship of the Ring*

Long before the One Ring was found, many searched for the other Rings of Power. The Nine were known to be with Sauron, but what of the Three Elven Rings or the Seven Rings of the Dwarves? What of the lesser rings, unadorned? What powers did they have, and of what use could they be against Sauron? If the Wise could gather some of these, might not the Free Peoples wield them to resist the Dark Lord?

The Council of the Wise has come together to learn the doom of all the ancient magic rings. They ask the Wizards to go forth and find as many as they may. Your Wizard must seek the rings of old and bring them before the Council for examination or test them himself according to his own ringlore. The Wise deem the magic of rings to be of greatest import. For the Dark Lord is the Lord of the Rings, and knowledge of his ancient designs might reveal the recipe for his defeat.

Each Wizard must seek to find as many rings as possible.



VICTORY CONDITIONS

A player may call the Council of the Wise (which replaces the Free Council) at the end of any turn, if he has 7 rings in play. His opponent receives one more turn before the Council starts. Otherwise, the Council of the Wise starts after the turn when all play decks have been exhausted twice.

The Council of the Wise is considered to take place at a site where Information is playable. All characters possessing rings make a corruption check; no other characters need make corruption checks. Thereafter, all gold rings are tested without card play by the Council. Each player with any gold rings makes a dice-roll; the player who rolls highest, tests his rings first.

Instead of using a free gold ring test provided by the Council, a player may opt to test a gold ring himself with cards from his hand or in play. A player may modify any test as his cards dictate.

When a gold ring is tested at the Council, the ring resulting from the test need not be available to be credited, though the names chosen for each ring must be noted, because unique rings cannot be duplicated. The winner is the player with the most marshalling points from rings.



HEIRLOOMS OF THE PAST

"You have only a choice of evils; and prudence would counsel you to strengthen such strong places as you have, and there await the onset; for so shall the time before your end be made a little longer ...But no! ...I do not council prudence."

—Return of the King

The Wise know that in time the power of the Dark Lord will wax beyond resistance. There exists only the hope of delaying Sauron's rise, but none for victory over him. With little chance of winning, the policies of survival loom large. Prudence demands that the Free Peoples should make their strong places stronger. Of these places, the Havens of the Eldar are the most important. Perhaps some of the heirlooms of the past might be regained to secure the future. With such powerful devices at their disposal, the Havens can resist Sauron until some unforeseen hope should arise. The Wizards have been asked to go and find these ancient articles.

Each player seeks to gather and store three items at each of the Havens, to improve their defenses.



VICTORY CONDITIONS

After you have exhausted your play deck once, you win automatically when you have three items stored at each haven.

During tournament play, you achieve répute as a yeoman in service to the Free Peoples (rank 1) when you have two items stored at one haven. You win fame as a valiant warrior (rank 2) when you have two items stored at one haven and three items stored

at another haven. You gain renown as a great hero (rank 3) when you have two items stored at one haven, three items stored at another haven, and three items stored at yet another haven. You receive glory and acclaim as a true champion (rank 4) when you have two items stored at one haven, three items stored at another haven, three items stored at a third haven, and three items stored at a fourth haven.

FIRE ON AMON DÎN

"On, Shadowfax! We must hasten. Time is short. See! The beacons of Gondor are alight, calling for aid. War is kindled."

—Return of the King

The beacons of Gondor are alight, a testimony to the coming storm. The Dark Lord is preparing his final stroke against Gondor. Yet his reach extends beyond the fiefs of the South-kingdom. All the Free Peoples will be assaulted. The Morgul-tide is rising, and only utmost exertion will hold it back. The Elves and Dwarves must forget their own grievances. The Ents must awaken from their slumber. And the Dúnedain, remnants of dying Númenor, must put forth their final strength. But the Swarthy Men, proud Southrons, fierce Variags and the unwieldy Easterlings, will turn the tide. For their departure from Sauron's fold is critical, and their alliance to the Free Peoples would be an even greater boon. The Wise have sent a summons. Let all Wizards who remain true to their mission, toil in the name of Middle-earth. Let them go with great purpose, bearing tidings of desperation to every bastion of resistance. Let none forget these times, if any survive them.

Each player is trying to get nine factions into play.



VICTORY CONDITIONS

Once you have exhausted your play deck once, you automatically win when you have 9 factions in play.

During tournament play, you have earned and won the loyalty of a small host (rank 1) when you have two factions in play. You have gained the good will

of a significant host (rank 2) when you have four factions in play. You have obtained the favor of a major host (rank 3) when you have six factions in play. You have wrought bonds of allegiance with a vast host indeed (rank 4) when you have eight factions in play.

A HOBBIT'S QUEST

"In fact I will go so far as to send you on this adventure. Very amusing for me, very good for you—and profitable too, very likely, if ever you get over it."

—*The Hobbit*

Gandalf enjoyed visiting the Shire. He found its folk amusing.

Although not considered respectable by the Shire Hobbits, he was thought, in secret, to be interesting to many. Few had never listened to one of his tales or heard mentioned one of his adventures. He was known to give splendid gifts, but for what price? Often Hobbits would disappear and return fabulously wealthy, and sometimes not! As Hobbits go, the Took family seemed to contain among them Gandalf's best conspirators. From this bold and adventurous lot his most successful and well known adventures were devised. Few know all the details of his intrigues. How many other Hobbits left the comfort of their homes for an adventure with a Wizard as their guide? Not even the Wise can guess.

Your Wizard has decided to ask a Hobbit to obtain a few useful items; all travel expenses for this adventure will be payed in full; funeral expenses, if the need arrises, will be defrayed by the Wizard.



SPECIAL RULES

- Start any Hobbit at Bag End with *Bill the Pony* and equip the Hobbit with any one minor item and any one major item. If *Bill* is not available, just start without him. Any duplicated unique starting items are put into the play decks. *Bill the Pony* is not considered unique for this scenario. In addition, *Bill* may be brought into play at any haven. Multiple copies of *Bill* in play can be interpreted as *Gilly the Pony*, *Nob the Pony*, etc.
- For the purposes of this scenario, *Bill the Pony* has a body attribute equal to 10.
- You may not reveal yourself with a Wizard card.
- Another character may be brought into play at any haven or his home site, but he must come into play in the Hobbit's company. Thus, the Hobbit must be at the site where a character is brought into play. No character may be brought into play if the Hobbit is not in play.
- If the Hobbit is discarded or goes to your hand, the Hobbit can only come back into play if the rest of his company is at the Shire or if all other characters have been removed from play. In this case, until the Hobbit returns, the rest of his company cannot store or play any items, allies, or factions.
- You may only have one company for this scenario.
- Your hand size is increased by one and you may draw one additional card for each wilderness the company moves through.

VICTORY CONDITIONS

Once you have exhausted your play deck once, you win automatically on the turn your Hobbit is in Bag End after his company completes the tasks outlined below. If he is ever eliminated, you lose automatically. Any resources the company plays without the Hobbit may not be used to satisfy the tasks.

The Hobbit's tasks (to be carried out in any order that suits you):

- Play one greater item and store it at a haven.
- Play one major item and store it at any other haven (the starting major item may not be used to satisfy this).
- Play one gold ring and store it at any other haven.
- Successfully influence one faction playable at a site with the unused haven as its nearest haven.

During tournament play, you justify the Wizard's choice (achieve rank 1) when you complete one of these tasks. You gladden the Wizard and the Wise—guardians of the Free Peoples (achieve rank 2)—when you perform a second task. You surprise the Wizard and win renown for your achievements (achieve rank 3) when you accomplish a third task. You astound the Wizard with your deeds which are celebrated in Elven-song and praise (achieve rank 4) when you complete a fourth task.

PART X

THE CARD LISTS

This compiled list of cards is designed to aid players of *Middle-earth: The Wizards* in the construction of their play decks.

The first list of cards is the Card Index. The Card Index contains all of the cards, listed in alphabetical order, the card type abbreviation, the rarity, and the artist who painted the illustration.

The tables that follow the Card Index are divided by card types. The basic card types, resources, hazards, characters, and locations, are subdivided further into a more specific description, e.g., hazard creatures versus hazard events. Each card will appear on its corresponding card type table. On these tables, you will find more in depth information about an individual card such as where the card may be played, what other cards are required to play the card, and what cards are affected or affect this card.

A list of the card type abbreviations and their corresponding page numbers follows.



Abbreviation	Card Type	Table Page #
RI	Resource Items	78
RE	Resource Events	79
RA	Resource Allies	81
RF	Resource Factions	81
HC	Hazard Creatures	82
HE	Hazard Events	84
HS	Hazard Specials	85
Char.	Characters	86
Reg.	Regions	88
Site	Sites	90

CARD INDEX

Title	Type	Rarity	Artist	Title	Type	Rarity	Artist
A Chance Meeting	RE	CB1	Randy Gallegos	Bree	Site	F1	Randy Gallegos
A Friend or Three	RE	CB2	Quinton Hoover	Bridge	RE	U	Stefano Baldo
Abductor	HC	CA1	Dameon Willich	Brigands	HC	CA2	Angus McBride
Adrazar	Char.	F1	David Deitrick	Brown Lands	Reg.	CB1	Jo Hartwig
Adûnaphel	HS	R	Liz Danforth	Call of Home	HE	CA2	Randy Gallegos
Agburanar	HC	R	Quinton Hoover	Call of the Sea	HE	U	Mark Poole
Akhôrahil	HS	R	Liz Danforth	Cameth Brin	Site	CB1	David Martin
Alatar	Char.	F2	Angus McBride	Cardolan	Reg.	CB2	Jo Hartwig
Align Palantîr	RE	U	Eric David Anderson	Carn Dûm	Site	R	J. Wallace Jones
Ambusher	HC	CA1	Angus McBride	Cave-drake	HC	CA2	David Deitrick
Amon Hen	Site	CA1	David Martin	Caves of Úlund	Site	U	Randy Asplund-Faith
Anborn	Char.	U	David Deitrick	Celeborn	Char.	F1	Angus McBride
Andrast	Reg.	CB1	Jo Hartwig	Choking Shadows	HE	CA1	Gail McIntosh
Andrast Coast	Reg.	CB1	Jo Hartwig	Círdan	Char.	R	Quinton Hoover
Anduin River	RE	CB2	Mark Poole	Cirith Ungol	Site	R	Mark Poole
Anduin Vales	Reg.	CB2	Jo Hartwig	Clear Skies	RE	R	Kevin Ward
Andúril	RE	R	N. Taylor Blanchard	Clouds	HE	R	Rob Alexander
Anfalas	Reg.	CB2	Jo Hartwig	Concealment	RE	CA1	Quinton Hoover
Angmar	Reg.	CB1	Jo Hartwig	Corpse-candle	HC	CA1	Kaja Foglio
Annalena	Char.	F2	Angus McBride	Corsairs of Umbar	HC	U	Angelo Montanini
Anórien	Reg.	CB2	Jo Hartwig	Cracks of Doom	RE	U	Kevin Ward
Aragorn II	Char.	F1	Angus McBride	Crebain	HC	CA1	Stefano Baldo
Arinmîr	Char.	U	Angus McBride	Daelomin	HC	R1	David Martin
Army of the Dead	RF	R	Lubov	Dagger of Westernesse	RI	CA2	Stefano Baldo
Arouse Denizens	HE	CA2	Angus McBride	Dagorlad	Reg.	CB1	Jo Hartwig
Arouse Minions	HE	CA2	Angus McBride	Dáin II	Char.	R	Angus McBride
Arthedain	Reg.	CB2	Jo Hartwig	Damrod	Char.	U	Mark Poole
Arwen	Char.	R	Angus McBride	Dancing Spire	Site	U	Pat Morrissey
Ash Mountains	RE	CB1	Kevin Ward	Dark Quarrels	RE	CA2	Randy Gallegos
Assassin	HC	R	Angus McBride	Dead Marshes	Site	U	Pat Morrissey
Athelas	RI	U	Angelo Montanini	Denethor II	Char.	R	Angus McBride
Awaken Denizens	HE	CA2	Angus McBride	Despair of the Heart	HE	CA1	Angus McBride
Awaken Minions	HE	CA2	Angus McBride	Dimrill Dale	Site	U	Eric David Anderson
Awaken the Earth's Fire	HE	U	Angelo Montanini	Dodge	RE	CA1	Ron Rousselle II
Bag End	Site	F2	Randy Asplund-Faith	Dol Amroth	Site	CB1	Mark Poole
Balin	Char.	U	Angelo Montanini	Dol Guldur	Site	R	Christina Wald
Balrog of Moria	HE	R	Rob Alexander	Doors of Night	HE	F5	Melissa Benson
Bandit Lair	Site	F3	Darryl Elliott	Dori	Char.	U	Angelo Montanini
Bane of the Ithil-stone	HE	R	Jeffrey Reitz	Dorwinion	Reg.	CB1	Jo Hartwig
Barad-dûr	Site	R	Kevin Ward	Dragon's Desolation	HE	U	Edward Beard, Jr.
Bard Bowman	Char.	F2	Angelo Montanini	Dreams of Lore	RE	CA2	Kevin Ward
Barliman Butterbur	Char.	U	April Lee	Drowning Seas	HE	U	Angelo Montanini
Barrow-downs	Site	F1	Angus McBride	Drúadan Forest	Site	CB1	Edward Beard, Jr.
Barrow-wight	HC	U	Lori Deitrick	Dunharrow	Site	R	N. Taylor Blanchard
Bay of Belfalas	Reg.	CB1	Jo Hartwig	Dunland	Reg.	CB1	Jo Hartwig
Beautiful Gold Ring	RI	CA2	Larry Forcella	Dunlendings	RF	F1	Angelo Montanini
Belfalas	Reg.	CB1	Jo Hartwig	Dunnish Clan-hold	Site	F1	Storn Cook
"Bert" (Bûrt)	HC	U	Liz Danforth	Durin's Axe	RI	U	Ron Rousselle II
Beorn	Char.	F1	Stefano Baldo	Dwalin	Char.	CB1	Angelo Montanini
Beorn's House	Site	F1	Eric David Anderson	Dwar of Waw	HS	R	Liz Danforth
Beornings	RF	F1	Angelo Montanini	Dwarven Ring of	Barin's Tribe	RI	Storn Cook
Beregond	Char.	F1	Edward Beard, Jr	Dwarven Ring of	Bávor's Tribe	RI	Dan Frazier
Beretar	Char.	U	Angelo Montanini	Dwarven Ring of	Drúin's Tribe	RI	Daniel Gelon
Bergil	Char.	U	Stefano Baldo	Dwarven Ring of	Durin's Tribe	RI	Dan Frazier
Bifur	Char.	CB1	Angelo Montanini	Dwarven Ring of	Dwálin's Tribe	RI	Daniel Gelon
Bilbo	Char.	R	Angus McBride	Dwarven Ring of	Thélor's Tribe	RI	Melissa Benson
Bill the Pony	RA	U	Gail McIntosh	Dwarven Ring of	Thrár's Tribe	RI	Audrey Corman
Block	RE	CA1	Angus McBride	Eagle-mounts	RE	R	Ron Rousselle II
Blue Mountain	Dwarf-hold	Site	Rob Alexander				
Blue Mountain Dwarves	RF	U	Angelo Montanini				
Bofur	Char.	CB1	Angelo Montanini				
Bombur	Char.	U	Angelo Montanini				
Book of Mazarbul	RI	U	N. Taylor Blanchard				
Boromir II	Char.	F2	Angelo Montanini				

Title	Type	Rarity	Artist	Title	Type	Rarity	Artist
Eagles' Eyrie	Site	CB1	Rob Alexander	Glamdring	RI	U	Audrey Corman
Earth of Galadriel's Orchard	RI	U	Edward Beard, Jr	Glittering Caves	Site	U	David Martin
Easterling Camp	Site	R	Storn Cook	Glóin	Char.	U	Angelo Montanini
Easterlings	RF	R	Heather Hudson	Gloom	HE	CA1	Darryl Elliott
Edhellond	Site	CB1	Christina Wald	Glorfindel II	Char.	F1	Randy Gallegos
Edoras	Site	F1	Margaret Organ-Keane	Goblin-gate	Site	F2	Randy Gallegos
Elf-song	RE	R	Stefano Baldo	Goldberry	RA	U	Angus McBride
Elf-stone	RI	CB2	Mark Poole	Gollum	RA	U	Angus McBride
Elladan	Char.	F1	April Lee	Gollum's Fate	RE	R	Randy Gallegos
Elrohir	Char.	F1	April Lee	Gorgoroth	Reg.	CB1	Jo Hartwig
Elrond	Char.	R	Kevin Ward	Great Ship	RE	R	Audrey Corman
Elven Cloak	RI	CA2	Rob Alexander	Great-road	RE	CA1	Pat Morrissey
Elven Shores	Reg.	CB1	Jo Hartwig	Great-shield of Rohan	RI	U	Audrey Corman
Elves of Lindon	RF	R	Liz Danforth	Greed	HE	CA1	Stefano Baldo
Enedhwaith	Reg.	CB1	Jo Hartwig	Grey Havens	Site	CB1	Mark Poole
Ent-draughts	RI	U	Randy Gallegos	Grey Mountain Narrows ..	Reg.	CB1	Jo Hartwig
Ents of Fangorn	RF	F1	Lori Deitrick	Gundabad	Reg.	CB1	Jo Hartwig
Éomer	Char.	U	Angelo Montanini	Gwaihir	RA	R	Gail McIntosh
Éowyn	Char.	U	Angelo Montanini	Halbarad	Char.	U	Quinton Hoover
Eriadoran Coast	Reg.	CB1	Jo Hartwig	Haldalam	Char.	R	David Deitrick
Erkenbrand	Char.	F1	Angus McBride	Haldir	Char.	U	Lori Deitrick
Escape	RE	CA1	Eric David Anderson	Half-trolls of Far Harad ..	HC	CA1	Heather Hudson
Ettenmoors	Site	CA1	Rob Alexander	Halfling Stealth	RE	CB2	Quinton Hoover
Eye of Sauron	HE	R	Edward Beard, Jr.	Halfling Strength	RE	CB2	Donato Giancola
Fair Gold Ring	RI	CA2	N. Taylor Blanchard	Háma	Char.	CB1	Lori Deitrick
Fair Sailing	RE	R	Mark Poole	Harondor	Reg.	CB1	Jo Hartwig
Fair Travels in Border-lands	RE	CA1	Rob Alexander	Hauberk of Bright Mail ..	RI	CA1	Audrey Corman
Fair Travels in Dark-domains	RE	R	Kevin Ward	Healing Herbs	RI	CA2	Quinton Hoover
Fair Travels in Free-domains	RE	R	Mark Poole	Heart of Mirkwood	Reg.	CB1	Jo Hartwig
Fair Travels in Shadow-lands	RE	CA1	Mark Poole	Henneth Annûn	Site	FI	Rob Alexander
Fair Travels in Wilderness ..	RE	CA1	Mark Poole	Hiding	RE	R	Quinton Hoover
Fangorn	Reg.	CB1	Jo Hartwig	High Pass	Reg.	CB2	Jo Hartwig
Far-sight	RE	CA1	Kevin Ward	Hillmen	RF	U	Angelo Montanini
Faramir	Char.	F1	Angelo Montanini	Himring	Site	U	David Martin
Favor of the Valar	RE	R	David Deitrick	Hoarmûrath of Dîr	HS	R	Liz Danforth
Fell Beast	HE	R	Edward Beard, Jr.	Hobbits	RF	R	Quinton Hoover
Fell Turtle	HC	R	Quinton Hoover	Hollin	Reg.	CB2	Jo Hartwig
Fell Winter	HE	CA1	Gail McIntosh	Horn of Anor	RI	CB1	Angelo Montanini
Fellowship	RE	CA2	Angus McBride	Horse Plains	Reg.	CB1	Jo Hartwig
Fili	Char.	U	Angelo Montanini	Horses	RE	CA1	Margaret Organ-Keane
Fog	RE	U	Angelo Montanini	Huorn	HC	CA1	April Lee
Ford	RE	CA1	Damion Willich	Imlad Morgul	Reg.	CB1	Jo Hartwig
Forlong	Char.	CB1	Quinton Hoover	Imrahil	Char.	U	Donato Giancola
Forochel	Reg.	CB1	Jo Hartwig	Indûr Dawndeaht	HS	R	Liz Danforth
Foul Fumes	HE	CA1	Angelo Montanini	Irorock	Site	U	Pat Morrissey
Frodo	Char.	R	Angus McBride	Iron Hill Dwarf-hold	Site	F1	Ron Rouselle II
Galadriel	Char.	R	Angus McBride	Iron Hill Dwarves	RF	F1	Angelo Montanini
Galva	Char.	R	Quinton Hoover	Iron Hills	Reg.	CB1	Jo Hartwig
Gamling the Old	Char.	U	Angus McBride	Iseengard	Sitc	F2	Eric David Anderson
Gandalf	Char.	F2	Olivier Frot	Isles of the Dead that Live ..	Site	R	Rob Alexander
Gap of Isen	Reg.	CB2	Jo Hartwig	Ithilien	Reg.	CB1	Jo Hartwig
Gates of Morning	RE	F5	Melissa Benson	Khamûl the Easterling ..	HS	R	Liz Danforth
Ghân-buri-Ghân	Char.	U	April Lee	Khand	Reg.	CB1	Jo Hartwig
Ghosts	HC	CA1	Ron Spencer	Kili	Char.	F2	Angelo Montanini
Ghouls	HC	CA1	Angus McBride	Kindling of the Spirit	RE	CA1	Edward Beard, Jr
Giant	HC	CA2	Dameon Willich	Knights of Dol Amroth ..	RF	U	Angelo Montanini
Giant Spiders	HC	CA2	April Lee	Lake-town	Site	CB1	Eric David Anderson
Gildor Inglorion	Char.	F1	Lori Deitrick	Lamedon	Reg.	CB1	Jo Hartwig
Gimli	Char.	F1	Lori Deitrick	Lapse of Will	RE	U	David Deitrick
Gladden Fields	Site	CA1	Quinton Hoover	Leaflock	RA	U	Gail McIntosh

CARD INDEX

Title	Type	Rarity	Artist	Title	Type	Rarity	Artist
Lond Galen	Site	CB1	J. Wallace Jones	Óin	Char.	U	Angelo Montanini
Long Winter	HE	CA1	Ken Meyer, Jr.	Old Forest	Site	CA1	Kevin Ward
Lordly Presence	RE	CB1	Donato Giancola	Old Friendship	RE	CB1	Donato Giancola
Lórien	Site	CB1	Stefano Baldo	Old Man Willow	HC	U	Angus McBride
Lossadan Cairn	Site	CA1	J. Wallace Jones	Old Púkel Gap	Reg.	CB1	Jo Hartwig
Lossadan Camp	Site	CB1	Lori Deitrick	Old Púkel-land	Reg.	CB1	Jo Hartwig
Lossoth	RF	U	April Lee	Old Road	RE	CB2	Kevin Ward
Lost at Sea	HE	R	Randy Asplund-Faith	Olog-hai (Trolls)	HC	U	Angelo Montanini
Lost in Border-lands	HE	CA1	Kevin Ward	Orc-guard	HC	CA1	Dameon Willich
Lost in Dark-domains	HE	R	Mark Poole	Orc-lieutenant	HC	U	Jo Hartwig
Lost in Free-domains	HE	CA1	Kevin Ward	Orc-patrol	HC	CA2	Brian Snoddy
Lost in Shadow-lands	HE	CA1	Ken Meyer, Jr.	Orc-raiders	HC	CA2	Heather Hudson
Lost in the Wilderness	HE	CA1	Randy Asplund-Faith	Orc-warband	HC	CA1	Heather Hudson
Lucky Search	RE	R	Ron Rouselle II	Orc-warriors	HC	CA2	Brian Snoddy
Lucky Strike	RE	CA1	Angus McBride	Orc-watch	HC	CA1	Dameon Willich
Lure of Creation	HE	U	Ron Rouselle II	Orcrist	RI	U	Audrey Corman
Lure of Expedience	HE	CA1	Kevin Ward	Ori	Char.	CB1	Angelo Montanini
Lure of Nature	HE	CA2	Quinton Hoover	Orophín	Char.	CB1	Lori Deitrick
Lure of Power	HE	R	Dameon Willich	Ost-in-Edhil	Site	U	Mark Poole
Lure of the Senses	HE	CA1	Ron Rouselle II	Palantír of Amon Sûl	RI	R	N. Taylor Blanchard
Mablung	Char.	U	Margaret Organ-Keane	Palantír of Annúminas	RI	R	Margaret Organ-Keane
Magic Ring of Courage	RI	U	Edward Beard, Jr	Palantír of Elostirion	RI	U	Stefano Baldo
Magic Ring of Lore	RI	U	Audrey Corman	Palantír of Minas Tirith	RI	U	Jeffery Reitz
Magic Ring of Nature	RI	U	Quinton Hoover	Palantír of Orthanc	RI	U	Ronald Chironna
Magic Ring of Stealth	RI	U	Melissa Benson	Palantír of Osgiliath	RI	R	Edward Beard, Jr
Magic Ring of Words	RI	U	Ronald Chironna	Pallando	Char.	F2	Angus McBride
Men of Anfalas	RF	U	Angelo Montanini	Paths of the Dead	RE	R	Edward Beard, Jr.
Men of Anórien	RF	F1	David Deitrick	Peath	Char.	F1	Stefano Baldo
Men of Dorwinion	RF	U	Lori Deitrick	Pelargir	Site	CB1	J. Wallace Jones
Men of Lamedon	RF	U	David Deitrick	Persuasive Words	RE	CB1	Donato Giancola
Men of Lebennin	RF	U	Lori Deitrick	Pick-pocket	HC	U	Ronald Shuey
Men of Northern	RF	U	Lori Deitrick	Pippin	Char.	U	Angelo Montanini
Rhovanion	RF	U	Angelo Montanini	Plague of Wights	HE	U	Randy Asplund-Faith
Merry	Char.	U	Angelo Montanini	Potion of Prowess	RI	CA1	Darryl Elliott
Minas Morgul	Site	R	Angus McBride	Praise to Elbereth	RE	U	Donato Giancola
Minas Tirith	Site	F2	Eric David Anderson	Precious Gold Ring	RI	CA2	Jeffery Reitz
Minions Stir	HE	U	Angus McBride	Púkel-men	HC	R	Kaja Foglio
Mirror of Galadriel	RE	U	Angus McBride	Quickbeam	RA	U	Gail McIntosh
Miruvor	RI	CA1	Darryl Elliott	Quiet Lands	RE	U	Douglas Chaffee
Misty Mountains	RE	CB2	Rob Alexander	Radagast	Char.	F2	Angelo Montanini
Moon	RE	U	Darryl Elliott	Rangers of Ithilien	RF	F1	Angelo Montanini
Morannon	RE	R	David Martin	Rangers of the North	RF	F1	Angelo Montanini
Morgul Night	HE	R	Rob Alexander	Red Arrow	RI	U	Darryl Elliott
Morgul-horse	HE	R	Mark Poole	Red Book of Westmarch	RI	U	Jeffrey Reitz
Morgul-knife	HE	R	Liz Danforth	Redhorn Gate	Reg.	CB2	Jo Hartwig
Moria	Site	R	Liz Danforth	Reforging	RE	CA1	Ron Spencer
Mount Doom	Site	F3	Kevin Ward	Ren the Unclean	HS	R	Liz Danforth
Mount Gram	Site	U	J. Wallace Jones	Rescue Prisoners	RE	CA2	Darryl Elliott
Mount Gundabad	Site	F2	Susan Van Camp	Return of the King	RE	R	Rob Alexander
Mountains of Shadow	RE	CB1	Angus McBride	Rhosgobel	Site	F2	Tom Dow
Mouth of Sauron	HS	R	Rob Alexander	Rhudaur	Reg.	CB2	Jo Hartwig
Mouths of the Anduin	Reg.	CB1	Jo Hartwig	Riders of Rohan	RF	F1	Donato Giancola
Mûmak (Oliphant)	HC	R	Angelo Montanini	Ringlore	RE	U	Angus McBride
Muster	RE	CA1	David Deitrick	Risky Blow	RE	CA1	Angus McBride
Muster Disperses	HE	CA1	Stefano Baldo	Rivendell	Site	CB1	Stefano Baldo
Narsil	RI	CA1	Audrey Corman	River	HE	CA2	Quinton Hoover
Narya	RE	U	Jeff Reitz	Roac the Raven	RA	R	Mark Poole
Nenya	RE	R	Angelo Montanini	Robin Smallburrow	Char.	F2	Angelo Montanini
New Friendship	RE	R	Angelo Montanini	Rogrog	HC	R	Angus McBride
New Moon	RE	CB1	Donato Giancola	Rohan	Reg.	CB2	Jo Hartwig
Night	HE	U	Gail McIntosh	Ruined Signal Tower	Site	F2	Mark Poole
Nori	HE	CA1	Gail McIntosh	Sacrifice of Form	RE	R	Rob Alexander
Northern Rhovanion	Char.	CB1	Angelo Montanini	Sam Gamgee	Char.	U	Angelo Montanini
Númeriador	Reg.	CB2	Jo Hartwig	Sapling of the White Tree	RI	U	Lori Deitrick
Nurn	Reg.	CB1	Jo Hartwig	Sarn Gorwing	Site	CA1	J. Wallace Jones

Title	Type	Rarity	Artist	Title	Type	Rarity	Artist
Saruman	Char.	F2	Angus McBride	Thorin II	Char.	R	Angelo Montanini
Scroll of Isildur	RI	U	Ron Rousselle II	Thorough Search	RE	CA1	Donato Giancola
Secret Entrance	RE	R	Randy Asplund-Faith	Thranduil	Char.	F1	Rob Alexander
Secret Passage	RE	CA1	Kevin Ward	Thranduil's Halls	Site	F1	Mark Forrer
Shadowfax	RA	R	Angus McBride	Tolfalas	Site	R	Douglas Chaffee
Shelob	HS	R	Randy Gallegos	Tom Bombadil	RA	R	Angus McBride
Shelob's Lair	Site	R	Kevin Ward	"Tom" (Túma)	HC	U	Liz Danforth
Shield of Iron-bound Ash	RI	CA2	Ronald Shuey	Tookish Blood	HS	CB1	April Lee
Shrel-Kain	Site	CB1	J. Wallace Jones	Torque of Hues	RI	U	Quinton Hoover
Siege	HE	R	Angus McBride	Tower Guard of			
Silent Watcher	HC	R	Mark Poole	Minas Tirith	RF	F1	Angelo Montanini
Skinbark	RA	R	Gail McIntosh	Traitor	HE	R	Angelo Montanini
Slayer	HC	CA1	David Deitrick	Treebeard	RA	U	Angus McBride
Smaug	HC	R	David Deitrick	True Fána	RE	R	David Cherry
Snowstorm	HE	R	Angelo Montanini	Twilight	HS	CA2	Lori Deitrick
Southern Mirkwood	Reg.	CB2	Jo Hartwig	Udûn	Reg.	CB1	Jo Hartwig
Southern Rhovanion	Reg.	CB1	Jo Hartwig	Use Palantír	RE	U	Darryl Elliott
Southron Oasis	Site	R	Tom Dow	Úvatha the Horseman	HS	R	Liz Danforth
Southrons	RF	R	Brian Snoddy	Vale of Erech	Site	R	J. Wallace Jones
Star-glass	RI	U	Randy Asplund-Faith	Vanishment	RE	CA1	Angus McBride
Stars	RE	U	Douglas Chaffee	Variag Camp	Site	R	Storn Cook
Stealth	RE	CA1	Quinton Hoover	Variags of Khand	RF	R	Heather Hudson
Sting	RI	U	Randy Asplund-Faith	Vilya	RE	R	Darryl Elliott
Stone of Erech	RE	R	J. Wallace Jones	Vôtelí	Char.	CB1	Stefano Baldo
Stone-circle	Site	R	Christina Wald	Vygavril	Char.	R	Jo Hartwig
Storms of Ossë	HE	R	Angelo Montanini	Wacho	Char.	U	Stefano Baldo
Sun	RE	U	Darryl Elliott	Wake of War	HE	U	Randy Gallegos
Sword of Gondolin	RI	CA2	Mark Poole	Wargs	HC	CA2	Susan Van Camp
Tempering Friendship	RE	CB2	David Deitrick	Watcher in the Water	HC	U	Kevin Ward
Test of Form	RE	CA2	Darryl Elliott	Weariness of the Heart	HE	CA2	Lori Deitrick
Test of Lore	RE	CA2	Donato Giancola	Weathertop	Site	F4	Tom Dow
The Arkenstone	RI	R	Randy Asplund-Faith	Wellinghall	Site	F1	Angus McBride
The Balance of Things	HE	R	Donato Giancola	Western Mirkwood	Reg.	CB1	Jo Hartwig
The Burden of Time	HE	U	Donato Giancola	White Mountains	RE	CB1	David Martin
The Cock Crows	RE	U	April Lee	"William" (Wúluag)	HC	U	Liz Danforth
The Evenstar	RE	U	Darryl Elliott	Witch-king of Angmar	HS	R	Liz Danforth
The Great Eagles	RF	U	Jo Hartwig	Withered Heath	Reg.	CB1	Jo Hartwig
The Great Goblin	HC	R	Gail McIntosh	Wizard's Fire	RE	R	Edward Beard, Jr
The Lonely Mountain	Site	F2	Rob Alexander	Wizard's Flame	RE	U	Lori Deitrick
The Mithril-coat	RI	R	Mark Poole	Wizard's Laughter	RE	U	Edward Beard, Jr
The Nazgûl are Abroad	HE	R	Angus McBride	Wizard's Ring	RI	R	Ron Rousselle II
The Old Thrush	RE	U	Mark Poole	Wizard's River-horses	RE	U	Rob Alexander
The One Ring	RI	R	Angelo Montanini	Wizard's Test	RE	CA1	Angus McBride
The Pale Sword	HE	R	Randy Asplund-Faith	Wizard's Voice	RE	R	Ron Spencer
The Precious	HE	R	Randy Gallegos	Wold & Foothills	Reg.	CB2	Jo Hartwig
The Ring's Betrayal	HE	U	Angus McBride	Wolves	HC	CA2	Susan Van Camp
The Shire	Reg.	CB1	Jo Hartwig	Wood-elves	RF	F1	Liz Danforth
The Stones	Site	R	Pat Morrissey	Woodland Realm	Reg.	CB2	Jo Hartwig
The White Towers	Site	U	Audrey Corman	Woodmen	RF	U	Angelo Montanini
The White Tree	RE	R	Kevin Ward	Woodmen-town	Site	CB1	J. Wallace Jones
The Will of Sauron	HE	R	Angus McBride	Words of Power and Terror	HE	R	Ron Chironna
The Will of the Ring	HE	R	Donato Giancola	Wose Passage-hold	Site	CB1	J. Wallace Jones
The Wind Throne	Site	F5	Pat Morrissey	Woses of Old Pûkel-land	RF	R	Stefano Baldo
Théoden	Char.	F1	Angus McBride	Woses of the			
Thief	HC	R	Christina Wald	Drúadan Forest	RF	U	Edward Beard, Jr

Key

Char.= Characters p.86

HC= Hazard Creatures p.82

HE= Hazard Events p.84

HS= Hazards Special p.85

RA= Resource Allies p.81

RE= Resource Events p.79

Reg.= Regions p.88

RF= Resource Factions p.81

RI= Resource Items p.78

Site=Sites p.90

CA1= appears once on the general common sheet

CA2= appears twice on the general common sheet

CB1= appears once on the booster-only common sheet

CB2= appears twice on the booster-only common sheet

F#= appears in # different fixed sets

R= appears once on the rare sheet

U= appears once on the uncommon sheet

RESOURCE ITEMS

Title	Marshalling Points	Specific Sites Playable at...	Required Cards	Assoc. Cards	Item Type
Athelas	0	—	—	<i>Aragorn II, Dúnadan</i>	Minor
Beautiful Gold Ring	1	—	—	<i>The One Ring, Dwarven Ring, Magic Ring, Lesser Ring, tests</i>	Gold Ring
Book of Mazarbul	1(5)	<i>Moria</i>	—	Dwarf-hold	Special
Dagger of Westernesse	0	—	—	—	Minor
Durin's Axe	2(4)	—	—	Dwarf	Major
Dwarven Ring of Barin's Tribe	4(6)	—	Gold Ring, ring test	Dwarf	Special
Dwarven Ring of Bávor's Tribe	4(6)	—	Gold Ring, ring test	Dwarf	Special
Dwarven Ring of Drúin's Tribe	4(6)	—	Gold Ring, ring test	Dwarf	Special
Dwarven Ring of Durin's Tribe	4(6)	—	Gold Ring, ring test	Dwarf	Special
Dwarven Ring of Dwálin's Tribe	4(6)	—	Gold Ring, ring test	Dwarf	Special
Dwarven Ring of Thélor's Tribe	4(6)	—	Gold Ring, ring test	Dwarf	Special
Dwarven Ring of Thrár's Tribe	4(6)	—	Gold Ring, ring test	Dwarf	Special
Earth of Galadriel's Orchard	(2)	<i>Lórien</i>	—	<i>Bag End</i>	Special
Elf-stone	0	—	—	Elves, Elf factions	Minor
Elven Cloak	0	—	—	—	Minor
Ent-draughts	0	<i>Wellinghall</i>	—	—	Special
Fair Gold Ring	1	—	—	<i>The One Ring, Dwarven Ring, Magic Ring, Lesser Ring, tests</i>	Gold Ring
Glamdring	2	—	—	—	Major
Great-shield of Rohan	2	—	—	Warrior	Major
Hauberk of Bright Mail	2	—	—	Warrior	Major
Healing Herbs	0	—	—	—	Special
Horn of Anor	0	—	—	factions	Special
Lesser Ring	2	—	Gold Ring, ring test	—	Special
Magic Ring of Courage	3	—	Gold Ring, ring test	—	Special
Magic Ring of Lore	3	—	Gold Ring, ring test	—	Special
Magic Ring of Nature	3	—	Gold Ring, ring test	—	Special
Magic Ring of Stealth	3	—	Gold Ring, ring test	—	Special
Magic Ring of Words	3	—	Gold Ring, ring test	—	Special
Miruvor	0	—	—	—	Minor
Narsil	3	—	—	—	Greater
Orcrist	4	—	—	—	Greater
Palantír of Amon Sûl	3(5)	—	—	<i>Palantír of Annúminas, Palantír of Elostirion, Havens</i>	Greater
Palantír of Annúminas	3	—	—	—	Greater
Palantír of Elostirion	2	<i>The White Towers</i>	—	—	Special
Palantír of Minas Tirith	2	<i>Minas Tirith</i>	—	—	Special
Palantír of Orthanc	2	<i>Isengard</i>	—	—	Special
Palantír of Osgiliath	3(5)	—	—	all Palantíri, Havens	Greater
Potion of Prowess	0	—	—	—	Minor
Precious Gold Ring	1	—	—	<i>The One Ring, Dwarven Ring, Magic Ring, Lesser Ring, tests</i>	Gold Ring
Red Arrow	2	—	—	<i>Riders of Rohan, any character with a home site of Edoras</i>	Major
Red Book of Westmarch	(1)	<i>Bag End</i>	—	Hobbits, Havens	Special
Sapling of the White Tree	1(2)	—	—	<i>Minas Tirith</i>	Major
Scroll of Isildur	4	—	—	Gold Ring, ring test	Greater
Shield of Iron-bound Ash	0	—	—	—	Minor
Star-glass	0	—	—	—	Minor
Sting	0	—	—	Hobbits	Minor
Sword of Gondolin	2	—	—	Warrior	Major

RESOURCE ITEMS

79

Title	Marshalling Points	Specific Sites Playable at...	Required Cards	Assoc. Cards	Item Type
The Arkenstone	2(5)	—	—	Dwarves, Dwarf factions	Greater
The Mithril-coat	4	—	—	—	Greater
The One Ring	6	—	Gold Ring, ring test	—	Special
Torque of Hues	2	—	—	—	Major
Wizard's Ring	2	Haven	Wizard	—	Special

RESOURCE EVENTS

Title	Marshalling Points	Specific Sites Playable at...	Required Cards	Assoc. Cards	Event Type
A Chance Meeting	0	—	—	—	Short
A Friend or Three	0	—	—	—	Short
Align Palantír	2	—	Palantír	Sage	Permanent
Andúril	1(4)	Information site	Sage	Reforging, Narsil	Permanent
Anduin River	0	—	Ranger	Rohan, Dagorlad, Anórien, Ithilien, Lebennin, Harondor	Short
Ash Mountains Block	0	—	Ranger	Dagorlad, Horse Plains, Gorgoroth	Short
Ash Mountains Block	0	—	Warrior	—	Short
Bridge	0	Haven	—	—	Short
Clear Skies	0	—	Gates of Morning	—	Long
Concealment	0	—	Scout	—	Short
Cracks of Doom	0	Mount Doom	The One Ring	—	Short
Dark Quarrels	0	—	—	Gates of Morning	Short
Dodge	0	—	—	—	Short
Dreams of Lore	2	Information site	Sage	—	Permanent
Eagle-mounts	0	Eagles' Eyrie	Diplomat	—	Short
Elf-song	0	—	—	characters in havens	Long
Escape	0	—	—	—	Short
Fair Sailing	0	—	—	—	Short
Fair Travels in Border-lands	0	—	—	—	Short
Fair Travels in Dark-domains	0	—	—	Gates of Morning	Short
Fair Travels in Free-domains	0	—	—	—	Short
Fair Travels in Shadow-lands	0	—	—	Gates of Morning	Short
Fair Travels in Wilderness	0	—	—	—	Short
Far-sight	0	Information site	Sage	any item	Short
Favor of the Valar	0	—	—	—	Short
Fellowship	0	Haven	—	—	Permanent
Fog	0	—	Gates of Morning	—	Long
Ford	0	—	Ranger	—	Short
Gates of Morning	0	—	—	—	Permanent
Gollum's Fate	0	Mount Doom	Gollum, The One Ring	—	Short
Great Ship	0	—	—	—	Short
Great-road	0	Haven	—	—	Short
Halfling Stealth	0	—	Hobbit	—	Short
Halfling Strength	0	—	Hobbit	—	Short
Hiding	0	—	Scout	—	Short
Horses	0	—	—	—	Short
Kindling of the Spirit	0	—	Wizard	—	Spell. Short
Lapse of Will	0	—	—	Nazgûl	Long
Lordly Presence	0	—	Diplomat	factions	Short
Lucky Search	0	—	Scout	non-special item	Short
Lucky Strike	0	—	Warrior	—	Short
Mirror of Galadriel	0	Lórien	—	—	Short
Misty Mountains	0	—	Ranger	Rhudaur, Anduin Vales, Hollin, Wold & Foothills, Fangorn, Dunland	Short

RESOURCE EVENTS

Title	Marshalling Points	Specific Sites Playable at...	Required Cards	Misc Assoc.	Event Type
Moon	0	—	—	<i>Gates of Morning</i> <i>Doors of Night</i>	Long
Morannon	0	<i>Dagorlad</i>	Scout	<i>Udûn</i>	Permanent
Mountains of Shadow	0	—	Ranger	<i>Ithilien, Gorgoroth, Nurn, Harondor</i>	Short
Muster	0	—	Warrior	factions	Short
Narya	0	—	<i>Gandalf</i>		Short
Nenya	0	—	<i>Galadriel</i>		Short
New Friendship	0	—	Diplomat		Short
Old Friendship	0	—	Diplomat	characters	Short
Old Road	0	Haven	—	factions	Short
Paths of the Dead	0	<i>Dunharrow</i>	<i>Aragorn II</i>	<i>Vale of Erech, Army of the Dead</i>	Short
Persuasive Words	0	—	Diplomat	—	Short
Praise to Elbereth	0	—	—	<i>Doors of Night, Nazgûl</i>	Short
Quiet Lands	0	—	—	<i>Gates of Morning</i>	Short
Reforging	1	Information site	Sage	minor or major weapons, armor, or shields	Permanent
Rescue Prisoners	3	—	—		Permanent
Return of the King	3	<i>Minas Tirith</i>	<i>Aragorn II</i>	<i>Denethor II</i>	Permanent
Ringlore	0	Information site	Sage, Gold Ring	—	Short
Risky Blow	0	—	Warrior	—	Short
Sacrifice of Form	0	—	Wizard	—	Spell. Permanent
Secret Entrance	0	—	Sage	—	Short
Secret Passage	0	—	—	—	Short
Stars	0	—	—	<i>Gates of Morning</i>	Short
Stealth	0	—	Scout	—	Short
Stone of Erech	2	<i>Vale of Erech</i>	<i>Men of Lamedon</i>	—	Short
Sun	0	—	—	<i>Gates of Morning</i>	Permanent
Tempering Friendship	0	—	—	factions	Long
Test of Form	0	—	Sage, Gold Ring	—	Short
Test of Lore	0	—	Sage, Gold Ring	—	Short
The Cock Crows	0	—	—	<i>Gates of Morning</i>	Short
The Evenstar	0	—	—	<i>Gates of Morning</i> , Elf	Short
The Old Thrush	0	—	—	—	Short
The White Tree	5	<i>Minas Tirith</i>	<i>Sapling of the White Tree,</i> Sage	—	Permanent
Thorough Search	0	—	Scout	—	Short
True Fâna	0	—	Wizard	—	Spell. Short
Use Palantír	0	—	Palantír, Sage	—	Short
Vanishment	0	—	Wizard	—	Spell. Short
Vilya	0	—	<i>Elrond</i>	—	Short
White Mountains	0	—	Ranger	Old Pûkel-land, Anfalas, Rohan Lamedon, Anórien	Short
Wizard's Fire	0	—	Wizard	—	Spell. Short
Wizard's Flame	0	—	Wizard	—	Spell. Short
Wizard's Laughter	0	—	Wizard	—	Spell. Short
Wizard's River-horses	0	—	Wizard	Nazgûl events	Spell. Short
Wizard's Test	0	—	Wizard	—	Spell. Short
Wizard's Voice	0	—	Wizard	—	Spell. Short

RESOURCE ALLIES

81

Title	Marshalling Points	Playable at...	Ally Skill
Bill the Pony	1	<i>Bree or Bag End</i>	—
Goldberry	1	<i>Old Forest</i>	—
Gollum	2	<i>Goblin-gate or Moria</i> (assoc. with <i>The One Ring</i>)	Scout
Gwaihir	2	<i>Eagle's Eyrie</i>	—
Leaflock	2	<i>Wellinghall</i>	—
Quickbeam	2	<i>Wellinghall</i>	—
Roäc the Raven	1	any site in Northern Rhovanion	Diplomat
Shadowfax	1	<i>Edoras or Dunharrow</i>	—
Skinbark	2	<i>Wellinghall</i>	—
Tom Bombadil	3	<i>Old Forest</i>	Sage
Treebeard	2	<i>Wellinghall</i>	Sage

RESOURCE FACTIONS

Title	Marshalling Points	Playable at...	Faction Race
Army of the Dead	6	<i>Vale of Erech</i> (with <i>Aragorn II, Paths of the Dead</i>)	Special
Beornings	2	<i>Beorn's House</i>	Man
Blue Mountain Dwarves	3	<i>Blue Mountain</i> <i>Dwarf-hold</i>	Dwarf
Dunlendings	2	<i>Dunnish Clan-hold</i>	Man
Easterlings	4	<i>Easterling Camp</i>	Man
Elves of Lindon	2	<i>Grey Havens</i>	Elf
Ents of Fangorn	3	<i>Wellinghall</i>	Ent
Hillmen	1	<i>Cameth Brin</i>	Man
Hobbits	1	<i>Bag End</i>	Hobbit
Iron Hill Dwarves	4	<i>Iron Hill</i> <i>Dwarf-hold</i>	Dwarf
Knights of Dol Amroth	3	<i>Dol Amroth</i>	Dúnadan
Lossoth	2	<i>Lossadan Camp</i>	Man
Men of Anfalas	2	<i>Lond Galen</i>	Man
Men of Anórien	2	<i>Minas Tirith</i>	Man
Men of Dorwinion	3	<i>Shrel-Kain</i>	Man
Men of Lamedon	2	<i>Vale of Erech</i>	Man
Men of Lebennin	2	<i>Pelargir</i>	Man
Men of Northern Rhovanion	2	<i>Lake-town</i>	Man
Rangers of Ithilien	3	<i>Henneth Annun</i>	Dúnadan
Rangers of the North	3	<i>Bree</i>	Dúnadan
Riders of Rohan	3	<i>Edoras</i>	Man
Southrons	5	<i>Southron Oasis</i>	Man
The Great Eagles	3	<i>Eagle's Eyrie</i>	Eagle
Tower Guard of Minas Tirith	2	<i>Minas Tirith</i>	Dúnadan
Variags of Khand	4	<i>Varing Camp</i>	Man
Wood-elves	3	<i>Thranduil's Halls</i>	Elf
Woodmen	2	<i>Woodmen-town</i>	Man
Woses of Old Pûkel-land	3	<i>Wose Passage-hold</i>	Wose
Woses of the Drúadan Forest	3	<i>Drúadan Forest</i>	Wose

HAZARD CREATURES

Title	Marshalling Points	Specific Regions Playable at	Specific Sites Playable at	Misc Assoc.	Creature Type
Abductor	1	—	—	—	Men
Agburanar	4	<i>Grey Mt. Narrows*</i> <i>Iron Hills*</i> <i>N. Rhovanion*</i> <i>Withered Heath*</i>	<i>The Wind Throne*</i> <i>Iron Hill Dwarf-hold*</i> <i>Lake-town*</i> <i>The Lonely Mountain*</i> <i>Caves of Ulund</i> <i>Dancing Spire*</i> <i>Irerock*</i>	—	Dragon
Ambusher	1	—	—	—	Men
Assassin	1	—	—	—	Men
Barrow-wight	1	—	—	—	Undead
"Bert" (Búrat)	1	—	—	"William," "Tom"	Troll
Brigands	1	—	—	—	Men
Cave-drake	1	—	—	—	Dragon
Corpse-candle	1	—	—	—	Undead
Corsairs of Umbar	1	<i>Andrast</i> <i>Anfalas</i> <i>Belfalas</i> <i>Cardolan</i> <i>Enedhwaith</i> <i>Harondor</i> <i>Lindon</i> <i>Lebennin</i> <i>Old Púkel-land</i>	<i>The Stones</i> <i>Barrow-downs</i> <i>Ruined Signal Tower</i> <i>Himring</i> <i>Isles of the Dead that Live</i> <i>Tolfales</i>	—	Men
Crebain	1	—	—	—	Animals
Daelomin	4	<i>Grey Mt. Narrows*</i> <i>Iron Hills*</i> <i>N. Rhovanion*</i> <i>Withered Heath*</i>	<i>The Wind Throne*</i> <i>Iron Hill Dwarf-hold*</i> <i>Lake-town*</i> <i>The Lonely Mountain*</i> <i>Caves of Ulund*</i> <i>Dancing Spire*</i> <i>Irerock*</i>	—	Dragon
Fell Turtle	1	—	—	—	Animals
Ghosts	1	—	—	—	Undead
Ghouls	1	—	—	—	Undead
Giant	1	—	—	—	Giant
Giant Spiders	1	<i>Heart of Mirkwood</i> <i>Southern Mirkwood</i> <i>Western Mirkwood</i> <i>Woodland Realm</i>	<i>Sarn Goriwing</i> <i>Dol Guldur</i>	—	Spiders
Half-trolls of Far Harad	1	—	—	—	Trolls
Huorn	1	—	<i>Drúadan Forest</i> <i>Old Forest</i> <i>Wellinghall</i> <i>Heart of Mirkwood</i> <i>Southern Mirkwood</i> <i>Western Mirkwood</i> <i>Woodland Realm</i>	—	Awakened Plants
Leucaruth	4	<i>Grey Mt. Narrows*</i> <i>Iron Hills*</i> <i>N. Rhovanion*</i> <i>Withered Heath*</i>	<i>The Wind Throne*</i> <i>Iron Hill Dwarf-hold*</i> <i>Lake-town*</i> <i>The Lonely Mountain*</i> <i>Caves of Ulund*</i> <i>Dancing Spire*</i> <i>Irerock</i>	—	Dragon

HAZARD CREATURES

83

Title	Marshalling Points	Specific Regions Playable at.	Specific Sites Playable at.	Misc Assoc.	Creature Type
Mûmak (Oliphant)	1	<i>Dagorlad</i> <i>Gorgoroth</i> <i>Horse Plains</i> <i>Ithilien</i> <i>Khand</i> <i>Nûrn</i> <i>Üdun</i> <i>Andrast†</i> <i>Anfalas†</i> <i>Belfalas†</i> <i>Lebennin†</i>	<i>Dead Marshes</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Easterling Camp</i> <i>Henneth Annûn</i> <i>Variag Camp</i> <i>The Stones†</i>	—	Animals
Old Man Willow	1		<i>Old Forest</i> <i>Drûadan Forest</i> <i>Fangorn</i> <i>Heart of Mirkwood</i> <i>Southern Mirkwood</i> <i>Western Mirkwood</i>	Hobbits	Awakened Plants
Olog-hai (Trolls)	2	—	—	—	Trolls
Orc-guard	1	—	—	—	Orcs
Orc-lieutenant	1	—	—	—	Orcs
Orc-patrol	1	—	—	—	Orcs
Orc-raiders	1	—	—	—	Orcs
Orc-warband	1	—	—	—	Orcs
Orc-warriors	1	—	—	—	Orcs
Orc-watch	1	—	—	—	Orcs
Pick-pocket	1	—	—	—	Men
Pûkel-men	1	—	<i>The Stones</i> <i>Ruined Signal Tower</i> <i>Glittering Caves</i> <i>Isengard</i> <i>Stone-circle</i> <i>Amon Hen</i>	—	Pûkel-creature
Rogrog	2	—	—	—	Troll
Silent Watcher	1	—	—	—	Pûkel-creature
Slayer	2	—	—	—	Slayer
Smaug	5	<i>Grey Mt. Narrows*</i> <i>Iron Hills*</i> <i>N. Rhovanion*</i> <i>Withered Heath*</i>	<i>The Wind Throne*</i> <i>Iron Hill Dwarf-hold*</i> <i>Lake-town*</i> <i>The Lonely Mountain</i> <i>Caves of Ülund*</i> <i>Dancing Spire*</i> <i>Irerock*</i>	—	Dragon
The Great Goblin	2	<i>High Pass</i>	<i>Goblin-gate</i>	<i>Rivendell, Lórien</i>	Orc
Thief	1	—	—	—	Men
“Tom” (Túma)	1	—	—	“Bert,” “William”	Troll
Wargs	1	—	—	—	Wolves
Watcher in the Water	1	—	<i>Moria</i>	—	Animal
“William” (Wúluag)	1	—	—	“Bert,” “Tom”	Troll
Wolves	1	—	—	—	Wolves

Key:

* only when *Doors of Night* is in play.

† only when played on the same turn with the same company as *Corsairs of Umbar*.

HAZARD EVENTS

Title	Marshalling Points	Required Cards	Misc Assoc.	Event Type
Arouse Denizens	0	—	—	Short
Arouse Minions	0	—	—	Short
Awaken Denizens	0	—	—	Long
Awaken Minions	0	—	—	Long
Awaken the Earth's Fire	0	—	<i>Doors of Night</i>	Short
Balrog of Moria	5	—	<i>Moria, Dimrill Dale, Lórien, Galadriel</i>	Permanent
Bane of the Ithil-stone	0	—	Palantíri	Permanent
Call of Home	0	non-Wizard,	<i>The One Ring</i>	Short
Call of the Sea	0	Elf	Coastal Sea	Short
Choking Shadows	0	—	<i>Doors of Night</i>	Short
Clouds	0	<i>Doors of Night</i>	—	Long
Despair of the Heart	0	non-Wizard, non-Hobbit	—	Permanent
Doors of Night	0	—	—	Permanent
Dragon's Desolation	0	—	Dragons	Short
Drowning Seas	0	—	<i>Doors of Night</i>	Short
Eye of Sauron	0	—	<i>Doors of Night</i>	Long
Fell Beast	0	Nazgûl	—	Short
Fell Winter	0	—	<i>Doors of Night</i>	Long
Foul Fumes	0	—	<i>Doors of Night</i>	Long
Gloom	0	—	<i>Doors of Night</i>	Short
Greed	0	—	non-Hobbit, non-Wizard	Short
Long Winter	0	—	<i>Doors of Night</i>	Long
Lost at Sea	0	—	—	Short
Lost in Border-lands	0	—	—	Short
Lost in Dark-domains	0	—	—	Short
Lost in Free-domains	0	—	—	Short
Lost in Shadow-lands	0	—	—	Short
Lost in the Wilderness	0	—	—	Short
Lure of Creation	0	Wizard	Haven	Permanent
Lure of Expedience	0	non-Hobbit, non-Wizard	—	Permanent
Lure of Nature	0	non-Hobbit, non-Dwarf	—	Permanent
Lure of Power	0	—	non-Hobbit	Permanent
Lure of the Senses	0	—	Havens	Permanent
Minions Stir	0	—	<i>Doors of Night, Orcs</i>	Long
Morgul Night	0	<i>Doors of Night</i>	—	Long
Morgul-horse	0	Nazgûl	—	Short
Morgul-knife	0	Nazgûl	Haven	Permanent
Muster Disperses	0	faction	—	Short
New Moon	0	—	Elf, <i>Doors of Night</i>	Short-event
Night	0	non-Ranger Dúnadan	<i>Doors of Night</i>	Long
Plague of Wights	0	—	Undead, <i>Doors of Night</i>	Long
River	0	—	Rangers	Short
Siege	0	Border-hold, Free-hold	—	Permanent
Snowstorm	0	<i>Doors of Night</i>	—	Long
Storms of Ossë	0	<i>Doors of Night</i>	—	Long
The Balance of Things	0	—	—	Long
The Burden of Time	0	Elf	—	Permanent
The Nazgûl are Abroad	0	—	Nazgûl, <i>The One Ring, Doors of Night</i>	Permanent
The Pale Sword	0	Nazgûl	<i>Witch-king of Angmar</i>	Permanent
The Precious	0	<i>The One Ring</i>	—	Short
The Ring's Betrayal	0	Rings	—	Short
The Will of Sauron	0	<i>Doors of Night</i>	—	Permanent
The Will of the Ring	0	<i>The One Ring</i>	—	Short
Traitor	0	—	—	Permanent
Wake of War	0	—	<i>Doors of Night, Wolves, Spiders, and Animals</i>	Long
Weariness of the Heart	0	—	—	Short
Words of Power and Terror	0	Nazgûl	—	Short

HAZARDS SPECIAL

85

Title	Marshalling Points	Specific Regions Playable at..	Specific Sites Playable at..	Misc. Assoc.	Event Type
Adûnaphel	5	<i>Brown Lands,</i> <i>Dagorlad,</i> <i>Gorgoroth,</i> <i>Western Mirkwood</i>	<i>Bandit Lair</i> <i>Dead Marshes</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Woodmen-town</i>	—	Creature (Nazgûl) or Permanent
Akhôrahil	5	<i>Harondor,</i> <i>Horse Plains,</i> <i>Gorgoroth,</i> <i>Khand</i>	<i>Southron Oasis</i> <i>Easterling Camp</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Variag Camp</i>	—	Creature (Nazgûl) or Permanent
Dwar of Waw	5	<i>Harondor,</i> <i>Imlad Morgul,</i> <i>Gorgoroth,</i> <i>Ithilien</i>	<i>Southron Oasis</i> <i>Cirith Ungol</i> <i>Minas Morgul</i> <i>Shelob's Lair</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Henneth Annûn</i>	Wolves, Spiders, and Animals	Creature (Nazgûl) or Permanent
Hoarmûrath of Dûr	5	<i>Dagorlad,</i> <i>Ithilien,</i> <i>Gorgoroth,</i> <i>Khand</i>	<i>Dead Marshes</i> <i>Henneth Annûn</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Variag Camp</i>	—	Creature (Nazgûl) or Permanent
Indûr Dawndeath	5	<i>Harondor,</i> <i>Imlad Morgul,</i> <i>Gorgoroth,</i> <i>Khand</i>	<i>Southron Oasis</i> <i>Cirith Ungol</i> <i>Minas Morgul</i> <i>Shelob's Lair</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Variag Camp</i>	—	Creature (Nazgûl) or Permanent
Khamûl the Easterling	6	<i>Brown Lands,</i> <i>Gorgoroth,</i> <i>Heart of Mirkwood,</i> <i>Southern Mirkwood</i>	<i>Bandit Lair</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Sarn Gorwing</i> <i>Dol Guldur</i> <i>Rhosgobel</i>	—	Creature (Nazgûl) or Permanent
Mouth of Sauron	3	—	—	—	Creature (Man) or Short
Ren the Unclean	5	<i>Dagorlad,</i> <i>Ithilien,</i> <i>Gorgoroth,</i> <i>Horse Plains</i>	<i>Dead Marshes</i> <i>Henneth Annûn</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Easterling Camp</i>	—	Creature (Nazgûl) or Permanent
Shelob	6	—	<i>Cirith Ungol</i> <i>Minas Morgul</i> <i>Shelob's Lair</i> <i>Barad-dûr</i> <i>Mount Doom</i>	<i>Doors of Night</i> Spiders, and Animals	Creature (Spider) or Permanent
Tookish Blood	0	—	<i>Hobbit</i>	playable as resource	Short
Twilight	0	—	—	playable as resource	Short
Üvatha the Horseman	5	<i>Harondor,</i> <i>Horse Plains,</i> <i>Gorgoroth,</i> <i>Khand</i>	<i>Southron Oasis</i> <i>Easterling Camp</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Variag Camp</i>	—	Creature (Nazgûl) or Permanent
Witch-king of Angmar	6	<i>Angmar,</i> <i>Gundabad,</i> <i>Gorgoroth,</i> <i>Imlad Morgul</i>	<i>Carn Dûm</i> <i>Mount Gram</i> <i>Mount Gundabad</i> <i>Barad-dûr</i> <i>Mount Doom</i> <i>Cirith Ungol</i> <i>Minas Morgul</i> <i>Shelob's Lair</i>	—	Creature (Nazgûl) or Permanent

CHARACTERS

Title	Marshalling Points	Home Site	Misc Assoc.	Character Type
Adrazar	1	Dol Amroth	factions	Scout/Diplomat Dúnadan Warrior/Scout/Ranger/Sage Wizard Scout/Ranger Dúnadan Scout/Sage Elf Warrior/Scout/Ranger Dúnadan
Alatar	0	Edhellond	—	
Anborn	0	Pelargir	Men of Lebennin	
Annalena	1	Edhellond	—	
Aragorn II	3	Bree	Rangers of the North	
Arinmîr	1	Edhellond	Variags	Sage/Diplomat Elf
Arwen	1	Rivendell	Aragorn II	Scout/Sage Elf
Balin	2	Blue Mountain Dwarf-hold	Dwarves, Dwarf factions	Warrior/Sage Dwarf
Bard Bowman	0	Lake-town	Men of Northern Rhovanion	Warrior/Scout Man
Barliman Butterbur	0	Bree	factions	Warrior Man
Beorn	2	Beorn's House	Beorings	Warrior/Ranger Man
Beregond	0	Minas Tirith	factions	Warrior Dúnadan
Beretar	2	Bree	Rangers of the North	Warrior/Ranger Dúnadan
Bergil	0	Minas Tirith	—	Warrior/Scout Dúnadan
Bifur	0	Blue Mountain Dwarf-hold	factions	Warrior Dwarf
Bilbo	2	Bag End	—	Scout/Sage Hobbit
Bofur	0	Blue Mountain Dwarf-hold	factions	Warrior Dwarf
Bombur	0	Blue Mountain Dwarf-hold	factions	Warrior Dwarf
Boromir II	1	Minas Tirith	Men of Anórien	Warrior Dúnadan
Celeborn	2	Lórien	Galadriel	Warrior/Sage Elf
Círdan	3	Grey Havens	Elves of Lindon	Warrior/Sage/Diplomat Elf
Dáin II	2	Iron Hill Dwarf-Hold	Iron Hill Dwarves, Man, Man factions	Warrior/Diplomat Dwarf
Damrod	0	Vale of Erech	Men of Lamedon	Scout/Ranger Dúnadan
Denethor II	1	Minas Tirith	Tower Guard of Minas Tirith	Warrior/Sage Dúnadan
Dori	0	Blue Mountain Dwarf-hold	factions	Warrior Dwarf
Dwalin	0	Blue Mountain Dwarf-hold	factions	Warrior Dwarf
Elladan	1	Rivendell	—	Warrior/Ranger Elf
Elrohir	1	Rivendell	—	Warrior/Ranger Elf
Elrond	3	Rivendell	—	Warrior/Sage/Diplomat Elf
Éomer	1	Edoras	Riders of Rohan	Warrior/Ranger Man
Éowyn	0	Edoras	Nazgûl	Warrior/Scout Man
Erkenbrand	1	Edoras	Riders of Rohan	Warrior Man
Faramir	2	Henneth Annûn	Rangers of Ithilien	Warrior/Ranger Dúnadan
Fili	0	Blue Mountain Dwarf-hold	factions	Warrior/Scout Dwarf
Forlong	0	Minas Tirith	factions	Warrior Dúnadan
Frodo	2	Bag End	—	Scout/Diplomat Hobbit
Galadriel	3	Lórien	—	Scout/Sage/Diplomat Elf
Galva	1	Shrel-Kain	Men of Dorwinion,	Scout/Sage/Diplomat Man
Gamling the Old	0	Edoras	—	Nazgûl
Gandalf	0	Any Haven	ring tests	Warrior/Scout/Sage/Diplomat Wizard
Ghân-buri-Ghân	2	Druadan Forest	Wose factions	Scout/Ranger Man
Gildor Inglorion	1	Rivendell	—	Warrior/Ranger Elf
Gimli	2	Iron Hill Dwarf-Hold	Iron Hill Dwarves, Elves, Elf factions	Warrior/Diplomat Dwarf
Glóin	2	Blue Mountain Dwarf-hold	Blue Mountain Dwarves Dwarves, Dwarf factions	Warrior/Diplomat Dwarf
Glorfindel II	3	Rivendell	Elves	Warrior/Sage Elf
Halbarad	0	Cameth Brin	Hillmen	Sage/Diplomat Dúnadan
Haldalam	2	Shrel-Kain	Easterlings	Warrior/Diplomat Dúnadan
Haldir	1	Lórien	factions	Warrior Elf
Háma	0	Edoras	factions	Warrior Man
Imrahil	2	Dol Amroth	Knights of Dol Amroth	Warrior/Diplomat Dúnadan

CHARACTERS

87

Title	Marshalling Points	Home Sites	Misc Assoc.	Character Type
Kíli	1	<i>Blue Mountain</i> <i>Dwarf-hold</i>	factions	Warrior/Scout Dwarf
Legolas	2	<i>Thranduil's Halls</i>	Wood-elves	Warrior/Diplomat Elf
Mablung	0	<i>Lond Galen</i>	<i>Men of Anfalas</i>	Warrior/Scout Dúnadan
Merry	1	<i>Bag End</i>	—	Scout Hobbit
Nori	0	<i>Blue Mountain</i> <i>Dwarf-hold</i>	factions	Warrior Dwarf
Óin	1	<i>Blue Mountain</i> <i>Dwarf-hold</i>	—	Warrior/Ranger Dwarf
Ori	0	<i>Blue Mountain</i> <i>Dwarf-hold</i>	factions	Warrior Dwarf
Orophin	0	<i>Lórien</i>	factions	Warrior/Ranger Elf
Pallando	0	<i>Grey Havens</i>	—	Warrior/Ranger/Sage/Diplomat Wizard
Peath	1	<i>Dunnish Clan-hold</i>	<i>Dunlendings, Nazgûl</i>	Ranger/Diplomat Man
Pippin	1	<i>Bag End</i>	—	Scout Hobbit
Radagast	0	<i>Rhosgobel</i>	—	Warrior/Scout/Ranger/Diplomat Wizard
Robin Smallburrow	1	<i>Bag End</i>	—	Scout Hobbit
Sam Gamgee	1	<i>Bag End</i>	—	Scout/Ranger Hobbit
Saruman	0	<i>Isengard</i>	Palantíri, Spells	Scout/Ranger/Sage/Diplomat Wizard
Théoden	2	<i>Edoras</i>	<i>Riders of Rohan</i>	Warrior/Diplomat Man
Thorin II	3	<i>Blue Mountain</i> <i>Dwarf-hold</i>	<i>Blue Mountain</i> Dwarves, Dwarves, Dwarf factions	Warrior/Scout/Diplomat Dwarf
Thranduil	3	<i>Thranduil's Halls</i>	Wood-elves	Warrior/Ranger/Sage Elf
Vôtelî	1	<i>Lossadan Camp</i>	<i>Lossoth, Nazgûl</i>	Ranger/Sage Man
Vygavril	1	<i>Southron Oasis</i>	<i>Southron, Nazgûl</i>	Scout/Diplomat Man
Wacho	0	<i>Woodmen-town</i>	<i>Woodmen</i>	Scout/Sage Man

REGIONS

Title	Region Type	Region Specific Keyed Cards	Adjacent Regions
Andrast	Wilderness ④	<i>Corsairs of Umbar</i> <i>Mumak†</i>	<i>Andrast Coast, Anfalas, Bay of Belfalas, Eriadoran Coast, Old Pûkel-land</i>
Andrast Coast	Coastal Sea ⑤	—	<i>Andrast, Bay of Belfalas, Eriadoran Coast</i>
Anduin Vales	Border-land ①	—	<i>Brown Lands, Grey Mountain Narrows, Gundabad, High Pass, Southern Mirkwood, Western Mirkwood, Wold & Foothills, Woodland Realm</i>
Anfalas	Wilderness ④	<i>Corsairs of Umbar</i> <i>Mumak†</i>	<i>Andrast, Bay of Belfalas, Belfalas, Lamedon, Old Pûkel Gap</i>
Angmar	Shadow-land ④	<i>Witch-king of Angmar</i>	<i>Arthedain, Forochel, Gundabad, Rhudaur</i>
Anórien	Free-domain ②	—	<i>Ithilien, Lebennin, Rohan</i>
Arthedain	Wilderness ④	—	<i>Angmar, Cardolan, Forochel, Lindon, Númeriador, Rhudaur, The Shire</i>
Bay of Belfalas	Coastal Sea ⑤	—	<i>Andrast Coast, Andrast, Mouths of the Anduin, Anfalas, Belfalas</i>
Belfalas	Free-domain ③	<i>Corsairs of Umbar</i> <i>Mumak†</i>	<i>Mouths of the Anduin, Anfalas, Bay of Belfalas, Lamedon, Lebennin</i>
Brown Lands	Shadow-land ④	<i>Adûnaphel,</i> <i>Khamûl the Easterling</i>	<i>Anduin Vales, Dagorlad, Southern Mirkwood, Wold & Foothills</i>
Cardolan	Wilderness ④	<i>Corsairs of Umbar</i>	<i>Arthedain, Dunland, Enedhwaith, Eriadoran Coast, Hollin, Rhudaur, The Shire</i>
Dagorlad	Shadow-land ④	<i>Adûnaphel,</i> <i>Hoarmûrath of Dîr,</i> <i>Ren the Unclean,</i> <i>Morannon, Mûmak</i>	<i>Brown Lands, Horse Plains, Ithilien, Southern Mirkwood, Southern Rhovanion</i>
Dorwinion	Border-land ①	—	<i>Northern Rhovanion, Southern Rhovanion</i>
Dunland	Wilderness ④	—	<i>Cardolan, Enedhwaith, Hollin</i>
Elven Shores	Coastal Sea ⑤	—	<i>Eriadoran Coast, Lindon</i>
Enedhwaith	Wilderness ④	<i>Corsairs of Umbar</i>	<i>Cardolan, Dunland, Eriadoran Coast, Gap of Isen, Old Pûkel-land</i>
Eriadoran Coast	Coastal Sea ⑤	—	<i>Andrast, Andrast Coast, Cardolan, Elven Shores, Enedhwaith, Old Pûkel-land</i>
Fangorn	Wilderness ④	<i>Old Man Willow</i>	<i>Gap of Isen, Rohan, Wold & Foothills</i>
Forochel	Wilderness ④	—	<i>Angmar, Arthedain, Númeriador</i>
Gap of Isen	Border-land ①	—	<i>Enedhwaith, Fangorn, Old Pûkel-land, Rohan</i>
Gorgoroth	Dark-domain ⑩	<i>Adûnaphel,</i> <i>Akhôrahil,</i> <i>Dwar of Waw,</i> <i>Hoarmûrath of Dîr,</i> <i>Indûr Dawndeath,</i> <i>Khamûl the Easterling,</i> <i>Ren the Unclean,</i> <i>Úvatha the Horseman,</i> <i>Witch-king of Angmar</i> <i>Mûmak</i>	<i>Imlad Morgul, Nurn, Udûn</i>
Grey Mountain Narrows	Shadow-land ④	<i>Agburanar,*</i> <i>Daelomin,*</i> <i>Leucaruth,*</i> <i>Smaug*</i>	<i>Anduin Vales, Northern Rhovanion, Withered Heath, Woodland Realm</i>
Gundabad	Dark-domain ⑩	<i>Witch-king of Angmar</i>	<i>Anduin Vales, Angmar</i>
Harondor	Wilderness ④	<i>Akhôrahil,</i> <i>Dwar of Waw,</i> <i>Indûr Dawndeath,</i> <i>Úvatha the Horseman</i> <i>Corsairs of Umbar</i>	<i>Mouths of the Anduin, Ithilien, Khand</i>
Heart of Mirkwood	Wilderness ④	<i>Khamûl the Easterling</i> <i>Giant Spiders,</i> <i>Huorn,</i> <i>Old Man Willow</i>	<i>Northern Rhovanion, Southern Mirkwood, Southern Rhovanion, Western Mirkwood, Woodland Realm</i>
High Pass	Wilderness ④	<i>The Great Goblin</i>	<i>Anduin Vales, Rhudaur</i>
Hollin	Wilderness ④	—	<i>Cardolan, Dunland, Redhorn Gate, Rhudaur</i>

* only when *Doors of Night* is in play.

† only when on the same turn with the same company as *Corsairs of Umbar*.

REGIONS

89

Title	Region Type	Region Specific Keyed Cards	Adjacent Regions
Horse Plains	Shadow-land ④	<i>Akhôrahil, Ren the Unclean, Úvatha the Horseman Mûmak</i>	<i>Dagorlad, Nurn, Southern Rhovanion</i>
Imlad Morgul	Shadow-land ④	<i>Dwar of Waw, Indûr Dawndeath, Witch-king of Angmar</i>	<i>Gorgoroth, Ithilien</i>
Iron Hills	Wilderness ④	<i>Agburanar,* Daelomin,* Leucaruth,* Smaug*</i>	<i>Northern Rhovanion, Withered Heath</i>
Ithilien	Wilderness ④	<i>Dwar of Waw, Hoarmûrath of Dîr, Ren the Unclean Mûmak</i>	<i>Anórien, Dagorlad, Harondor, Imlad Morgul</i>
Khand	Shadow-land ④	<i>Akhôrahil, Hoarmûrath of Dîr, Indûr Dawndeath, Úvatha the Horseman Mûmak</i>	<i>Harondor, Nurn</i>
Lamedon	Border-land ①	—	<i>Anfalas, Belfalas, Lebennin</i>
Lebennin	Free-domain ③	<i>Corsairs of Umbar Mûmak†</i>	<i>Mouths of the Anduin, Anórien, Belfalas, Lamedon</i>
Lindon	Free-domain ④	<i>Corsairs of Umbar</i>	<i>Arthedain, Elven Shores, Númeriador</i>
Mouths of the Anduin	Coastal Sea ②	—	<i>Bay of Belfalas, Belfalas, Harondor, Lebennin</i>
Northern Rhovanion	Wilderness ④	<i>Agburanar*</i>	<i>Dorwinion, Heart of Mirkwood, Iron Hills, Southern Rhovanion, Withered Heath, Woodland Realm, Grey Mountain Narrows</i>
Númeriador	Wilderness ④	—	<i>Arthedain, Forochel, Lindon</i>
Nurn	Dark-domain ⑩	<i>Mûmak</i>	<i>Gorgoroth, Horse Plains, Khand</i>
Old Pûkel Gap	Wilderness ④	—	<i>Anfalas, Old Pûkel-land</i>
Old Pûkel-land	Wilderness ④	<i>Corsairs of Umbar</i>	<i>Andrast, Eenedhwaith, Eriadoran Coast, Gap of Isen, Old Pûkel Gap</i>
Redhorn Gate	Wilderness ④	—	<i>Hollin, Wold & Foothills</i>
Rhudaur	Wilderness ④	—	<i>Angmar, Arthedain, Cardolan, High Pass, Hollin</i>
Rohan	Border-land ①	—	<i>Anórien, Fangorn, Gap of Isen, Wold & Foothills</i>
Southern Mirkwood	Dark-domain ⑩	<i>Khamûl the Easterling Giant Spiders, Huorn, Old Man Willow</i>	<i>Anduin Vales, Brown Lands, Dagorlad, Heart of Mirkwood, Southern Rhovanion, Western Mirkwood</i>
Southern Rhovanion	Wilderness ④	—	<i>Dagorlad, Dorwinion, Heart of Mirkwood, Horse Plains, Northern Rhovanion, Southern Mirkwood</i>
The Shire	Free-domain ⑧	—	<i>Arthedain, Cardolan</i>
Udûn	Dark-domain ⑩	<i>Mûmak</i>	<i>Gorgoroth</i>
Western Mirkwood	Wilderness ④	<i>Adûnaphel Giant Spiders, Huorn, Old Man Willow</i>	<i>Anduin Vales, Heart of Mirkwood, Southern Mirkwood, Woodland Realm</i>
Withered Heath	Wilderness ④	<i>Agburanar,* Daelomin,* Leucaruth,* Smaug*</i>	<i>Iron Hills, Northern Rhovanion, Grey Mountain Narrows</i>
Wold & Foothills	Wilderness ④	—	<i>Anduin Vales, Brown Lands, Fangorn, Redhorn Gate, Rohan</i>
Woodland Realm	Border-land ①	<i>Giant Spiders, Huorn, Old Man Willow</i>	<i>Anduin Vales, Heart of Mirkwood, Northern Rhovanion, Western Mirkwood, Grey Mountain Narrows</i>

* only when *Doors of Night* is in play.† only when on the same turn with the same company as *Corsairs of Umbar*.

SITES

SITES							
Title	Type	Region	Playable Items/Information	Type of Auto-attack	Nearest Haven	Playable Factions	Playable Allies
Amot Hen Bag End	Ruins & Lairs Free-hold	Rohan Shire	information, minor **	Undead **	Lórien Rivendell	Hobbits **	Bill the Pony **
Bandit Lair Barad-dûr Barrow-downs	Ruins & Lairs Dark-hold	Brown Lands Gorgoroth	minor, gold ring minor, major, greater minor, major	Men Orcs, Trolls Undead	Lórien Lórien Rivendell	** ** **	Red Book of Westmarch ** ** **
Beorn's House Blue Mountain Dwarf-hold	Free-hold Free-hold	Anduin Vales Númeníador	** **	** **	Lórien Grey Havens	Beornings Blue Mountain Dwarves	** ** **
Bree	Border-hold	Arthedain	**	**	Rivendell	Rangers of the North	Bill the Pony **
Cameath Brin Carn Dûm Caves of Úlond Cirith Ungol Dancing Spire Dead Marshes	Border-hold Dark-hold	Rhudaur Angmar Withered Heath Imlad Morgul Withered Heath Dagorlad	minor, major, greater minor, major, greater, gold ring Dragon minor, major, greater Orcs minor, major, greater Dragon minor, major, greater Undead	Orcs Orcs Orcs Dragon	Rivendell Rivendell Lórien Lórien Lórien	Hillmen Hillmen Lórien Lórien Lórien	** ** ** ** **
Dimill Dale Dol Amroth	Ruins & Lairs Free-hold	Redhorn Gate Belfalas	information **	Orcs **	Lórien Edhellond	Knights of Dol Amroth **	** **
Dol Guldur	Dark-hold	Southern Mirkwood	minor, major, greater	Orcs, Trolls	Lórien	**	**
Druadan Forest	Border-hold	Andórien	**	**	Lórien	Woses of the Druadan Forest	**
Dunharrow Dunnish Clan-hold Eagles' Eyrie Easterling Camp Edhellond	Border-hold Border-hold Free-hold	Rohan Dunland Anduin Vales Horse Plains Anfalas	** ** ** ** **	Lórien Rivendell The Great Eagles Easterlings Lórien Lórien Grey Havens	** ** Gwathir ** ** ** **	Shadowfax Danlendings The Great Eagles Easterlings Lórien Lórien Grey Havens	Paths of the Dead Eagle-mounts Wizard's Ring Old Road Bridge, Fellowship, Great Road
Edoras	Free-hold	Rohan	**	**	Lórien	Riders of Rohan	Shadowfax **
Ettenmoors Gladden Fields Glittering Caves Goblin-gate Grey Havens	Ruins & Lairs Ruins & Lairs Shadow-hold Haven	Rhudaur Anduin Vales Gap of Isen High Pass Lindon	minor gold ring minor, major minor, gold ring **	Troll Undead Pukel-men Orcs **	Rivendell Lórien Lórien Rivendell Edhellond, Rivendell	** ** ** ** **	** ** ** ** **
Henneth Annûn	Border-hold	Ithilien	**	**	Lórien	Rangers of Ithilien	Great Road **

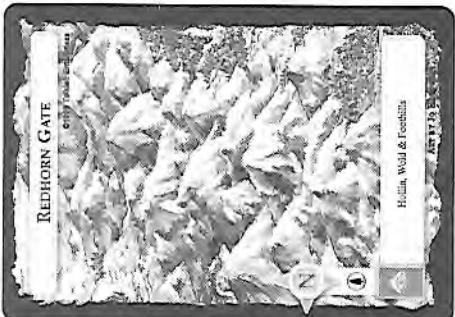
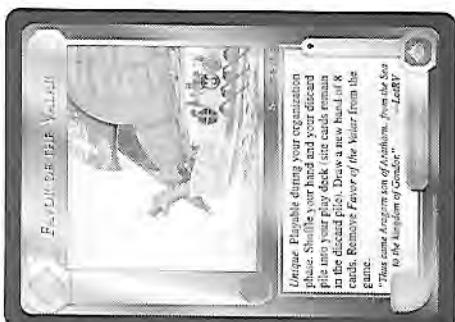
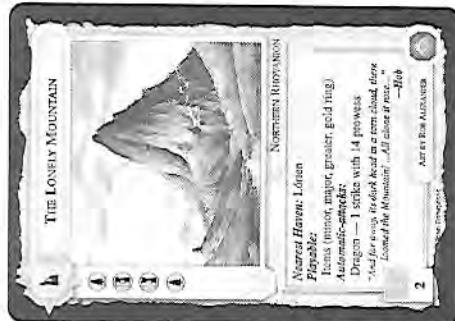
SITES

SITES									
Title	Type	Region Location	Playable Items/ Information	Type of Auto-attack	Nearest Haven	Playable Factions	Playable Allies	Playable Events & Items	
Huning	Ruins & Lairs	Eiven Shores	minor, major	Undead	Grey Havens	**	**	***	
Irolock	Ruins & Lairs	Withered Heath	minor, major, greater, gold ring	Dragon	Lórien	**	**	***	
Iron Hill Dwarf-hold	Free-hold	Iron Hills	**	Wolves	Lórien	**	**	***	
Isengard	Ruins & Lairs	Gap of Isen	minor, major, gold ring	Undead	Grey Havens	**	**	Palanír of Orthanc	
Isles of the Dead that Live Lake-town	Ruins & Lairs	Eriadoran Coast	minor, major, gold ring	Undead	Grey Havens	**	**	**	
Lond Galen	Border-hold	Northern Rhoavanion	**	**	Lórien	Men of Northern Rhovanion	Rotic the Raven	***	
Lórien	Border-hold	Anfalas	**	**	Edhellond	Men of Arafalas	**	**	
Lossadan Cairn	Ruins & Lairs	Wold & Foothills	**	Earth of Galadriel's Orchard, Wizard's Ring	Rivendell	**	**	Mirror of Galadriel	
Lossadan Camp	Border-hold	Forachel	minor, major, greater*	Undead	Rivendell	**	**	***	
Minas Morgul	Dark-hold	Forachel	**	Undead	Rivendell	**	**	***	
Minas Tirith	Free-hold	Amid Morgul	minor, major, greater	Undead	Lórien	Men of Andúrien, Tower Guards of Minas Tirith	**	Return of the King, The White Tree, Palantir of Minas Tirith	
Moria	Shadow-hold	Redhorn Gate	minor, major, greater, gold ring	Orcs	Lórien	**	**	Gollum	
Mount Doom	Shadow-hold	Gorgoroth	**	Orcs	Lórien	**	**	Balrog of Moria, Watcher in the Water	
Mount Gram	Shadow-hold	Angmar	minor, major	Orcs	Rivendell	**	**	Cracks of Doom, Gollum's Fate	
Mount Gundabad	Shadow-hold	Gundabad	minor, major, greater	Orcs	Lórien	**	**	***	
Old Forest	Border-hold	Cardolan	**	**	Rivendell	**	**	Goldberry, Tom Bombadil	
Ost-in-Edhil	Ruins & Lairs	Hollin	minor, gold ring	Wolves	Rivendell	**	**	***	
Pelargir	Free-hold	Lehennin	**	**	Edhellond	Men of Lebennin	**	***	
Rhosobel	Free-hold	Southern	minor	**	Lórien	**	**	***	
Rivendell	Haven	Mirkwood	**	**	Lórien, Grey Havens	**	**	Wizard's Ring, Old Road, Bridge, Fellowship, Great Road	
Ruined Signal Tower	Ruins & Lairs	Rhudaur	**	Spiders	Rivendell	**	**	***	
Sam Gorwing	Shadow-hold	Eredhwaith	minor, major	Orcs	Lórien	**	**	***	

SITES

Title	Type	Region Location	Playable Items/Information	Type of Auto-attack	Nearest Haven	Playable Factions	Playable Allies	Playable Events & Items
Shelob's Lair	Shadow-hold	Imlad Morgul Dorvinion	minor, major	Orcs	Lórien	Men of Dorvinion	**	**
Shrel-Kain	Border-hold	I	**	**	Lórien			**
Southron Oasis	Border-hold	I						
Stone-circle	Border-hold	I						
The Lonely Mountain	Ruins & Lairs	I						
The Stones	Ruins & Lairs	I						
The White Towers	Ruins & Lairs	I						
The Wind Throne	Ruins & Lairs	I						
Thranduil's Halls	Free-hold	E						
Tolfaas	Ruins & Lairs	I						
Vale of Erech	Border-hold	I						
Varig Camp	Border-hold	I						
Weathertop	Ruins & Lairs	I						
Wellington	Free-hold	I						
Woodmen-town	Border-hold	I						
Wose Passage-hold	Border-hold	I						

* Palantíri only



• PART XI •

THE APPENDICES

CREDITS FOR MIDDLE-EARTH: THE WIZARDS

Art Director: Jessica Ney-Grimm

Base Design: Coleman Charlton

Project & Graphics Coordination: Peter C. Fenlon

Game Development: Coleman Charlton, Mike Reynolds

Card & Packaging Production: Nick Morawitz

Assisting Art Direction: Jason O. Hawkins

Design Team: Coleman Charlton, John W. Curtis III,
Pete Fenlon, Jason Hawkins, Mike Reynolds

Applescripting: Sal Soghoian

Cardface & Cardback Graphics: Derek Carbonneau

Computer Color Balancing: Stephen Jiranek, Nick Morawitz

Computer Scanning Coordination: Cotton Puryear

Computer Scanning: Photoworks of Virginia, Inc.

Design Contributions: N. Morawitz, Jessica Ney-Grimm,
Dave Platnick

Eye Cardback Art: Derek Carbonneau

Graphics Contributions: Pete Fenlon, Nick Morawitz,
Jessica Ney-Grimm

General Production: Donald Dennis, Wendy Frazer

Initial Design Parameters: C. Charlton, John Curtis, Pete Fenlon,
Jason Hawkins, Nick Morawitz, Jessica Ney-Grimm,
Mike Reynolds

Map Cardback & Region Card Art: Jo Hartwig

Marketing, Operations & Sales: Deane Begiebing, Will Dinwiddie,
Olivia Johnston, Dave Morris, Bruce Neidlinger, Dave Platnick,
Daniel Williams, Monica Wilson

Middle-earth Content: P. Fenlon, Jason Hawkins,
Jessica Ney-Grimm

Playtest Coordinator: Mike Reynolds

Printer & Service House Coordination: Kurt H. Fischer

Printer Liaison: Ilse Hendrickx, Luc Mertens, André Van Laer

Rules Production: Coleman Charlton, Nick Morawitz, Pete Fenlon

Symbols: Derek Carbonneau, Pete Fenlon, Nick Morawitz

Logo: David Martin, Derek Carbonneau

Proofreading: Deane Begiebing, Pete Fenlon, Olivia Johnston,
Heike Kubasch, Dave Platnick, Mike Reynolds, Monica Wilson

Special Contributions: Derek Carbonneau, DPP, Thomas Graves,
KCJ, Liz Leonard, Ken McGlothlen, Jesper Myrfors,
Bruce Neidlinger, Jeffrey Ney-Grimm, Lou Rexing, Michael Sloan,
Robin Swope, James Whitehouse, Janet Winter, Wayne Young,
and friends & families

Special Thanks: Peter Adkison, Laurie Battle, Will & Schar Niebling,
Danny Kilbert, Bob Carty, Mike Davis, Lou Rexing,
Wayne Godfrey, Gary E. Smith, the Chessex crews,
the InQuest crew, the Scrye crew, and our on-line friends,
especially the {TFF Folder}.

Playtesting Credits: James Andrews, Christian Antonini,
Kevin Barrett, D. Begiebing, Guy Botero, Brian Bouton, Jay Bryan,
Brian Carr, Waldon Chisholm, Silvio Negri Clementi, Frank Coker,
Jessica Colborn, R. Mark Colborn, Philip DeLuca, D. Dennis,
Bernd Dietrich, Bill Edwards, O. Estefania, Klaus Etzold,
Andrea Fattori, K. Fischer, Luigi Lo Forti, Scott Frazer,
Wendy Frazer, Madai Frey, Matthew Fulton, Kevin Garber,
Eduard Garcia, David Glenn, Jesse Goldstein, O. Johnston,

Robert Kelly, Ralph Kennedy, Oscar Lafuente, Nick Laiacona,
Steve Marvin, F. Navarro, Will Niebling, William Niebling,
Elmar Perkuhn, D. Platnick, Frank Pfeifer, Jeffrey C. Riley,
Cory John Rueb, Francesc Matas Salla, Doug Schnur, Jason Smith,
Lowell Stouder, Henri Jean Vanaise, J.L. Viadel, D. Villanueva,
Dave Weinstein, James Whitehouse, M. Wilson, Darrell Zuercher,
Steven Balbo & The Arcane Circle," J.L. Martinez & the
Heroe Research Group, the Berkeley Games crew.

SYMBOL KEY

Region Type	Symbol
Coastal Seas	●
Free-domains	□
Border-lands	▢
Wilderness	Ⓐ
Shadow-lands	Ⓑ
Dark-domains	☰
Site Type	Symbol
Havens	★
Free-holds	□
Border-holds	▢
Ruins & Lairs	▲
Shadow-holds	■
Dark-holds	■
Other	Symbol
Mind	○
Direct Influence	○

COMBAT MODIFICATIONS KEY

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 Role Playing™

J.R.R. Tolkien's classic works, *The Lord of the Rings™* and *The Hobbit*®, have stimulated and inspired fantasy role players and fantasy readers for the past 50 years. Now, experience this epic setting in full detail with *Middle-earth Role Playing (MERP)*, an exciting, intermediate-level fantasy role playing system that is perfect for Tolkien enthusiasts as well as experienced gamers!

2000 MERP™ 2nd Edition/Hardbound

\$30.00

2001 MERP™ 2nd Edition/Softbound

\$20.00

ICE's best-selling fantasy role playing rules set in J.R.R. Tolkien's Middle-earth are back. The book includes new material, but remains the same rules system and is fully compatible with the first edition of *MERP* and its dozens of supplements. *MERP 2nd Edition* provides expanded Middle-earth peoples descriptions with new specific backgrounds. There are now predesigned Character Templates that enable both novices and *Lord of the Rings Adventure Games*™ aficionados to start playing quickly! New artwork and layout make the presentation and organization of *MERP II* just what today's players want—an accessible, user-friendly rules system. Gamemaster Guidelines and a complete sample adventure set in the Trollshaws are valuable aids for those new to *MERP*. *MERP II* will bring the most popular fantasy trilogy, *The Lord of the Rings*, to life as never before.

2007 Minas Tirith™ (Citadel of M-e)

\$25.00

The first city-book previously published for *Middle-earth Role Playing*™, returns as the first in a series of Citadels for *MERP*™ 2nd Edition. This new printing of *Minas Tirith*™, will feature a brand new, expanded and improved 2 ft. x 3 ft. full color city map insert! A new lay-out with some new interior art will make this a 224 page perfect bound book full of all the information you need to take your campaign to the famous Guarded City of Minas Tirith. No other city in western Middle-earth offers greater hope for the defense of the Free Peoples. This printing of *Minas Tirith* will also include stats for the *Lord of Rings Adventure Game*™.

2008 Middle-earth Role Playing Poster Maps™ \$15.00

Finally, ICE's original map of Middle-earth is available again in poster format! This 2' x 3' poster map includes the wild lands—north, south, and east—and does not have a grid overlay. This map will also be on heavier paper than the gridded map included in ICE's *Middle-earth Campaign Guide* (ST#2003). Also included in this finely packaged tubed set is ICE's second major map, Northwestern Middle-earth, that first appeared in the second guidebook and is currently available in ICE's Northwestern Middle-earth Gazetteer (ST#4002). This map focuses on the most well known areas of Middle-earth where the action really is—from Arnor to Mordor and from Angmar to Gondor—this map presents a more close up view of the settings for many of ICE's campaign supplements than the original Middle-earth map. The Northwestern Middle-earth map is 22" x 34" and will also be on heavier paper without a grid overlay. These two acclaimed maps in poster format—NO CREASES!—are sure to be a must for any Middle-earth gamer or enthusiast.

2011 Moria™ (Citadel of M-e)

\$25.00

Come Explore Moria, the storied "Black Chasm" of J.R.R. Tolkien's *Lord of the Rings*™, in your *MERP*™ campaign. Deep in the bowels of the central Misty Mountains, the Dwarves created their greatest kingdom, a vast, subterranean complex of gaping mines, fiery pits, myriad mazes, elaborate chambers, dizzying stairwells, and countless passages (charted and uncharted). They roused from sleep the end of the Elder Days: a fiery Balrog of Morgoth. Unleashed, this awful Demon rules Moria and its eerie Underdeeps, slaying those adventurers who dare challenge his deadly traps & cruel minions in search of the priceless & legendary Dwarven treasures. Moria is back—and bigger and better than ever! This revised printing features new adventures, layouts, and source material. It is the ultimate dungeon, the original Dwarf-citadel, and the home of some of the richest treasures and nastiest traps you'll ever encounter!

2014 Dol Guldur™ (Citadel of M-e)

\$25.00

Dol Guldur documents the history, design, layout, garrison, and inhabitants of the Hill of Sorcery, the volcanic stronghold in Mirkwood. The cinder cone looms over a vale strangely quiet an barren amidst the forests. No birds fly across the Nan Lanc, the Naked Valley, and thistles and briars comprise its vegetation. Within the mountains, intricate pits and chambers tunnel deep into the earth, and a miasma of evil coils amidst the shadows. This all-new volume of the *Citadels of Middle-earth* series presents over 20 pages of maps and floorplans detailing the Necromancer's awful lair. It includes complete stats for *MERP*™, the *Lord of the Rings Adventure Game*™, and *Rolemaster*™.

2015 Kin-strife™ (Sourcebook)

\$25.00

This product presents the people, politics, and armies of Gondor under the repressive rule of Castimir the Usurper. The six largest cities of the South-kingdom—Pelargir, Umbar, Lond Eriol, Osgiliath, Minas Arnor, and Minas Ithil—are described along with their administrative structures, military organization, and legal systems. Adventures tied to each metropolis bring the civil war to life. Strange conspiracies and webs of deceit await the bold and loyal!

2016 Lake-town™ (Citadel of M-e)

\$25.00

Explore the Northron settlement where Bilbo and the Dwarves were feasted and supplied during their journey toward Smaug the Dragon! Moor your boat at the town's quays, search for exotic goods from the East in the stalls of its Great Wharf, or witness the changing of its formidable Bridge Guard accompanied by the retrieval of the hlaestings, the collected trade tiffs. *Lake-town* presents this merchantile center in all its vivid bustle, including craft associations, the burgs coiner, drithen who collect the tolls, and smugglers. An introductory adventure followed by a two-part mini-campaign draws player characters into the watery labyrinth amidst the piles below the town's wooden streets and out into the wide lands surrounding the Long Lake. In the aftermath of the Plague, Orcs and Trolls and Undequad have the upper hand in the Wilds. Keep your hand on your sword hilt, if you venture far from Esgaroth!

2017 The Shire™ (Realm of M-e)

\$30.00

Hobbits are "a little people, about half our height, and smaller than the bearded Dwarves. Hobbits have no beards. There is little or no magic about them...they dress in bright colors...wear no shoes...have long clever brown fingers, good-natured faces, and laugh deep fruity laughs (especially after dinner, which they have twice a day when they can get it)." [JRR Tolkien] Come visit the Shire—a place "in the quiet of the world," where there is "less noise and more green"—and enjoy the hospitality of the Hobbits who dwell there. In addition to a warm welcome, and six meals a day, you'll discover that adventure remains not so far at bay as the Shire's inhabitants desire. Even in the days of their prosperity, the dangers of the Wild impinge upon the settled life of farmer, crafter, and gentlehobbit. While during the turbulent years of the Shire's founding, ruffians and squatters and jealous Dúnadan nobles stir up a brew of violence that troubles the peace of every hill and dale where Hobbits dwell!

These fine products are sold at better retail outlets worldwide. Available at better game stores—or order from ICE, Inc. P.O. Box 1605 Charlottesville Va 22902, USA. Prices are subject to alteration without prior notice. VISA & MASTERCARD orders (and catalog requests) call (800) 325-0479. Va residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9am-5pm, Eastern Standard Time, Mon-Fri. Call or Write for a free catalog!

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 page 35.)

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.

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 of your companies 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 32-34).
 - 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). See pages 36-37.

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.

RULES INDEX

A-C

Action	15, 29, 31, 38-39, 48-49
Active Conditions	48
Adjacent (regions)	35
Ally	19, 27, 31, 36-37
Ally Points	32
Armor	24, 31
Attack	22, 23-24, 30, 35, 38
Attacker	22-24
Attribute	17
Automatic-attack	15, 28, 38, 40
Bear	31
Body	17, 22, 23
Body Check	22, 23, 31
Border-hold (I)	21
Border-land (U)	21
Breaking Ties	40
Bringing Characters into Play	17, 19, 34, 36-37
Burglaring	40
Cancelling an Attack/Strike	23
"Cannot Be Duplicated"	14, 49-50
Card Lists	73-92
Card Types	13
Chain of Effects	29, 38-39, 48-52
Character	13, 17-19, 22, 25, 33-34, 36-38, 40
Character Points	32
Coastal Sea (W)	21
Combat	22-24, 31, 36
Combining Companies	17, 34
Company	17-19, 20, 22, 23, 34-36, 38
Conditions	48-49
Connects (sites)	35
Controlling a Character	17-19, 27
Corruption Card	25
Corruption Check	12, 25, 28, 31, 36, 40, 51
Corruption Check Modifiers	25, 36
Corruption Points	25, 40
Creatures (Hazard)	22, 23, 30, 34-35, 38
Current Site Card	20, 34-35, 38

D-E

Dark-domain (E)	21
Dark-hold (U)	21
Decks	13
Deep (Double) Wilderness	30
Defeating an Attack	23
Defender	22-24
Defending With Influence	40
Destroying the One Ring	53
Diplomat (skill)	17
Direct Influence	17-19, 27, 36-37, 40
Discard Pile	14, 33, 40
Discarding Characters	34
Drawing a Random Number	12
Drawing Cards	28-29, 34, 38
Dúnadan (race, singular)	17
Dúnedain (race, plural)	17
Dwarf (race)	17
Dwarven Rings	53
Effects	38
Elf (race)	17
Eliminated Characters	12, 17, 19, 31
End-of-Turn Phase	15
Entering and Exploring a Site	15
Environment Cards	53
Errata (specific cards)	45-47
Events	29
Example of Play	41-44
Exhausting a Deck	12, 14, 33

F-J

Facing Multiple Strikes	40
Faction	27, 31, 36-37
Faction Points	32
Follower	15, 17-18, 36-37
Free Council	12, 32-33, 36, 40
Free-domain (E)	21
Free-hold (U)	21
Full Player Turn Summary	16, 34, 95
General Influence	17-19, 27, 34, 36-37, 40
General Pool	18
Gold Rings (Items)	31, 32, 53
Greater Items	31, 32
Hand	15
Haven (W)	15, 17, 19-21, 28, 30, 34
Hazard Limit	17, 28, 33-34, 38
Hazards	13, 22, 24, 28, 30, 33-35, 38
Healing	19
Hobbit (race)	17, 28, 34, 40
Home Site	19, 34
Ineffectual	22
Influence Check	36-37, 40
Influencing a Character	18, 34, 36-37, 40
Item Points	32
Items	28, 31, 36-37, 40
Joining Companies	17, 34

K-M

"Keyed to"	30, 34-35, 38
Kill Points	32
Lesser Rings	53
Location Deck	13, 20, 34
Long-event	28, 29, 38
Long-event Phase	11, 15, 29, 38
Longer Games	32, 33
Magic Rings	53
Major Items	31, 32
Making a Roll	12, 38
Man (race, singular)	17
Marshalling Point Pile	14, 28
Marshalling Points	12, 13, 17, 23, 28, 32-33, 40
Maximum Body	24
Maximum Prowess	24
"May Not Be Duplicated"	14, 49-50
Mind	15, 17, 18, 36, 38, 40
Minor Items	15, 31
Miscellaneous Points	32
Movement	20-21, 28, 30, 34, 35, 38, 40
Movement/Hazard Phase	11, 15, 19, 20, 28, 29, 30, 33-34, 35, 38-39
Multiple Attacks	23

N-P

Nazgûl	28, 33, 53
New Site Card	20, 30, 34-35, 38
On-guard Cards	38, 39
One Ring, The	12, 53
Organization Phase	11, 15, 18, 19, 20, 28, 33-34
Out-of-play Pile	14, 31
Palantír	53
Passive Conditions	48-49
Permanent-event	29, 33
Play Deck	13, 33
"Playable at a Site"	31, 40
Playable Cards	15
Player Turn	11, 15
Playing Cards	28-29, 38-39
Prowess	17, 22, 24, 36, 40

R-S

Race	17
Random Value	12
Ranger (skill)	17
Recently Visited Sites	40
Region Movement	34, 35, 40
Regions	13, 20-21, 30, 34-35, 40
Resolving a Strike	22
Resources	13, 22, 24, 28, 31, 33, 35-37
Revealing a Wizard	19
Rings	53
Rolls	12, 38-39
Ruins & Lairs (h)	21
Sage (skill)	17
Scenarios	59-72
Scout (skill)	17
Shadow-hold (U)	21
Shadow-land (W)	21
Shield	24, 31
Short-event	29, 38
Sideboard	33
Site	13, 19, 21, 27, 28, 30, 31, 34, 36-38, 40
Site Cards	13, 20, 31, 34
Site of Origin	20, 30, 34-35
Site Path	21, 30, 34-35
Site Phase	11, 15, 31, 36, 39
Size, A Company's	17, 19, 28
Skills	17, 31
Special Abilities	17, 36-37
Special Rings	53
Splitting Companies	17, 34
Standard Modifications (factions)	27, 37
Starting Characters	15, 40
Storing Cards	28
Strike	22, 23-24, 36, 40
Strike Sequence	24, 51
Support	36

T-Z

Tapping a Card	14, 15, 19, 22, 27, 31, 33, 36, 39, 40
Target	22, 24, 28, 36, 48
Teaching Guidelines	54
Testing a Ring	53
Timing	38-39, 48-51
Tournament Guidelines	55
Transferring Items	28, 31
Turn	11, 15
Twilight	13
Unique	14, 15, 19, 32, 33
Untap Phase	11, 15, 19
Untapping a Card	12, 14, 19, 22, 36
Unused Direct Influence	27, 37, 40
Unused General Influence	18, 27, 36-37, 40
Victory Conditions	12, 25, 32-33, 40
Warrior (skill)	17
Weapon	24, 31
Wilderness (A)	21
Wizard	10, 12, 15, 17, 19, 28, 33-34, 36, 38, 40
Wounded	14, 19, 22, 23, 31

Note: Most of these terms are used and discussed in the Full Player Turn Summary on page 16, in the Multi-player rules on pages 40-41, and in the Solitaire Rules on page 41. Most references to these pages are not included in the index.

In addition, many of these terms are used in the Example of Play (p. 41-44), the Errata and Clarifications (p. 46-53), and the other general material on pages 54-90. Only primary topic references for this material is included in this index.

HAZARD CREATURE:

MARSHALLING POINTS

TITLE

SYMBOLS OF REGIONS AND SITES
WHERE HAZARD
CAN BE PLAYED

CARD CLASSIFICATION

RANDOM VALUE

(NOT RECOMMENDED FOR USE)

CARD TEXT

QUOTE

ARTIST

PROWESS/BODY

(NO BODY IN THIS CASE)



RESOURCE ITEM:

TITLE

MARSHALLING POINTS

DIRECT INFLUENCE MODIFICATION

ITEM TYPE

CARD TEXT

RANDOM VALUE

(NOT RECOMMENDED FOR USE)

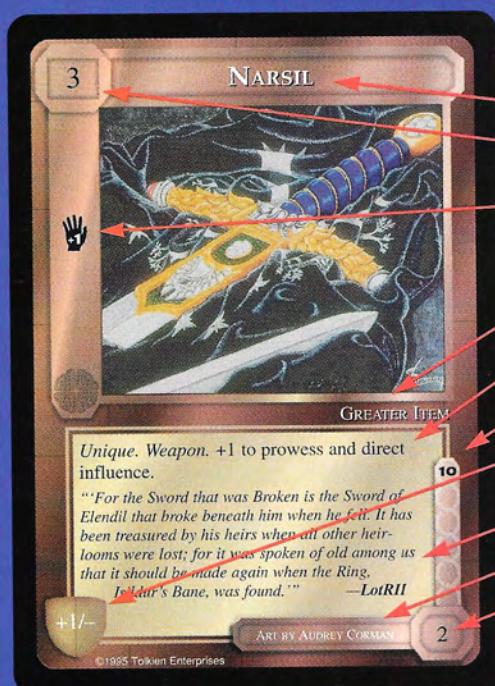
PROWESS/BODY MODIFICATION

(HERE, NO MODIFICATION TO BODY)

QUOTE

ARTIST

CORRUPTION POINTS





Region and Types



Sites and Playable Types of Resources







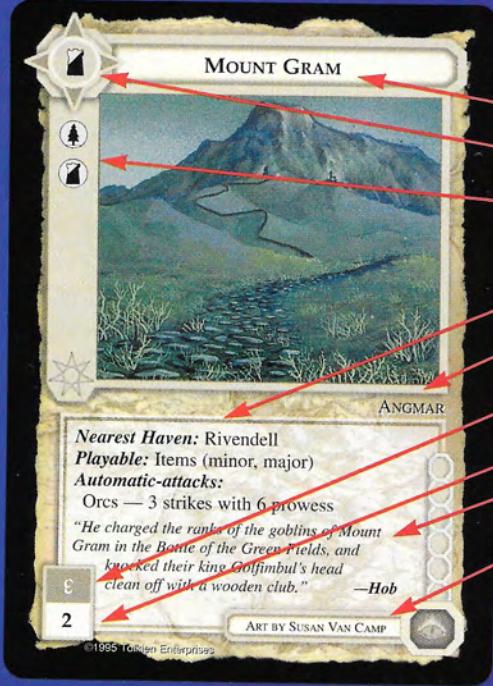


Site Specific Hazards

CHARACTER:

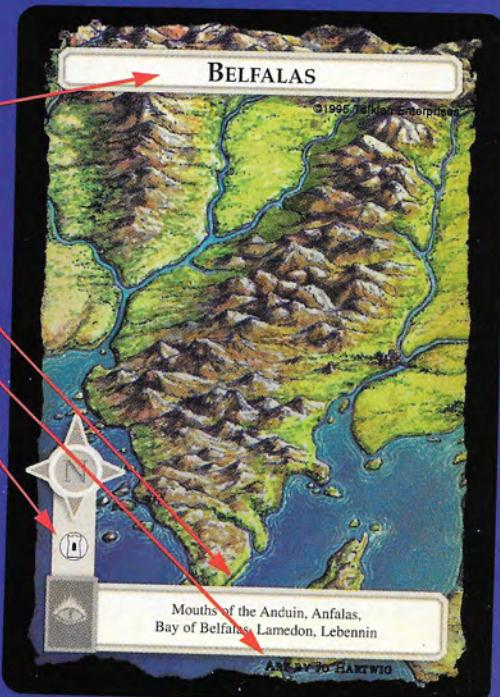


SITE:



REGION:

REGION NAME
REGIONS ADJACENT TO THIS REGION
ARTIST
TYPE OF REGION



"They first appeared in Middle-earth about the year 1000 of the Third Age, but for long they went about in simple guise, as it were of Men already old in years but hale in body, travellers and wanderers, gaining knowledge of Middle-earth and all that dwelt therein, but revealing to none their powers and purposes."

—“The Istari”
*Unfinished Tales**



Middle-earth™

THE WIZARDS COMPANION

Middle-earth: The Wizards Companion™ is a useful, enjoyable tool designed for anyone interested in exploring ICE's *Middle-earth: The Wizards*™ collectible card game. Included within are:

- **Annotated Rules** — loaded with examples and presented in a new, easy-to-read format, these complete game rules include teaching guidelines and clarifications;
- **Comprehensive Card List** — a complete list of all the limited edition cards, with errata and direct and indirect cross-references for all related card combinations;
- **Scenarios** — a collection of scenarios for play, each of which revolves around a particular story and special rules;
- **Tournament Guidelines** — suggestions and standards for competition play;
- **Color Maps** — 6 pages of full-color Middle-earth maps depicting regions, sites, factions, and other geographically dependent cards from the limited edition.

This important reference and source tool will expand your options and enhance your experience with *Middle-earth: The Wizards*, as well as providing some rich background about J.R.R. Tolkien's *The Hobbit*™ and *The Lord of the Rings*.™

The *Middle-earth: The Wizards* collectible card game lets you step into J.R.R. Tolkien's marvelous world. If you love adventure, drama, fantasy, fairy tales, or just exploring uncharted mysteries, you'll love this game. Now, with only a pack of cards and an hour or so of time, you can play in Middle-earth, meeting the sort of challenges and sharing the joys and terrors experienced by Aragorn, Gimli, Legolas, and Frodo.

1-55806-275-0 ICE1000



9 781558 062757

Made in U.S.A. #3333

Published by IRON CROWN ENTERPRISES, Inc. (ICE), POB 1605, Charlottesville, VA 22902 USA, the exclusive worldwide license holder for adventure games based on J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*.

Copyright © 1996 TOLKIEN ENTERPRISES, a division of The Saul Zaentz Company, Berkeley, CA. *Middle-earth: The Wizards*, *Middle-earth: The Wizards Companion*, *The Hobbit*, *The Lord of the Rings*, and *Middle-earth*—and all characters and places therein—are trademark properties of Tolkien Enterprises. All rights reserved.

**Unfinished Tales* Copyright © 1980 by George Allen & Unwin (publishers) Ltd.