Quests...

A Solitaire Variant For The Middle-earth Collectible Card Game

by Scott Frazer

For this solitaire variant, construct four decks according to the rules below: a resource deck, a hazard deck, a site deck, and a treasure deck. The objective of the game is to play all of the items from the treasure deck before the resource deck is exhausted. The twist is that you cannot choose which sites your company will travel to—sites are traveled to one at a time as revealed from the top of the site deck. Any specific deck contructions rules or rules of play not covered here are assumed to be standard rules as given in the rulesbook.

Characters

Construct a starting company of a maximum of 20 mind and two non-unique minor items. The starting company must have a minimum of six mind. Note the exact mind total of the starting company—call this number N. This number (N) is important because it determines the construction guidelines of the decks listed below. No Wizards or additional characters in the resource deck are used at all so those you start with are it! For this solitaire variant, you can only have one company (i.e., the company cannot split).

Deck Construction Rules

Each deck has its own discard pile.
• The resource deck contains exactly 3N (i.e., 3 X N) resources. These cards can be any non-item resource cards. Note that there can be no characters or Wizards.
• The hazard deck contains a maximum 2N

hazards. To be included amongst these are: two Nazgûl, two creatures keyable to Shadow-holds (but not to Wilderness or Ruins & Lairs), two unique Dragon manifestations playable at the Dragon's Lair (see site deck below), two creatures keyable to Ruins & Lairs, two Assassins or two Slayers, and two Pick-pockets. No card can be used to satisfy more than one of the requirements. Create a challenge for yourself when choosing your hazards, or better yet, have a friend make a hazard deck for you. If space allows, include at least three corruption cards. When the hazard deck is exhausted, shuffle its discard pile which then becomes the new hazard deck.
• The site deck contains any number of sites (but no Havens) with a minimum of: one Dark-hold, one Shadow-hold, one Dragon Lair, one Ruins & Lairs, one Border-hold, and one Free-hold. You can use Havens as you need them. When the site deck is exhausted, shuffle its discard pile which then becomes the new site deck.
• The treasure deck contains a minimum of N items whose combined marshalling points (those not listed in parenthesis)

must be at least N. If the treasure deck is exhausted, it is not recycled.

Movement

Play proceeds normally except for the following exceptions:
• There is no opponent's turn.
• You do not choose a site during the organization phase; instead, you will follow one of two procedures, according to your company's site of origin, to determine the company's movement.

• If the site of origin is the revealed non-Haven site from the site deck, the company may either not move (i.e., stay at the site of origin) or, at the end of the organization phase, reveal the top card from the site deck. The company MUST travel to this new revealed site. If the site is not achievable with region movement in one turn from the company's site of origin, the company must use starter movement and two or more turns, traveling to the appropriate interim Havens, to reach the revealed site.
• If the site of origin is a Haven, this means that the company is en route to the revealed non-Haven site from the site deck. In this case, the company can either stay at its site of origin or continue to move to the revealed non-Haven site.

Resource Play

• Your hand size is five cards.
• If you reveal the top card from the site deck, you must also reveal the top card from

the treasure deck. All revealed cards from the treasure deck remain face-up until they are played with a company. A company can play any face-up item from the treasure deck as though that item were in your hand. A special item ring must be tested for before it can be played. Discarded gold ring items, after a failed ring test, are shuffled back into the treasure deck; after a successful ring test (you play a special ring item from your hand) the gold ring item is stored.

• You draw cards from your resource deck as normal (at the start of the movement hazard phase) according to the company's movement. However, if the company chooses not to move, you must draw anyway as indicated on the site of origin card.

Hazard Play

• The hazard hand is a row of face-up hazard cards drawn from the hazard deck. The hazard hand has no maximum size.

• When you draw resource cards at the start of each movement/hazard phase, the hazard hand draws hazard cards as indicated for the hazard player on the same site card. Cards drawn from the hazard deck are placed face-up in the hazard hand.

• During the movement/hazard phase, there is no hazard limit. All cards in the hazard hand are eligible to be played on the company during each movement/hazard phase. General guidelines for playing hazards follow. You will have to make certain judgement

calls playing them; do so in such a way as to maximize the detrimental effects of the hazards on your company. Any events that are played with a target attack or other target card are so noted and accordingly played with the appropriate attack or card.

1) Corruption cards that do not require a target attack or other special circumstance are played first (e.g., Lure of Nature).

2) Long-events and permanent-events that do not target anything are played next. (e.g., Minions Stir or Daelomin at Home). A Nazgûl would be played as a permanent-event at this time, but only if it cannot attack this turn. Consider Fell Beast, The Nazgûl Are Abroad, etc., that may also be in the hazard hand to determine if a Nazgûl can attack.

3) All other events, not otherwise reserved for a target card, are played next (e.g, River), but only if they have an effect on play.

4) Creatures are played last. Start playing creatures with the lowest prowess first. Any creatures that gain a benefit following the play of another creature should be played so as to gain the benefit. Of course, for a creature to be played from the hazard hand, it must be playable on the company's site path or otherwise allowed to be played.

• Remove defeated creatures from play. Their

marshalling points have no bearing on this game.

• Any hazard cards that could not be played at all or that could not be played for effect remain in the hazard hand for consideration on the following turn.

Special Rules

• For the purposes of playing Dragons, Doors of Night is considered to always be in play.

• A Nazgûl permanent-event already in play will become a creature and attack the company, if it can, at the appropriate point when playing the hazard hand. It is discarded afterwards (or removed from play if defeated).

• A Nazgûl permanent-event is not discarded when it uses its special ability. It uses its special ability once per hazard phase, and only if it cannot attack that turn. For example, Ûvatha the Horseman would retrieve a random creature from the discard pile once a turn until a turn when he can attack. You must consider the special ability of each Nazgûl permanent-event that cannot attack when determining how the hazard hand will be played.

• If the company is forced to discard an item (e.g., with Pick-pocket), it is shuffled back into the treasure deck.

Victory

When all items from the treasure deck have been revealed and all have been played with your company, you immediately win the game. When the resource deck is exhausted, you immediately lose the game.