

INITIAL ADVENTURE GUIDE

HOW TO LEARN TO PLAY

To get a general idea of how to play, you should:

- 1) Play through the sample game described in this booklet: the *Initial Adventure Guide*.

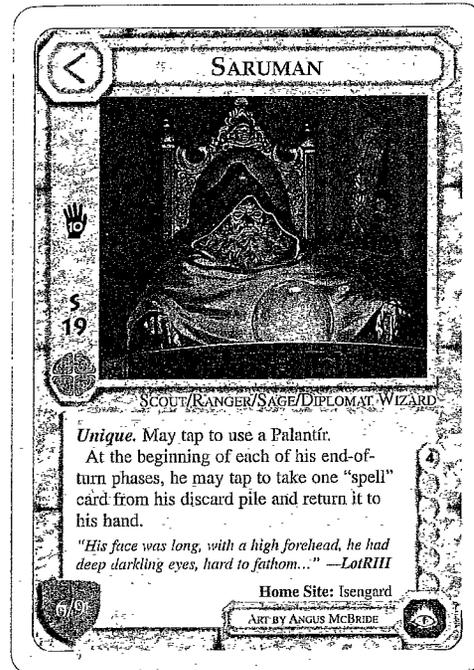
Note: *The sample game describes exactly what you and your opponent should do with the cards to make the adventure unfold. The rules of the game are described along the way, but do not be concerned with understanding their exact nature. Simply following the instructions about what you should be doing with the cards will demonstrate the basic feel of the rules. When you later read the Abbreviated Starter Rules and play the sample game for a second time, you can concern yourself directly with the letter of the rules.*

- 2) Then, read through the *Abbreviated Starter Rules* booklet. The guidelines in that booklet cover everything that happens in the sample game.

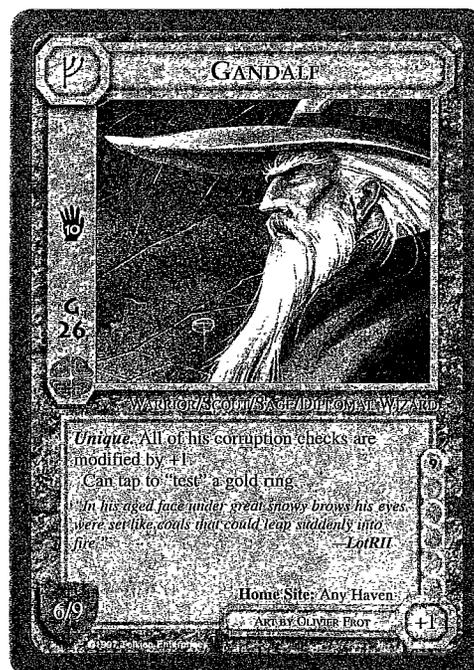
Note: *If you are an experienced gamer or if you have played collectible card games before, you may want to start with step 2 and then just shuffle the two decks and start to play.*

- 3) Place the sample decks back into their original order. Then, play through the sample game a second time. The Gandalf cards are ordered face-down from G01 (the top card) to G60 (the bottom card). The Saruman cards are ordered face-down from S01 (the top card) to S60 (the bottom card).

- 4) Shuffle the sample decks and play a real game, rolling the dice when needed. Refer to the *Abbreviated Starter Rules* as needed during play.



Later, you may want to read the full Starter Rules in *Middle-earth: The Wizards: The Complete Rules* and play a game using all of the Starter Rules for *Middle-earth: The Wizards (METW)*. The *Complete Rules* also contain the METW Standard Rules, but you should not read those until after you have mastered the Starter Rules.



THE COMPONENTS

This starter set contains:

- A 60-card ready-to-play "Gandalf" deck
- A 60-card ready-to-play "Saruman" deck
- Two "burning eye" six-sided dice
- Two "Hobbit" company markers
- Two marshalling point markers
- A full-color Middle-earth play map
- Two full-color player sheets
- An *Initial Adventure Guide* booklet
- An *Abbreviated Starter Rules* booklet
- A *Complete Rules* booklet

INTRODUCTION

The Sidebar Text

This sidebar text provides sections of the rules that pertain to the sample game. You do not have to read this material as you play through the sample game. However, this text may help when you are unclear why things are handled in certain ways in the sample game.

The Story

In *The Lord of the Rings*, Gandalf was the only Wizard to succeed in his mission. 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.

Making a Roll

When you need to make a roll, roll two six-sided dice (2D6) and add the two results together.

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 characters and certain items 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. A tapped character or item has already done something during the turn and cannot perform certain actions.

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.

The Valar have sent you and your fellow Maiar to Middle-earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. However, you are forbidden to dominate the peoples of Middle-earth or to match the power of Sauron with power. The peoples of Middle-earth refer to you as “Wizards,” and individually you are called: Saruman, Gandalf, Radagast, Alatar, and Pallando.

In this adventure, you and your opponent play Saruman and Gandalf. Each of you have the same goal: you must marshal the forces of the Free Peoples so that Sauron can be resisted until the One Ring is destroyed. Since you do not agree on how best to accomplish this goal, you must compete with your fellow Wizard for the minds, bodies, and souls of the Free Peoples.

Victory in a Middle-earth: The Wizards game means that the winner will be the primary advisor to the Free Peoples in their struggles against the Dark Lord.



The rest of this guide presents a sample game that you and your opponent can play through. This will help you learn to play by describing each step that takes place in a game of *Middle-earth: The Wizards*.

Getting Ready to Play: During play you can refer to the color key for the cards in the center of this booklet. For easier reference, you can remove the color key before you begin play.

The two decks of cards must be ordered so that the cards will appear in the same sequence as they do in the sample game. If this is the first time you have used this Starter Set, the two decks should be in the proper order. Otherwise, you must reorder the cards for the Gandalf deck from ‘G1’ (the top card, face down) to ‘G60’ (the bottom card, face down). Similarly, reorder the Saruman deck from ‘S1’ to ‘S60’. These ‘G#’ and ‘S#’ labels appear on the cards in red on the left hand side in the center.

You and your opponent must first decide who will be Saruman and who will be Gandalf. If you cannot agree, each

player rolls the dice (reroll if tied). The player with the highest result is Saruman and the other player is Gandalf.

Place the play map in the center of the space between you and your opponent.

Note: In this sample adventure you do not actually roll the dice. The dice roll results are predetermined so that the same things happen each time someone goes through the adventure.

SARUMAN SETUP

You are Saruman the White, greatest of the order of Wizards. Your most faithful adherents are gathered together in Rivendell awaiting your instructions and advice. This company consists of:

- Gimli – Dwarf of Durin’s line, son of Glóin
- Legolas – Sindarin Elf, son of Thranduil
- Elladan – Half-elf, son of Elrond
- Pippin – Peregrin Took, Hobbit of the Shire

You have not yet joined the company. You are currently working behind the scenes to advance the cause of the Free Peoples. However, the time may soon come when you will travel with this company across Middle-earth.



First, place the Saruman play sheet between you and the play map. This play sheet will help you organize and keep track of your cards.

Take the deck that has Gimli as its top face down card and Ford as its bottom face down card—this is your play deck. **Do not shuffle this deck.** Place the deck face down on your play sheet in the Play Deck space. During the game, you draw cards from the top of your play deck and place them in your hand.

As Saruman, you start the game with certain individual Free Peoples that follow your advice and counsel. These are your *starting characters*. Turn over the top six cards from your play deck. Place the Gimli, Legolas, Elladan, and Pippin cards on your play sheet in the spaces marked Character #1, #2, #3, and #4. Legolas starts with a weapon, so place the Dagger of Westrenesse card (an item) below Legolas’ card. Similarly, place the Elven Cloak card below Pippin.



Your Wizard card that represents Saruman does not start in play. You, Saruman, are initially working in secret to control and influence your growing resources. Later, during play, you will be able to reveal yourself and play your Wizard card.

During play, all of the characters you influence will move and operate as a group called your *company*. Your characters start play in Rivendell. So, place the white Hobbit marker on the Rivendell space on the play map. This marker represents the location of your company.

Because characters are one of the most important resources for the Free Peoples, most characters are worth marshalling points towards winning the game. Marshalling points are given in the upper-left corner of each card. So, you start with six marshalling points: 2 for Gimli, 2 for Legolas, and 1 each for Elladan and Pippin. To keep track of these marshalling points, place a white marker on the '6' space on your marshalling point track.

Finally, you draw a hand of eight cards from the top of your play deck. You are ready to begin play.

Saruman's Starting Hand: *Hauberk of Bright Mail, Block, Risky Blow, Wargs, Wolves, Wargs, Ghosts, Arouse Minions*

GANDALF SETUP

You are Gandalf the Grey, the wisest of the order of Wizards. Your most loyal associates are gathered together in Rivendell awaiting your advice and council. This company consists of:

- Aragorn II – Dúnadan of the North, Isildur's heir
- Boromir II – Dúnadan of Gondor, heir of the Steward
- Kili – Dwarf of Durin's line, son of Dís
- Merry – Meriadoc Brandybuck, Hobbit of the Shire

You have not yet joined the company. You are currently working behind the scenes to advance the cause of the Free Peoples. However, the time may soon come when you will lead this company across Middle-earth.



First, place the Gandalf play sheet between you and the play map. Take the remaining deck and place it on your play sheet in the Play Deck space.

Turn over the top six cards from your play deck. Place the Aragorn II, Boromir II, Kili, and Merry cards on your play sheet in the spaces marked Character #1, #2, #3, and #4. Boromir starts with a shield, so place the Shield of Iron-bound Ash card (an item) below Boromir's card. Similarly, place the Elven Cloak card below Merry.

Your Wizard card that represents Gandalf does not start in play. You, Gandalf, are initially working in secret to control and influence your growing resources. Later, during play, you will be able to reveal yourself and play your Wizard card.

Place the grey Hobbit marker on the Rivendell space on the play map.

You start with six marshalling points: 3 for Aragorn and 1 each for Boromir, Elladan, and Pippin. To keep track of these marshalling points, place a grey marker on the '6' space on your marshalling point track.

Finally, you draw a hand of eight cards from your play deck.

Gandalf's Starting Hand: *Dodge, Rangers of the North, Lucky Strike, Tempering Friendship, Concealment, "Bert" (Bûrt), Orc-raiders, Orc-guard*

The Cards

There are three types of cards in your deck: character cards (the blue background cards and the Wizard cards), resource cards (the copper-metal background cards), and hazard cards (steel grey metal background cards). The color insert in the Initial Adventure has a key for each of these types of cards.

Before starting play, shuffle your cards and place them face-down in front of you—this is your *play deck*. During the game, you draw cards from the top of this deck and place them in your *hand*. When you play a card, it either remains in play or it is placed into your *discard pile* or *out-of-play pile*:

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

Out-of-play Pile — If one of your characters is eliminated, place him in your out-of-play pile. When you defeat all of the strikes from a creature, place the creature's card in your out-of-play pile. When you play a faction, place it in your out-of-play pile.

Characters & Companies

As a player, you influence and control a number of characters that move and act in the world of Middle-earth. Each character's abilities are defined by these attributes: race, skills, direct influence, prowess (offense), body (defense), mind, marshalling points, and special abilities. A character can be *eliminated* and removed from play as a result of failing a body check during combat.

All of your characters operate together in your *company*.

Your Marshalling Points

You should place a marker on the Marshalling Point Track to keep a running total of your marshalling points as you acquire them.

SARUMAN TURN 1

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:** Each of your characters may do one of the following: Heal (if at a Haven site) or Untap.

2) **Organization Phase:** Reorganize your company and/or (if at a Haven) play one character or your Wizard from your hand. Remove your opponent's hazard long-events.

3) **Movement/Hazard Phase:** You may move your company to a new site. Each player draws cards as indicated by the new site. Then, your opponent plays hazards against you based on the new site and the path taken. Finally, each player must discard or draw until he has a hand of exactly 8 cards.

4) **Site Phase:** If your new site has an automatic-attack, you must face it. Then, you may tap a character to play one item or ally or you may tap a character to attempt to play a faction.

5) **End-of-Turn Phase:** Each player may discard one card. Then, each player must discard or draw until he has a hand of exactly 8 cards.

Hazards

"Evil forces" in METW 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" each other and each other's characters and forces, rather than the form of direct conflict.

You have uncovered a rumor that an ancient Hauberk of Bright Mail lies hidden west of Rivendell in the Barrow-downs. You send word to your company—they acquire the item.

On the journey, the company encounters and defeats a large Troll named "Bert." During the battle, he calls for "William" and "Tom," but no one comes. The next day, the company is beset by Orc-raiders from Angmar. They don't notice Pippin due to his Elven Cloak. Unfortunately, before Gimli and Legolas drive them off, Elladan is wounded.

At the Barrow-downs, Gimli disturbs a Wight while searching a ruined barrow. He drives it off and discovers the hauberk in its lair.



Untap Phase: The first part of each of your turns is your Untap Phase. As your characters do things during play some of them will become "tapped" or "wounded" (see the sidebar text for a complete explanation of tapping). During this phase each of your characters may either untap or heal. However, this is your first turn, so none of your characters are tapped or wounded.

Organization Phase: Your second phase is your Organization Phase. At this point, you may reorganize your characters and bring new characters into play from your hand. You do nothing because you don't need to reorganize and you have no characters in your hand.

Movement: Next you have to decide what your company is going to do. Your goal is to acquire marshalling points (MPs), so you need to examine the cards in your hand to see what you have available. The only marshalling points in your hand are for your Hauberk of Bright Mail (2 MPs). This is a *major item* so you need to travel to a site where major items are playable (look at the play map). The only site adjacent to Rivendell that says that major items are playable is the Barrow-downs. So, your company travels to the Barrow-downs—move your marker from Rivendell to the Barrow-downs.

Whenever you move, both you and your opponent draw cards. You are the moving player, so you draw 1 card as in-

dicated in the light box in the lower-left corner of the Barrow-downs site. Your opponent draws 2 cards as indicated in the dark box in the lower-left corner on the Barrow-downs site. *You draw Dunlendings. Your opponent draws Orc-warriors and Arouse Minions.*

To get to the Barrow-downs your company moved through two wilderness regions [☁☁] as indicated on the play map. Your company's new site, the Barrow-downs, is a ruins & lairs site [🏰] as indicated in the upper-left corner of the site on the play map. Thus, your company has a site path of [☁☁] and a site type of [🏰].

Your opponent may now play hazards (the dark grey cards) on your company, but he may only play creatures that your company would encounter on your travel route or at your new site. Such a creature must have a symbol that matches a symbol in your company's site path [☁☁] or the site type of your company's new site [🏰]. Such creatures are said to be *keyed* to one of the symbols. Your opponent has three creatures he can play: Bert (keyed to ☁: his ☁ matches a ☁ in your site path), Orc-raiders (keyed to ☁ or 🏰: also has a ☁ and his 🏰 matches your new site type), and Orc-warriors (keyed to ☁ or 🏰: also has a ☁ and a 🏰).

"Bert" Attacks: Your opponent plays "Bert"—he attacks your company. "Bert" has a prowess of 12 (lower-left corner) and 1 strike (1st line of card text). Since



all of your characters are untapped, you choose a character to face "Bert"'s strike. Legolas steps forward to fight—he taps and gives his full attention to the charging Troll. Because he taps, he will be less effective doing other things for the rest of this turn.

Legolas has a prowess of 6: his normal prowess of 5 plus 1 for his Dagger of Westernesse. He decides to use a Risky Blow to get an additional +3 prowess modification. You roll the dice and get a result of 5. Legolas' total is 14: a roll of 5 plus his prowess of 6 plus 3 for using a Risky Blow. Since, 14 is greater than "Bert"'s prowess of 12, Legolas has defeated "Bert" and "Bert"'s card is placed in your out-of-play pile. Discard the Risky Blow card. You get 1 marshalling point as indicated in the upper-left corner of "Bert"'s card—move your marker to '7' on your marshalling point track.

Note: See the sidebar text on pages 8 and 9 for more details on combat.

Orc-raiders Attack: Your opponent plays Orc-raiders: 4 strikes with 6 prowess. You have four characters and there are four strikes, so each of your characters must face a strike from the Orc-raiders. Gimli has a prowess of 5. Even if he rolled a 2, his resulting total of 7 would defeat the strike against him. So, you decide that Gimli will not tap to face the strike—this modifies his prowess by -3. You roll a 5 and Gimli defeats his strike; his total of 7 (5-3+5) is greater than the Orc-raiders' prowess of 6.

Legolas' prowess is normally 6 (5 +1 for the dagger); but, because he is tapped, his prowess is modified by -1. You roll a 7 for Legolas, and his total of 12 (6 -1 +7) easily defeats his strike.

Elladan has a prowess of 5 and decides to follow Gimli's example and not tap. However, you roll a 3 and Elladan's total is only 5 (5 -3 +3). This is less than the Orc-raiders' prowess of 6, so Elladan is wounded. Your opponent gets to roll the dice to make a body check for Elladan. If his roll is greater than Elladan's body of 8, Elladan will be eliminated. Luckily for you, your opponent rolls a 6 and Elladan is not eliminated.

The Orc-raiders' fourth strike is directed against your Hobbit, Pippin. Fortunately, Pippin has an Elven Cloak that

can be tapped to cancel a strike keyed to wilderness [♣]. Because the Orc-raiders matched the wilderness in Pippin's company's site path, you tap the cloak to cancel the strike against Pippin.

The Orc-raiders attack is over, and all of its strikes were *not* defeated because Elladan was wounded and Pippin canceled one. So Orc-raiders is discarded and placed in your opponent's discard pile.

Other Hazards: Your opponent doesn't play his Orc-warriors—he decides to save it to attack you on your return trip to Rivendell. Your opponent would like to play his Arouse Minions, but it only affects shadow-holds [♠] and dark-holds [♣] and your company has moved to a ruins & lairs [♣].

Return to a Hand of 8 Cards: At this point both you and your opponent must make sure you each only have eight cards in your hand. You both do, so you neither draw nor discard cards.

The Undead Automatic-attack: Since your company is at a site with an automatic-attack, you must face it. The Undead automatic-attack has 1 strike with a prowess of 8. You decide that Gimli will face the strike. If Gimli taps to face the strike, he will not be able to play the Hauberk of Bright Mail. However, if he does not tap, his prowess will only be 2 (5 -3). After your experience with Elladan, you don't want to risk Gimli. So, you play the Block card from your hand; place it in your discard pile. This means that Gimli does not tap *and* does not take the -3 modification. You roll a 6 and Gimli's total of 11 (5 +6) easily defeats the Undead.

Playing an Item: Gimli taps and you place your Hauberk of Bright Mail under his control. Gimli's body is increased from 8 to 9 (see the card's text). You get 2 marshalling points as indicated in the upper-left corner of the card. Move your marker on your marshalling point track from 7 to 9.

End-of-turn Phase: You only have 6 cards, so *you draw* Escape and Block. After he exercises his option to discard a card, *your opponent draws* one card to return 8 cards. He discards Orc-guard and draws Beregond. Your turn ends.

Movement

During the movement/hazard phase of each of your turns, you may move your company from its *current site* to its *new site*. The new site must be connected to the current site by a bold, black line on the play map.

Drawing Cards

If your company moves, you draw the number of cards indicated in the white box in the lower-left corner of the new site. Your opponent draws the number of cards indicated in the grey box in the lower-left corner of the new site.

Site Paths

There is a *site path* printed next to the bold, black line that connect each pair of adjacent sites. A site path represents the regions that your company travels through in order to move from one site to another.

Playing Hazards

In order to play a hazard creature on a moving company, one of the symbols in the bar on the left hand side of the creature's card must match one of the following:

- The moving company's new site's type symbol.
- One of the symbols in the site path between the company's current site and its new site.

Playing Cards

You may only play hazard cards during your opponent's movement/hazard phase. You may only play items, allies, and factions during your site phase. You may play other resource cards anytime during your own turn.

Playing an Item

If a character is at a site that indicates that a major item is "playable," he may tap to bring a major item into play. If a character is at a site that indicates that a greater item is "playable," he may tap to bring a greater item into play. The item card is placed under the character's card.

GANDALF TURN 1

You have heard that the forces of Angmar are becoming more and more active in the North. After talking to Aragorn, you both decide that it is time to mobilize the Rangers of the North. The next day, Beregond arrives at Rivendell and joins the company. Before noon, Aragorn and the rest of the company take their leave of you and depart for Bree.

On the journey, the company is attacked by Wargs. With Beregond and Boromir in the vanguard, the Wargs are easily defeated. Later the company is stalked by a pack of Wolves, but Merry leads the group to a place of concealment where they avoid a clash. However this is not the end of their battles: a second pack of Wargs soon after discovers them. The Wargs are driven off only after a fight in which Aragorn is forced to dodge a particularly vicious blow, while Kíli survives only by using a very lucky strike against his foe.

At Bree, Aragorn quickly locates some of his fellow rangers. Using his considerable influence and taking advantage of their friendship, he convinces them to mobilize for the Free Peoples.



Untap Phase: This is your first turn, so you have no characters to untap or heal.

Organization Phase: You have a character, Beregond, in your hand and you would like to bring him into play. Each character you have in play requires your Wizard to use *influence points* equal to the character's mind attribute. Your characters in play require 20 influence points to control: Aragorn (mind: 9), Boromir (mind: 4), Kíli (mind: 3), and Merry (mind: 4). As a Wizard you have 20 points of general influence with which to directly control your characters—your characters in play currently use all of your general influence.

However, each of your characters has direct influence which can be used to control characters and free up some of your general influence. Aragorn has 3 points of direct influence, so he takes control of Kíli. Kíli is now Aragorn's *follower* and no longer requires general influence—place Kíli's card under Aragorn's card. Kíli still functions as a

normal character, he just follows Aragorn's orders while Aragorn follows your orders.

You now are only using 17 of your general influence points, you have 3 unused general influence points. Beregond has a mind of 2, so he only requires 2 points of influence to control. You play Beregond with your company in Rivendell.

Movement: You have to decide what your company is going to do. Your goal is to acquire marshalling points (MPs), so you need to examine the cards in your hand to see what you have. The only marshalling points in your hand are for your Rangers of the North (3 MPs). This is a *faction* so you need to travel to the site where the Rangers of the North are playable. It says on the Rangers of the North card that the faction is playable at Bree. Luckily, Bree is adjacent to Rivendell, so you move your company marker to Bree.

You are the moving player, so you draw 1 card as indicated in the light box in the lower-left corner of the Bree site. Your opponent also draws 1 card as indicated in the dark box in the lower-left corner on the Bree site. **You draw** Brigands; **your opponent draws** Dark Quarrels.

To get to the Bree your company moved through two wilderness regions [♣♣] as indicated on the play map. Your company's *new site*, Bree, is a border-hold site [B] as indicated in the upper-left corner of the site on the play map. Thus, your company has a site path of ♣♣ and a site type of B.

Your opponent may now play hazards on your company, but he may only play creatures that your company would encounter on your travel route or at your new site. So, such a creature must have a symbol that matches a symbol in your company's site path [♣♣] or the site type of your company's new site [B]. Such creatures are said to be *keyed* to one of the symbols. Your opponent has 3 creatures he can play: Wolves (keyed to ♣: its ♣ matches a ♣ in your site path) and 2 Wargs (keyed to ♣: they also have ♣'s).

Wargs Attack: Your opponent plays Wargs: 2 strikes with 9 prowess. Since all of your characters are untapped, you choose which two characters will face the strikes. Beregond and Boromir each face

Controlling Characters

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.

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. A follower may not have his own followers, but a follower is handled in all other ways as a normal character.

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

If a character controlling a follower is removed from play, the follower remains in play as a normal character.

Bringing Characters Into Play

If your company is at a Haven (i.e., Rivendell or Lórien) and you have enough general influence or direct influence, you may bring one character or your Wizard into play.

a strike. Beregon has a prowess of 4 and he taps to fight the Wargs. He rolls a 7 and defeats his strike; his total of 11 (4+7) is greater than the Wargs' prowess of 9. Boromir taps, rolls a 9, and easily defeats his strike. Your opponent's Wargs card is placed in your out-of-play pile to keep track of your marshalling points. You get 1 marshalling point as indicated in the upper-left corner of the card—move your marker to '7' on your MP track.

Wolves Attack: Your opponent plays Wolves: 3 strikes with 8 prowess. Since only three of your characters are untapped, Merry would have to face a strike. However, you have a Concealment card in your hand—it will allow your company to avoid the attack. In order to play Concealment, you have to tap a character who is a scout—the scout shows the company where and how to hide. You have two scouts: Merry and Kíli. You decide to tap Merry because Kíli is a better fighter. Merry taps to play Concealment, the Wolf attack is canceled, and both cards are discarded.

Wargs Attack: Your opponent plays his second Wargs card: 2 strikes with 9 prowess. Since only Aragorn and Kíli are untapped, they face the strikes. Kíli has a prowess of 3 and he taps to fight the Wargs. You decide to give him a little help and play a Lucky Strike card from your hand—he gets to roll twice and choose which roll to use. He rolls a 4 and a 6. It's a good thing you used the Lucky Strike, because he would have been wounded with a roll of 4. However, he chooses to use the roll of 6 and ties the strike with a total of 9 (3+6).

Now Aragorn must face his strike. You do not want to tap Aragorn because if he is tapped he will not be able to bring the Rangers of the North into play. So, you play Dodge on Aragorn. This means that Aragorn does not tap *and* does not take the -3 modification for not tapping. You roll a 7 and Aragorn's total of 13 (6+7) easily defeats the strike. However, because both strikes were not defeated, you do not get any marshalling points.

The Lucky Strike, Dodge, and Wargs cards are all discarded.

Other Hazards: Your opponent would like to play his Arouse Minions, but it

only affects shadow-holds [■] and dark-holds [■] and your company has moved to a ruins & lairs [■]. He would also like to play his Ghost, but its symbols do not match your site path or new site type.

Return to a Hand of 8 Cards: At this point both you and your opponent must make sure you each only have eight cards in your hand. You only have 5 cards, so *you draw* River, Halfling Strength, and Scroll of Isildur. Having only 6 cards, *your opponent draws* Saruman and Lesser Spiders.

The Site Phase: Because it is a relatively safe place, Bree has no automatic-attack. You want to play your Rangers of the North card, but in order to do so you must tap a character to make an *influence check* as indicated on the card. Aragorn has a special bonus when attempting to influence the Rangers of the North, so you tap him and you play your Tempering Friendship card to give him a +4 bonus.

Aragorn has a normal direct influence of 3 and a +2 bonus to his direct influence against the Rangers of the North. However, he has a follower that uses 3 points of his direct influence. So, his *unused* direct influence is 2. You make your influence check roll (2D6), and the result is 5. This roll is modified by:

- Aragorn's unused direct influence: +2.
- +1 because Aragorn is a Dúnadan and the Rangers of the North card indicates a +1 modification for Dúnedain (the plural of Dúnadan).
- +4 due to the play of a Tempering Friendship card.

So the modified result is 12 (=5+2+1+4). Since this is greater than 9 (the number required by the faction card), the Rangers of the North are successfully brought into play and placed in your out-of-play pile. Your marshalling point total increases by 3 to 10—move your marker on your marshalling point track. Discard the Tempering Friendship card.

If you had rolled a 2, your modified result would have been 9 (=2+2+1+4), and you have discarded the faction card.

End-of-turn Phase: You only have 6 cards, so *you draw* Faramir and Dodge. *Your opponent draws* none; he has 8 cards and elects not to discard one.

Canceled Attacks and Strikes

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. A canceled hazard creature is immediately discarded.

Playing a Faction

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 out-of-play pile (it now counts towards your marshalling point total). Otherwise, you discard the faction card. Once a faction is brought into play, it is not controlled by any specific character and it does not count against general or direct influence.

SARUMAN TURN 2

After resting for a while, your company starts its long trip back from the Barrow-downs to Rivendell. Along the way, they break up a band of Brigands and disperse another squad of Orc-warriors. In truth, the forces of Angmar seem to be on the move, but the company reaches Rivendell safely.



Untap Phase: You untap Gimli, Legolas, and Pippin's Elven Cloak. However, Elladan cannot heal because he is not at a Haven—the Barrow-downs is a ruins & lairs site.

Organization Phase: You would like to play your Saruman card and reveal yourself. But your company is not at a Haven, so you must wait until your next turn when your company is back in Rivendell.

Movement: The only site adjacent to Barrow-downs is Rivendell, so your company moves back to Rivendell. Place your company marker on the Rivendell space. *You draw* two cards: Ghouls and Halfling Stealth. *Your opponent draws* two cards: Lucky Strike and Éomer.

Your site path from Barrow-downs to Rivendell is and your new site type is Haven []. So, your opponent has three hazards that can be played: River, Brigands (keyed to), and Orc-warriors (keyed to).



Brigands Attack: Your opponent plays Brigands: 2 strikes with 8 prowess. Since three of your characters are untapped, you choose which of them will face the strikes. Legolas and Gimli each face a strike. Legolas has a prowess of 6 (5 normal +1 for his dagger) and he does not tap (-3 modification) to fight the Brigands. He rolls a 6 and defeats his strike; his total of 9 (6-3+6) is greater than the Brigands' prowess of 8. You play a Block card for Gimli so he does not need to tap. He rolls a 10 and easily defeats his strike. The Brigands card is placed in your out-of-play pile. You get 1 marshalling point as indicated in the upper-left corner of the card—move your marker to '10' on your marshalling point track.

Orc-warriors Attack: Your opponent plays Orc-warriors: 3 strikes with 7 prowess. Since three of your characters are still untapped, each faces a strike. Pippin taps his Elven Cloak to cancel the strike directed against him. Legolas and Gimli do not tap to face their strikes—you don't know whether or not your opponent has more hazards to use against you. Legolas rolls a 4 and defeats his strike; his total of 8 (5 normal +1 for his dagger -3 for not tapping +5 for his roll) is greater than the Orc-warriors' prowess of 7. Gimli rolls an 11 and easily defeats his strike. However, because Pippin canceled his strike, all three strikes were not defeated and you do not get any marshalling points. Discard the Orc-warriors card.

Other Hazards: River will force you to either tap a ranger character or to do nothing during the site phase. Since you are returning to a Haven and you cannot normally play resources at a Haven, your opponent doesn't play his River card.

Return to a Hand of 8 Cards: You have 9 cards, so you *discard* Halfling Stealth (Pippin is doing fine with his Elven Cloak). Your opponent has 8 cards, so he does nothing.

The Site Phase: Your company is at a Haven and you have no resources to play.

End-of-turn Phase: You are tired of holding on to Arouse Minions, so you *discard* it and *draw* Annalena. Your opponent elects not to discard a card.

COMBAT

Combat occurs when a creature hazard is played on your company or when your company faces an *automatic-attack* at a site. Each of these cases involves resolving one *attack* that 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, ignore excess strikes.

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

A Strike's Prowess

Each attack has a prowess that reflects how hard it is to defeat the attack. Certain cards may increase the number of strikes and/or prowess of an attack: *Arouse Minions*, *Wake of War*, and *Minions Stir*.

A Character's Prowess

Each of your characters has a prowess that reflects the character's abilities in combat. There are a number of standard modifications to a character's prowess:

- An tapped character modifies his prowess by -1.
- A wounded character modifies his prowess by -2.
- Normally a character that is the target of a strike must tap when the strike is resolved. However, a character may choose to not tap—if so, his prowess is modified by -3. The character does not take this penalty if a *Block* or *Dodge* card is used.
- The target's prowess is modified by +3 if a *Risky Blow* card is used.

GANDALF TURN 2

After a few days in Bree consulting with the locals, the company starts back to Rivendell. The early part of the trip is relatively uneventful. Growing complacent, the group is ambushed by lesser giant spiders in a place where the road cuts through a section of heavy forest. It takes the full efforts of all of the company's warriors to emerge triumphant. Unfortunately, Merry is separated from the group and encounters an evil Huorn. Only his Elven cloak and his inherent sense for self-preservation enable him to escape and rejoin his companions. Eventually, the road leads the company back to Rivendell.



Untap Phase: You untap all of your characters.

Organization Phase: You would like to play Faramir or Éomer. However, not only is your company not at a Haven, but you don't have enough influence. You are currently using 19 out of your 20 points general influence. So, your 1 point of general influence would not be enough to control Faramir (mind: 5) or Éomer (mind: 3). You need to get your Wizard card into play with his 10 points of direct influence.

Movement: The only site adjacent to Bree is Rivendell, so your company moves back to Rivendell. Place your company marker on the Rivendell space. **You draw** two cards: Gandalf and the Great-shield of Rohan. **Your opponent draws** two cards: Huorn and Risky Blow.

Your site path from Bree to Rivendell is H H and your new site type is Haven [H]. So, your opponent has two hazards that can be played: Huorn (keyed to H) and Lesser Spiders (keyed to H).

Lesser Spiders Attack: Your opponent plays Lesser Spiders: 4 strikes with 7 prowess. Since all of your characters are untapped, you choose which of them will face the strikes. You choose Aragorn, Boromir, Beregond, and Kíli. You decide that you really want to get the marshalling point so you tap them all. Aragorn rolls a 4 but still easily defeats his strike with a total of 10 (6 prowess +4 for the



roll). Boromir and Beregond roll a 7 and a 9 respectively and easily win. You're worried about Kíli and his 3 prowess, so you play Lucky Strike for him. He rolls a 10 and a 7, easily defeating his strike. It turns out you didn't need to play the Lucky Strike, but you must play any resource cards affecting a strike before any rolls are made. The Lesser Spiders card is placed in your out-of-play pile. You get 1 marshalling point and move your marker to '11' on your marshalling point track.

Huorn Attack: Your opponent plays Huorn: 1 strike with 10 prowess. Since only Merry is untapped, you choose him to face the strike and he uses his Elven Cloak to hide from the Huorn. Tap the Elven Cloak and discard the Huorn.

Return to a Hand of 8 Cards: You have 9 cards, so **you discard** one. You are planning to try and play the Scroll of Isildur next, so you discard the Great Shield of Rohan so that it won't just sit in your hand. Your opponent has 8 cards, so he does nothing.

The Site Phase: Your company is at a Haven and you have no resources to play.

End-of-turn Phase: Because you have three characters in your hand and you can only play one each turn, **you discard** Éomer **and draw** "William." **Your opponent discards** Ghouls and **draws** Wolves.

(COMBAT Continued)

Condition	Mod. to Target's Prowess
Untapped character decides to tap	0
Untapped character decides not to tap	-3
Unwounded, tapped character	-1
Wounded character	-2
Risky Blow	+3

Resolving a Strike

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.

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 is *defeated*.
- If this result is equal to the strike's prowess, the strike is *ineffectual*.
- Otherwise, the strike is *successful* and the character is wounded and must make a body check.

Body Checks

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 and his card is placed in your out-of-play pile. If the character was already wounded before this strike, the roll is modified by +1.

If a character is eliminated, the items he controls are transferred to other characters in his company.

Defeating an Attack

An attack by a hazard creature is defeated if each of its strikes that targeted a character is defeated. A defeated hazard creature's card is placed in the defender's out-of-play pile. The defender receives marshalling points for eliminating it.

SARUMAN TURN 3

Healing

Each of your wounded 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).

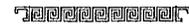
While Elladan recuperates from his wounds and the rest of the company enjoy the comforts of Imladris, you travel to join them. You have decided that the time has come for you to reveal yourself to the Free Peoples and to take a more active role in the struggle against Sauron. Legolas is particularly delighted by your decision and follows your every suggestion as if it were an order.

One of your agents in the South has reported that the Dunlendings are receptive to the idea of aligning themselves with the Free Peoples. So, you and the company head south for the Dunnish Clan-hold. Just outside of Rivendell, a huge Troll suddenly appears and screams "Yer blinking sneakers coshed me mate Bert. Now I'll bruise yer, or me name's not William Troll." Reacting quickly, Legolas side steps the charging Troll and aims a risky blow at its flank. Luckily, his blade strikes home and the Troll dies instantly.

Days later in the heart of the wilderness between Rivendell and the Dunnish Clan-hold, the company finds its way blocked by a swollen river. All of the known fords seem to be impassable. Normally, Elladan would use his skills as a

ranger to find a crossing, but he is still not fully recovered from his wounds. So Saruman is forced to spend long, draining hours discovering a way across the river. By the time the company reaches the Dunnish Clan-hold, Saruman is exhausted.

Not wanting to wait for Saruman to recover, Gimli takes the initiative and tries to convince the Dunlendings to join the Free Peoples. Ultimately he is successful and the Dunlendings begin to mobilize.



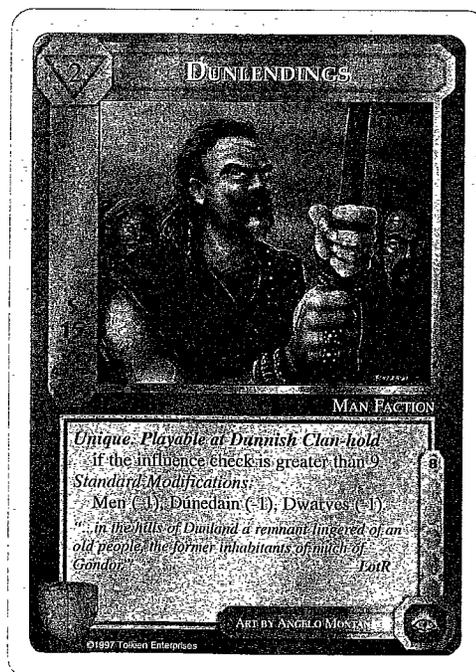
Untap Phase: Untap Pippin's Elven Cloak. Because your company is at a Haven, Elladan can heal. Turn his card so that he is tapped.

Organization Phase: Your company is at a Haven, so now you can play your Wizard card and reveal yourself. Place your Saruman card on your play sheet. You would also like to play Annalena. However, you can't because you can only play one character each turn. Revealing your Wizard counts as playing a character.

You can now reorganize your company. Saruman has 10 points of direct influence, so he can have followers with mind attributes totaling up to 10. You make Legolas a follower and place his card (and his dagger card) under Saruman's card. This means that you have 6 points of unused general influence and Saruman has 4 points of unused direct influence.

Movement: You have the Dunlending faction in your hand and it is worth 2 marshalling points. It can only be played at the Dunnish Clan-hold site, so you move your company marker to that space. *You draw* Wood-elves and Wolves. *Your opponent draws* Escape and Orc-guard.

Your site path from Rivendell to the Dunnish Clan-hold is ♣♣♣ and your new site type is a border-hold [♣]. So, your opponent has two hazards that can be played: River and "William" (keyed to ♣).



“William” Attacks: Your opponent plays “William”: 1 strikes with 11 prowess. You choose Legolas to take the strike and you play Risky Blow to give him a +3 bonus. He taps and rolls a 5 for a total of 14 (5 normal +1 for his dagger +3 for Risky Blow +5 for the roll). “William” is defeated and his card is placed in your out-of-play pile. Move your marker to ‘11’ on your marshalling point track.

Other Hazards: Your opponent now plays River. Unless you tap a ranger, this card will prevent your company from doing anything during your site phase. This would slow you down for an entire turn, so you definitely want to tap a ranger. Since Elladan is already tapped (remember he just healed this turn), you must tap Saruman—he is your only other ranger. This is unfortunate because you were planning to use him and his 6 points of unused direct influence to recruit the Dunlendings.

Return to a Hand of 8 Cards: You and your opponent each have 8 cards.

The Site Phase: You only have two untapped characters with which to try and influence the Dunlendings. You tap Gimli for the influence check. He has no followers, so his unused direct influence is 2. You make your influence check roll (2D6), and the result is 9. This roll is modified by:

- Gimli’s unused direct influence: +2.
- -1 because Gimli is a Dwarf and the Dunlending card indicates a -1 modification for Dwarves.

So the modified result is 10 (9+2-1). Since this is greater than 9 (the number required by the faction card), the Dunlendings are successfully brought into play. However, if you had rolled a 8 or less, your influence check would have failed and you would have had to discard the faction card.

Place the Dunlendings card in your out-of-play pile and increase your marshalling point total to 13.

End-of-turn Phase: You only have 7 cards, so *you draw* Wake of War. *Your opponent discards* Orc-guard and *draws* Quickbeam.

GANDALF TURN 3

You had planned to remain in the background for a while longer, but Saruman’s arrival has forced your hand. You reveal yourself to be a Wizard and join your company in Rivendell. Merry and Boromir claim that they will follow you to the ends of the earth.

Your research concerning the One Ring has indicated that one of the keys to its discovery, the Scroll of Isildur, may be found in Moria. After a long conference with your company, you decide to cross the Misty Mountains to Lórien and then to enter Moria using its East Gate.

The trip across the Misty Mountains is relatively uneventful, but in the Anduin Vales you begin to find signs of a great battle. This worries you because often there are great dangers in the wake of war. Indeed, your premonitions soon become reality—your company is beset by Wargs, wolves, and giant spiders that seem to be even more rabid than normal.

The company easily defeats the first Wargs they chance upon, and Merry’s quick action helps the group conceal itself from a pack of wolves. Against a third attack, you escape only because Beregond fights a valiant rear-guard action—he is wounded in the process. However, your luck runs out when beset by a second pack of wolves. Kíli is wounded and Beregond is killed before the company finally manages to drive off the attackers. Eventually, the company limps into Lórien and Beregond is buried with full honors.



Untap Phase: You untap all of your tapped characters and items.

Organization Phase: You play your Gandalf card. Then you make Merry and Boromir his followers. Place their cards under Gandalf’s. You now have 9 unused general influence, but Gandalf only has 2 unused direct influence.

Movement: You want to travel to a site where you can play your Scroll of Isildur for 4 marshalling points. It is a greater item, so you must travel to Moria, Mount Gundabad, or the Dead Marshes. To reach any of these sites you must first move to Lórien. Place your company marker on

Body Checks

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 and his card is placed in your out-of-play pile. If the character was already wounded before this strike, the roll is modified by +1.

If a character is eliminated, the items he controls are transferred to other characters in his company.

Short-events

A short-event's effects are immediately implemented when it is played. Then the event card is discarded.

Long-events

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. Hazard long-events last approximately two turns, one of your opponent's and one of yours.



the Lórien site. *You draw* Brigands and Concealment. *Your opponent draws* Wargs and Lesser Spiders.

Your site path from Rivendell to Lórien is and your new site type is Haven [☆]. So, your opponent has five hazards that can be played: Wake of War, Lesser Spiders, Wargs, and two Wolves. You don't know it yet, but you are about to be hit with 5 hazards.

Wake of War: This card is a *long-event* that increases the number of strikes and prowess of each Wolf, Spider and Animal attack by one. Your opponent plays this card first so that his creatures will all be more powerful. This card will remain in play until your next organization phase. Thus, it will affect any creatures you play against your opponent on his next turn.

Wargs Attack: Your opponent plays Wargs: normally 2 strikes with 9 prowess. However, it is a Wolf attack—see the key word “Wolves,” the first word in its card's text. So, due to the Wake of War, it has 3 strikes with 10 prowess. You choose Gandalf, Aragorn, and Boromir to face the strikes. Gandalf plays Dodge and does not tap. He rolls a 5 for a total of 11 (6 prowess +5 for the roll), and he defeats his strike. Boromir taps and rolls a 9, easily defeating his strike. Aragorn taps and rolls a 7, defeating his strike. Place the Wargs card in your out-of-play pile and increase your marshalling point total to 12.

Wolves Attack: Your opponent plays Wolves: 4 strikes with 9 prowess due to the Wake of War. You begin to worry—Wake of War is in play, Boromir and Aragorn are already tapped, and this attack has 4 strikes. You tap Merry (a scout) and play Concealment to cancel the attack. Your opponent discards the Wolves.

Wolves Attack: Your opponent plays another Wolves: 4 strikes with 9 prowess due to the Wake of War. Things are getting tense. You play Escape to cancel the attack. However, Escape requires you to wound one of your own characters. You decide to wound Beregon (he covers your escape) and the Wolves card is discarded.

Lesser Spiders Attack: Your opponent plays Lesser Spiders: 5 strikes with 8 prowess due to the Wake of War. You have nothing to cancel this attack, so you choose Gandalf, and Kíli to take strikes. Because they are tapped or wounded, you cannot choose Aragorn, Merry, Boromir, or Beregon. There are three strike left, and your opponent applies them to Boromir (because he has a low body), Merry (because he has a low prowess), and Beregon (because he is wounded).

Gandalf taps and rolls an 8, defeating his strike. Merry taps his Elven Cloak to cancel his strike. Boromir taps his shield for a +1 bonus and rolls a 6, easily beating his strike. Kíli taps and rolls a 4 for a total of only 7 (3+4)—he is wounded. Your opponent rolls a 6 for Kíli's body check. Since Kíli's body attribute is 8, Kíli is not eliminated. This leaves Beregon, who rolls a 3. His total is only 5 (4 normal -2 for being wounded +3 for his roll). Beregon is wounded again. Your opponent rolls a 10 for the body check. Because this is greater than Beregon's body of 8, Beregon is eliminated. Place his card in your out-of-play pile and your opponent discards Lesser Spiders.

Return to a Hand of 8 Cards: Wake of War remains in play. You only have 6 cards, so *you draw* Orc-warriors and Escape. Having only 5 cards, *your opponent draws* Saruman, Gollum, and Barrow-wight.

The Site Phase: Your company is at a Haven and you have no resources to play.

End-of-turn Phase: *You discard* Arouse Minions and *draw* Minions Stir. He already has his Wizard in play, so *your opponent discards* Saruman from his hand and *draws* Halfling Strength.

SARUMAN TURN 4

After a relatively short period of recuperation, you gather your company together and head for Rivendell. The Valar must be looking out for you, because nothing significant happens on the trip back. However, you have a sense of foreboding concerning activity on the other side of the Misty Mountains.



Untap Phase: You untap all of your characters and items.

Organization Phase: You cannot play Annalena because your company is not at a Haven.

Movement: The only site adjacent to Dunnish Clan-hold is Rivendell, so your company moves back to Rivendell. *You draw* Bard Bowman and Arouse Minions. *Your opponent draws* Arouse Minions and Gandalf.

Your site path from Dunnish Clan-hold to Rivendell is  and your new site type is Haven [☆]. So, your opponent has three hazards that can be played: Minions Stir, Brigands (keyed to ) , and Orc-warriors (keyed to ).

Your opponent sees that his Minions Stir will only affect his Orc-warriors. In addition, your powerful characters are all untapped and heading back to a Haven. He decides to wait and not play any hazards this turn.

Return to a Hand of 8 Cards: *You discard* Bard Bowman and Escape. *Your opponent discards* Gandalf from his hand and Arouse Minions.

The Site Phase: Your company is at a Haven and you have no resources to play.

End-of-turn Phase: You and your opponent do nothing.

GANDALF TURN 4

The time has come. Despite having misgivings, you and your companions decide that you must enter Moria. The Scroll of Isildur is just too important—you can't afford to pass up any chance of finding it. On the way up to Moria, you face an evil Huorn alone and destroy it, but the effort it requires expends much of your reserves of energy.

Entering Moria by the East Gate is no problem. Unfortunately, the same can not be said for the first chamber of the third level. Your entrance into the hall seems to have enraged the Ghosts that lurk in the shadows. The company blunts their attack and with Gandalf's help they are dispersed for all time. Immediately after dealing with the Ghosts, a Barrow-wight seems to materialize in the midst of your companions. Drained by the earlier encounters, you cannot react quickly enough to destroy it. However, Boromir leaps in front of the abomination and it is forced back into the shadows, but not before seriously wounding Boromir.

You believe that you are close to the area that holds the scroll, but the noise of your battles seems to have aroused the Orc minions that now inhabit Moria. As you start to move on, a huge mass of Orcs begin to push into the chamber from a nearby entrance. Your company quickly pushes through another doorway and seals the door. The door holds off the Orcs long enough for you to escape the pursuers, but Kili is wounded in the process.

It is at this point that your luck changes. Soon after, Merry finds the Scroll of Isildur in what seemed to be just a pile of rubble. Your mission accomplished, you quickly and quietly move to the nearest exit and leave Moria.

You now feel that you have accomplished enough so that you can convince the leaders of the Free Peoples to follow your advice. You send out word that the Free Council will convene in a few weeks in Lórien.



Untap Phase: You untap Gandalf, Aragorn, Boromir, Merry, Boromir's shield, and Merry's cloak. Since your company is at a Haven, Kili heals—move his card to its tapped position.

Integrating New Cards into Your Starter Set

You can play as many games as you want using just the card decks in this starter set. But if and when you are ready to adventure in full Middle-earth environment, you may want to add cards from other *Middle-earth Collectible Card Game™* (MECCG™) products. There are over 1000 different cards that are part of the MECCG.

You can buy MECCG cards in one of two different products: starter decks and booster packs. A starter pack includes 52 random cards and 24 "fixed" cards that are pre-selected to make each starter decks. A booster pack includes 12 to 15 cards randomly selected from a set of MECCG cards.

As of June 1997, MECCG cards are available in four sets: *The Wizards*, *The Dragons*, *Dark Minions*, and *The Lidless Eye*. These sets of cards are sold in the following products:

Middle-earth: The Wizards™ starter decks

Middle-earth: The Wizards booster packs

Middle-earth: The Dragons™ booster packs

Middle-earth: Dark Minions™ booster packs

Middle-earth: The Lidless Eye™ starter decks

Middle-earth: The Lidless Eye booster packs

Most of the cards in your starter set are from *The Wizards* set. So, when you start to add cards, it would be best to buy *Middle-earth: The Wizards* starter decks and booster packs. After you have experienced the full ranges of experiences of *Middle-earth: The Wizards*, you can start to add cards from the other sets.

Ending the Game

The game ends when one of the following occurs:

- 1) If your Wizard is "eliminated," the game ends immediately and your opponent wins.
- 2) If each play deck has been exhausted once, the game ends at the end of the current turn.
- 3) If you have at least 20 marshalling points, the game ends at the end of your opponent's next turn (i.e., your opponent gets one last turn).

Organization Phase: You play Faramir at Lórien with your company. Increase your marshalling point total to 14. Because Wake of War was played during your last turn, discard it.

Movement: You have two marshalling point resources that you could try and play this turn: Scroll of Isildur and Quickbeam. You decide to try for the scroll and its 4 marshalling points. Your company moves to Moria. *You draw Dodge and Lucky Strike. Your opponent draws Huorn, Risky Blow, and Orcrist.*

Your site path from Lórien to Moria is   and your new site type is a shadowhold . Your opponent has three hazards that can be played: Arouse Minions, Huorn (keyed to w), Ghosts (keyed to ), and Barrow-wight (keyed to ).

Ghosts Attack: Your opponent plays Ghosts: 3 strikes with 9 prowess. You choose Gandalf, Aragorn, and Faramir to face the strikes. Gandalf plays Dodge, doesn't tap, and rolls a 6; he defeats his strike with a total of 12. Aragorn taps and rolls an 11, defeating his strike. Faramir taps and rolls a 7, defeating his strike. Place the Ghosts card in your out-of-play pile and increase your marshalling point total to 15.

Huorn Attacks: Your opponent plays Huorn: 1 strike with 10 prowess. Gandalf taps and rolls an 8, defeating the attack. Place the Huorn card in your out-of-play pile and increase your marshalling point total to 16.

Barrow-wight Attacks: Your opponent plays Barrow-wight: 1 strike with 12 prowess. Boromir takes the strike and plays a Lucky Strike so that he can roll twice and choose which roll to use. He also taps his shield for a +1 bonus. Unfortunately he rolls a 2 and a 4, for a best total of 11 (6 normal +1 for tapping his shield +4 for the roll). Boromir is wounded, but your opponent rolls an 8 for the body check. Normally, this result would eliminate Boromir because his body attribute is only 7. However, Boromir's shield increases his body by 1 to 8—Boromir is not eliminated. Discard the Barrow-wight card.

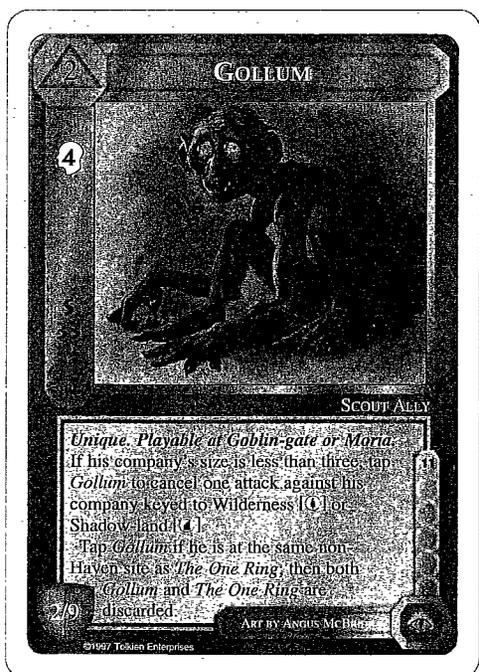
Other Hazards: Your opponent plays Arouse Minions to increase the prowess of Moria's automatic-attack from 7 to 10.

Return to a Hand of 8 Cards: *You draw Glamdring. Your opponent draws River.* If he had this card earlier, he could have played it to keep your company from doing anything during its site phase.

The Site Phase: Now your company must face the automatic-attack. It normally has 4 strikes with 7 prowess. But due to the Arouse Minions, it has 4 strikes with 10 prowess. You play Escape to cancel the automatic-attack, but one of your characters is wounded. You choose Kíli. However, you can now tap Merry and play the Scroll of Isildur. (Alternatively, you could play Glamdring, but it only gives 2 marshalling points.) Move your marker on your marshalling point track to 20.

End-of-turn Phase: You have 20 marshalling points, so your opponent gets one last turn and then the game is over.

You will not get another turn, so you will not be able to play any more resource cards and your opponent will not be able to play any more hazard cards. So *you discard Halfling Strength and draw Orc-riders, Riders of Rohan, and Erkenbrand. Your opponent discards River and draws Celeborn.*



SARUMAN TURN 5

Word reaches you that Gandalf has called for the Free Council to convene. You know that there is little time for further action, but you decide to enter Goblin-gate on your way to Lórien. Perhaps you can find Gollum—his connection to the One Ring is strong and his presence at the Free Council may sway some to you.

Your company manages to safely reach one of the side entrances to Goblin-gate. However, there are Orc-guards at the entrance. You use some of your "magic" and you sneak in as the Orcs begin to quarrel among themselves. Further inside the caverns, your company ambushes and defeats a bunch of Orcs about to leave on a raid against the Beornings. Deeper down, your company falls upon some Orc-warriors in their barracks and once again defeats them. Then, your luck runs out as a large garrison of Orcs attacks you in one of the main corridors. Elladan is wounded before you can flee back into the vastness of the cavern complex under Goblin-gate. But perhaps that final encounter was a good thing—during the retreat from that encounter, Pippin happens upon a small, wizened figure cowering in the darkness. After some "persuasion," the figure, Gollum, joins your company.

With time running out, your company makes its way down the Anduin Vales to the Free Council.



Untap Phase: All of your cards are already untapped. You only have 13 marshalling points. You need 20 to at least tie your opponent.

Organization Phase: Since your company is at Rivendell, you bring Celeborn into play with your company. Since you can only play one character per turn, you may not play Annalena. Celeborn's 2 marshalling points bring your total to 15.

Movement: You have three cards that you could play for marshalling points: Wood-elves, Orcrist, and Gollum. Orcrist is a greater item that can only be played at Moria, Mount Gundabad, or the Dead Marshes. Similarly, Wood-elves can only

be played at Thranduil's Halls. None of those sites are adjacent to Rivendell, so you will not be able to play Orcrist or Wood-elves this turn. However, Gollum may be played at Goblin-gate or Moria, and Goblin-gate is adjacent to Rivendell. So, you move your company marker to Goblin-gate. **You draw Block. Your opponent draws Orc-guard and Minions Stir.**

Your site path from Rivendell to Goblin-gate is (♣) (♣) and your new site type is shadow-hold [♣]. So, your opponent has five hazards that can be played: Brigands (keyed to ♣), Orc-warriors (keyed to ♣), Orc-raiders (keyed to ♣), and Orc-guard (keyed to ♣), and Minions Stir. He has a second Minions Stir that he cannot play because the card says "Cannot be duplicated." This means that only one copy of the card may be in play at a given time.

Minions Stir: This card is a *long-event* that increases the number of strikes and prowess of each Orc and Troll attack by one. Your opponent plays this card first so that his Orcs will all be more powerful. This card normally remains in play until your next organization phase.

Orc-guard Attacks: Your opponent plays Orc-guard: normally 5 strikes with 8 prowess. However, it is an Orc attack—see the key word "Orcs," the first word in its card's text. So, due to the Minions Stir, it has 6 strikes with 9 prowess. This is really tough and Pippin would not be able to use his cloak against it because it is keyed to S. So, you use Dark Quarrels to cancel the attack and the card is discarded.

Orc-raiders Attack: Your opponent plays Orc-raiders: 5 strikes with 7 prowess due to the Minions Stir. You have six characters so Pippin doesn't take a strike. Elladan taps and rolls a 6, defeating his strike. Gimli plays block, doesn't tap, rolls a 9, and defeats his strike. Celeborn doesn't tap (-3 modification), rolls a 7, and defeats his strike. Legolas doesn't tap (-3 modification), rolls a 10, and defeats his strike. Saruman doesn't tap (-3 modification), rolls a 5, and defeats his strike. Place the Orc-raiders in your out-of-play pile and increase your marshalling point total to 16.

Getting Ready to Play

After you have mastered this sample game, you should follow these steps to get ready to play a regular game:

- 1) Each player makes a roll (reroll if tied). The player with the highest result is Saruman and takes the play deck for Saruman. The other player is Gandalf and takes the other play deck.
- 2) Place the play map between you and your opponent. If you are the Gandalf player, place the Gandalf play sheet between you and the play map. If you are the Saruman player, place the Saruman play sheet between you and the play map.
- 3) Place the two company markers at the Rivendell space on the play map. The white Hobbit represents Saruman's company, while the grey Hobbit represents Gandalf's company.
- 4) Place a marker on the '6' space on your marshalling point track. Use white for Saruman, grey for Gandalf.
- 5) Place your four starting characters and two starting items on your play sheet in the marked spaces.
- 6) Shuffle the rest of your cards and place them on the play deck space on your play sheet.
- 7) Draw a hand of eight cards from your play deck.
- 8) The Saruman player has the first turn.

Playing an Ally

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. 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.

The Victory Conditions

You win the game if your opponent's Wizard is eliminated. Otherwise, the winner of the game is the player that has gathered the most *marshalling points* from:

- Control of: characters, allies, items, and factions.
- Destruction of creatures played by your opponent.

Marshalling points are printed on the top left corner of the cards that award them. If both players end up with the same number of marshalling points, the game is a tie.

Orc-warriors Attack: Your opponent plays Orc-warriors: 4 strikes with 8 prowess due to the Minions Stir. You choose Gimli, Celeborn, Legolas, and Saruman to take the strikes. Gimli taps and rolls a 5, defeating his strike. Celeborn doesn't tap (-3 modification), rolls a 9, and defeats his strike. Legolas doesn't tap (-3 modification), rolls a 6, and defeats his strike. Saruman taps, rolls an 8, and easily defeats his strike. Place the Orc-warriors in your out-of-play pile and increase your marshalling point total to 17.

Other Hazards: You have just defeated two creatures, gained two marshalling points and still have 3 characters untapped. Your opponent realizes that you will just defeat the Brigands and get another marshalling point. So, he does *not* play the Brigands.

Return to a Hand of 8 Cards: Minions Stir remains in play. You only have 6 cards, so *you draw* Sword of Gondolin and Tempering Friendship. Having only 6 cards, *your opponent draws* Orc-watch and River.

The Site Phase: Your company must now face the Orcs automatic-attack: 4 strikes with 7 prowess due to the Minions Stir. Your untapped characters Pippin, Celeborn, and Legolas each take a strike, and your opponent chooses Elladan to take the fourth strike. Celeborn plays Risky Blow (+3), doesn't tap, rolls a 4, and defeats his strike. Legolas taps, rolls a 9, and defeats his strike. Pippin taps, rolls a 6, and ties his strike. Elladan is already tapped (-1), rolls a 2, and is wounded. Your opponent rolls a 7 for the body check—Elladan is not eliminated.

Celeborn is your only untapped character, so normally you would have to use him to tap and play Gollum. But you play Halfling Strength to untap Pippin. Then Pippin taps to play Gollum. Place Gollum's card under Pippin's control, and increase your marshalling point total to 19.

End-of-turn Phase: *You draw* Lesser Spiders, Halfling Strength, and River. Your opponent has 8 cards and so draws nothing.

THE END OF THE GAME

The leaders of the Free Peoples converge at Lórien for the Free Council. Saruman presents a case for how using his methods and tactics can help in the struggle against Sauron. He emphasizes the significance of his loyal companions, the creatures that his company defeated, the Dunlendings' mobilization, Gollum, and the acquisition of the Hauberk of Bright Mail.

Then, Gandalf does the same with his list of resources brought to aid the Free Peoples. However, in the end Gandalf takes out the Scroll of Isildur and lays it on the table in front of the Council. They are clearly swayed by that gesture. So, by the slimmest of margins, they decide to follow Gandalf's advice in the coming struggles against the Dark Lord.



Gandalf ends the game with 20 marshalling points (see below). Saruman ends the game with only 19 marshalling points (see below). Gandalf wins.

Gandalf:	MPs
Aragorn II (character)	3
Boromir II (character)	1
Kili (character)	1
Merry (character)	1
Faramir (character)	2
Rangers of the North (faction)	3
Scroll of Isildur (item)	4
Wargs (defeated creature)	1
Lesser Spiders (defeated creature)	1
Wargs (defeated creature)	1
Ghosts (defeated creature)	1
Huorn (defeated creature)	1
Total:	20

Saruman:	MPs
Gimli (character)	2
Legolas (character)	2
Elladan (character)	1
Pippin (character)	1
Celeborn (character)	2
Dunlendings (faction)	2
Hauberk of Bright Mail (item)	2
Gollum (ally)	2
"Bert" (defeated creature)	1
Brigands (defeated creature)	1
"William" (defeated creature)	1
Orc-raiders (defeated creature)	1
Orc-warriors (defeated creature)	1
Total:	19