

The First Folk Scenarios

Tournament Rules



The First Folk Scenarios Tournament Rules

April 2019

This tournament format has been created by the players of the Council of Pelargir group, from Hamburg, Germany. They have been playing it for years in a league system, with a decreasing point system for the players re-using the same deck. More recently, the French community has played the Hamburger Scenario Tournament format in single event tournaments, and has elaborated new rules, with a different (and appropriate) tournament point system.

Now here is the version for the DC format, focused on the First Folk set.

I : THE RULES

I.1 General:

With the following annotations normal tournament rules apply:

- We play 2-deck games, one game lasts 90 minutes (the player who didn't start finishes his turn or gets a final turn). We play 10 minutes more than normally to have a better chance to win the scenarios. But if there is a *The One Ring* victory, the game ends immediately. *Nevertheless, the other player must make his corruption checks (to verify the scenario conditions at the end of the game).*
- You need 25 Marshalling Points to call the council. (Please check the normal tournament rules if you are not familiar with them!)
- You can have a 30 card sideboard deck.
- You may play only First Folk scenarios (not the "normal" ones).

I.2 Banned Cards:

You may not include the following cards in any of your decks :

- *Long Winter*
- *Storms of Ossë*
- *Foul Fumes*

(i.e. no hazard that may tap a site may be included!)

I.3 DC cards :

The authorized DC cards are the First Folk set (Durin's Folk, The Firstborn) and the Necromancer set.

I.4 German Promos cards :

German Promos cards are tournament legal, in their original version. For *Swordmaster* and *Dwarven Axe*, the DC version is used.

I.5 Card Ruling :

Neither so Ancient *Neither so Potent* gives items MP.

I.6 Special rules :

* You may attempt to influence resources (items, allies) or characters controlled by an Avatar. For items influence attempts, an Avatar has always a mind of 10.

* Before each game, each player makes a 2 dice-roll. The player with the highest roll can choose to play first (or not), but before the character draft.

I.7 Alignments :

Each player should bring 2 decks, ideally an Elf-lord deck and a Dwarf-lord deck. He indicates his preference deck.

If 2 players want to play the same avatar, they make a 2 dice roll. The winner plays this avatar. The other player must play his other deck. If he does not have another one, the tournament organizer gives him a pre-constructed deck.

You are only allowed to play a an Elf-lord deck or a Dwarf-lord deck. Wizard, Ringwraith, Sauron, Fallen-Wizard and Balrogs decks are not allowed.

I.8 Tournament formula :

For 4 or 5 players : it is a Round-robin tournament. Each player play once against each other player.

For 6 players or more : it is a Swiss System tournament. The number of rounds is dictated by the number of participants :

- 6 - 8 players : 3 rounds
- 9 - 16 players : 4 rounds
- 17 + players : 5 rounds

For the first round only, players are paired off randomly. For each round after the first round, each player is paired off with another player with the same (or the closest) total of tournament points. The same players can not play each other more than once.

I.9 Scoring :

The most important difference to a regular tournament is that you do not only get tournament points for marshalling points, but also for fulfilling the requirements of a certain scenario. You must choose at least one scenario among the list in II.1 (First Folk scenarios).

Scenario-Points :

If the player wins due to MPs :

- 7 TPs for a difficult scenario
- 6 TPs for a medium-hard scenario
- 5 TPs for an easy scenario

If the player loses due to MPs :

- 5 TPs for a difficult scenario
- 4 TPs for a medium-hard scenario
- 3 TPs for an easy scenario

If there is a tie :

- 6 TPs for a difficult scenario
- 5 TPs for a medium-hard scenario
- 4 TPs for an easy scenario

You can win several different scenarios with one same deck. In that case, you get always 7 tournament points.

MP-Rating-Points :

If a player has at least two times the number of MPs of his opponent, or have a *The One Ring* victory, it is a decisive victory. Otherwise, it is a marginal victory.

- decisive victory : 4 TPs
- marginal victory : 3 TPs
- tie : 2 TPs
- marginal defeat : 1 TP
- decisive defeat : 0 TP

- a bye : 3 TPs (you have a bye if you are ready to play, but no opponent is available)
- drop : 0 TP

Scenario-Points and MP-Rating-Points are added up for the total points of a game.

1.10 Tournament Point Ties :

If several players have the same number of TPs at the end of the tournament, the following procedure is established :

- 1) *Head-to-Head results.* Tally the number of losses of each tied player from all games played with any other tied players. The player with the fewest total head-to-head wins the tie-breaker. You «lose» a game if you have fewer Tournament Points (Scenario Points + Marshalling Points) than your opponent.
- 2) *The greater number of Scenarios fulfilled (against all players).* For each remaining tied players, the player with the greatest number of Scenarios fulfilled wins the tie-breaker.
- 3) *The greatest sum of opponent's scores.* For each remaining tied players, add up all of their opponent's Tournament Point totals. The player with the highest sum wins the tie-breaker.

II : THE SCENARIOS

For each scenario the following applies : to fulfill a scenario a player has to meet all deck building requirements during the whole game, and additionally **the winning requirements for a certain scenario at the end of the game**. You may only refer to the cards in your own deck to meet scenario requirements.

DR = deck requirements

WR = winning requirements

Level : the difficulty of the scenario

Easy : a well constructed deck should succeed 50 % of the time

Medium : a well constructed deck should succeed 40 % of the time

Difficult : a well constructed deck should succeed 30 % of the time

Theme : the avatar for which the scenario was imagined

Deck Type : the type of deck to succeed the scenario

Dwarf (or Elf) : normally, you can only succeed with characters of this race

Neutral : no specific race is needed to succeed the scenario

II.1 The First Folk scenarios :

Deck Requirement for all these scenarios : your avatar is a Dwarf-lord or an Elf-lord.

1) Reconquest of Khazad-dûm :

Level : Difficult

Theme : Balin Dwarf-lord

Deck Type : Dwarf-lord Specific

DR : None

WR : Moria is a Free-hold (*Reconquest of Khazad-dûm* gives MP). *Lord of Dwarrowdelf* and *Folk of Durin* are in play.

2) Mining Resettlements :

Level : Medium

Theme : Balin Dwarf-lord

Deck Type : Dwarf-lord Specific

DR : None

WR : Three *Return to Old Dwelling* are in play. *Great Miners* is worth 2 MPs.

3) The Magical Mystery Tour :

Level : Easy

Theme : Balin Dwarf-lord

Deck Type : Dwarf

DR : None

WR : Untap a *Magical Harp* (thanks to *Songs of the Old*) at 3 different sites where you have a Dwarven Faction in play. Doing this, you must have exactly 4 (Dwarven) characters in the company.

4) Marvellous Toys :

Level : Easy

Theme : Balin Dwarf-lord

Deck Type : Dwarf

DR : *More Than Meets the Eye* is a starting stage card.

WR : 4 Hobbits characters are in play, each bearing an ore, technology or treasure item.

Their item has been played and given/transferred by a Dwarf character.

Mathom-Lore is in play.

Fireworks has been played at *Bag End* and at *Dale*.

5) Dragon Hunters :

Level : Difficult

Theme : Daïn Dwarf-lord

Deck Type : Neutral

DR : None

WR : You must have defeated at least 3 "Dragon Ahunt" manifestations.

Fortress Reclaimed is in play at the end of the game at (at least) three ex Dragon's Lair sites.

6) Friendship between Khazad and Eldar :

Level : Difficult

Theme : Daïn Dwarf-lord

Deck Type : Daïn Specific

DR : None

WR : *Friendship of Old Renewed* and *Great Friendship* are in play.

Gimli, Son of Gloin is in play with *Elf-friend* and *Gimli's Axe*.

Legolas of Greenwood is in play with *Dwarf-friend* and *Great Bow of Lorien*.

Gimli and Legolas have entered Wellinghall, Glittering Caves, and are at a site in a Coastal Sea.

7) Returned Exiles :

Level : Medium

Theme : Daïn Dwarf-lord

Deck Type : Dwarf

DR : None

WR : *Returned Exiles* is in play at The Lonely Mountain. *Pale Enchanted Gold* is in play.

8) The Free Peoples of the World :

Level : Easy

Theme : Dain Dwarf-lord

Deck Type : Neutral

DR : None

WR : *Alliance of Free Peoples* is in play. You must have in play at least a Dwarf faction, a Man Faction and an Elf Faction (all from sites in Wilderland).

One of your companies contains at least a Dwarf, a Man and an Elf, each with a mind of at least 6.

Profitable Trade is in play and gives MP.

9) King Under the Mountain :

Level : Difficult

Theme : Thorin Dwarf-lord

Deck Type : Thorin Specific

DR : None

WR : Thorin II wears a restored *Durin's Crown* and is *King Under the Mountain*.

At least 1 faction has been recruited thanks to *A Good Bit Laid By* (and is still in play).

10) Trading Road of Gabilgathol and Tumunzahar :

Level : Difficult

Theme : Thorin Dwarf-lord

Deck Type : Dwarf-lord

DR : *Born under the Mountains* is a starting stage card.

WR : *Ruins of Nogrod* and *Ruins of Belegost* are *Deep Mountain Fortress*.

New Tunnels is played on Mount Rerir. Mount Rerir is a Border-hold.

11) Bilbo the Magnificent :

Level : Medium

Theme : Thorin Dwarf-lord

Deck Type : Dwarf-lord

DR : *Pocket Handkerchief* must be a starting minor item.

WR : Bilbo is wearing *Bilbo's Magic Ring*, *The Mithril-coat*, *Sting* and *The Arkenstone*.

12) Hoard Gathering :

Level : Easy

Theme : Thorin Dwarf-lord

Deck Type : Thorin Specific

DR : None

WR : *Not Badly Off* is in play.

At least 1 *Hoard Gathering* is in play, and gives MP.

13) King of Seven Houses :

Level : Difficult

Theme : Thraïn Dwarf-lord

Deck Type : Thraïn Specific

DR : None

WR : Thraïn bears *The One Ring* at a Dwarf-hold, and *King of Seven Houses* is played successfully (result greater than 8).

14) This Cannot Be Borne ! :

Level : Medium

Theme : Thraïn Dwarf-lord

Deck Type : Dwarf-lord Specific

DR : None

WR : You have in play an inverted *This Cannot Be Borne !*

15) The Dwarven Host :

Level : Medium

Theme : Thraïn Dwarf-lord

Deck Type : Dwarf-lord

DR : *Clad for War* is a starting stage card.

WR : *Clan Bonds* and *The Seven Houses* are in play.

A company with *Clad in Chain-shirts* and *Dwarven Art of War* contains at least 7 Dwarf characters bearing a weapon.

16) The Dwarven Rings of Power :

Level : Easy

Theme : Thraïn Dwarf-lord

Deck Type : Dwarf

DR : None.

WR : Three Dwarven Rings are in play at the end of the game.

17) The Straight Road :

Level : Difficult

Theme : Cirdan the Shipwright

Deck Type : Elf

DR : None.

WR : Three Elven characters, with a mind greater than 5, have been placed "off to the side" thanks to *Sail to the West*.

Each of these characters must have stored items at Grey Havens, worth 3 MP.

Five Elven factions are in play.

18) Three Rings for the Elven-kings under the Sky :

Level : Difficult

Theme : Cirdan the Shipwright

Deck Type : Elf-lord

DR : None.

WR : *The Three are Together* and *Looking from Mind to Mind* are in play on the same company.

This company has played the same turn *Narya*, *Nenya* and *Vilya*.

19) Belegaer :

Level : Medium

Theme : Cirdan the Shipwright

Deck Type : Neutral

DR : None.

WR : *Rebuild the Town* is in play at the end of the game at (at least) three different sites : Himring, Isle of the Dead that Live, Isle of the Ulond, Tolfalas.

A manifestation of *Eärcaraxë* has been killed.

20) A Long-hoarded Treasure :

Level : Easy

Theme : Cirdan the Shipwright

Deck Type : Elf

DR : None.

WR : *Palantir of Elostirion* and 2 other Palantiri have been stored at Grey Havens.

21) Against all Counsel :

Level : Difficult

Theme : Elrond Half-elven

Deck Type : Elrond Specific

DR : None.

WR : *Elrond Half-elven* is at Rivendell and bears *The One Ring*. The roll for *Against all Counsel* is successful (greater than 10).

22) Weapons of Ancient Ages :

Level : Difficult

Theme : Elrond Half-elven

Deck Type : Elf-lord

DR : None.

WR : *Aranruth*, *Crisfuin*, *Sulhelka*, and *Ungolcrist* are in play.

23) Prisoner from Ost-in-Edhil :

Level : Medium

Theme : Elrond Half-elven

Deck Type : Elf

DR : None.

WR : *Prisoner from Ost-in-Edhil* is in play and has successfully played at least 3 gold rings. He bears *Essay on Ringcraft*.

24) Elven Weapons and Knowledge :

Level : Easy

Theme : Elrond Half-elven

Deck Type : Elf

DR : None.

WR : Five unique Noldo characters are in play.

Three *Elven Blades* are in play (on unique items).

Seekers of Knowledge is in play (with at least 3 different resources).

25) A Lady Rules upon Arda :

Level : Difficult

Theme : Lady Galadriel

Deck Type : Galadriel Specific

DR : None.

WR : *Lady Galadriel* bears *The One Ring* at Lorien, and *A Lady Rules Upon Arda* is played successfully (result greater than 9).

26) The Elf-Queen :

Level : Medium

Theme : Lady Galadriel

Deck Type : Galadriel Specific

DR : None.

WR : *The Elf-king* is played successfully on *Lady Galadriel*.

27) Halls of the Elven-smiths :

Level : Medium

Theme : Lady Galadriel

Deck Type : Elf-lord

DR : *Order of Jewel and Ring-smiths* is a starting stage card.

WR : *Aegnor* bears a Special Ring item.

Ringlore has been played at Osteledan.

Elenya, *Kheleglin* and *Reforging* are in play.

28) The Lady of Light :

Level : Easy

Theme : Lady Galadriel

Deck Type : Galadriel Specific

DR : None

WR : At least 3 sites are under *Drive Back the Shadow*.

Three Elf factions, *Phial of Galadriel*, *Three Golden Hairs* and *Royal Duo* are in play.

29) Reconquest of Mirkwood :

Level : Difficult

Theme : Thranduil of Mirkwood

Deck Type : Elf

DR : None

WR : *Towers Destroyed* is in play and rotated 360 degrees.

30) The Great Hunt :

Level : Medium

Theme : Thranduil of Mirkwood

Deck Type : Thranduil Specific

DR : None

WR : *The Great Hunt* is in play on *Thranduil of Mirkwood*, and you have successfully defeat at least 5 creatures, using this card,

31) Lord of Beasts and Treasures :

Level : Easy

Theme : Thranduil of Mirkwood

Deck Type : Thranduil Specific

DR : None

WR : *Lord of Wood and Beast* is in play, with at least 3 different animals factions.

Blood of Huan is in play.

At least 3 treasure (non minor) items are borne by elves of your companies.

32) Shepherds of the Olvar :

Level : Easy

Theme : Thranduil of Mirkwood

Deck Type : Elf-lord

DR : *In Accord with Nature* and *The Trees Have Ears* are starting stage cards.

WR : *Ents of Fangorn* and 2 *Ent-draught* are in play.

A Long Good Talk is off the side.

II.2 Statistics for The First Folk scenarios :

For each Avatar, the number of available scenarios for each level of difficulty.

	Easy	Medium	Difficult	TOTAL
Balin Dwarf-lord	4	6	3	13
Dain Dwarf-lord	4	6	4	14
Thorin Dwarf-lord	5	6	4	15
Thrain Dwarf-lord	4	6	4	14
Cirdan The Shipwright	4	2	6	12
Elrond Half-elven	4	2	7	13
Lady Galadriel	5	3	7	15
Thranduil of Mirkwood	5	3	6	14