

Middle Earth - Arda

These Arda rules were inspired by a Berlin player group. Compiled by Christoph Schürmann (March 2022) in memory of Lure XXII thanks to Amanda, John and Spencer.

Deck construction

Unique cards: Only include 1 copy of unique cards. If you want to increase the possibility of influence checks between players use up to 2 copies of characters and marshalling points cards. My personal variant is 1 copy of each character and 2 copies of only the very famous resources (like *Glamdring*, *Orcrist*, *The Mithril-coat*, *Tom Bombadil*, *Gollum*, *Rangers of the North*, *Elves of Lindon*, *Riders of Rohan*).

Characters. A pile of characters is built from all characters available. Wizards are not included.

Main deck. The main deck consists of both hazards and resources. Minor items and marshalling points cards are not included. I suggest odds of hazards vs resources to be between 4:3 or 3:2.

Additional decks. A marshalling points pile is set up by all cards giving marshalling points, including points in brackets (for unique cards see above). Special ring items that may only be played after the test of a gold ring form a separate pile (do not include multiple copies of unique rings). Minor items (including hoard items, traps and the *Deadly Dart*) build up a third pile.

Give all players access to all Hero site cards.

Keep multiple copies of *He saw further and deeper* ready, but do not include them in the main deck.

Starting

Each player draws a Wizard randomly who becomes part of the starting company. Each player gets 3 (5 players) or 4 (2-4 players) random characters with a mind of 6 or greater and 8 random characters with a mind of 5 or less. Increase these by +1 and 2, respectively if you decided to include duplicates of the characters. *Fram Framson* and *Hobbits* may be included in starting companies. Each player forms a starting company by introducing characters up to a total mind of no more than 20. In case of duplicates, reveal characters once at a time as in regular tournament play.

Characters that were distributed to players but not included in starting companies form the character deck along with all the rest of the characters.

Each company receives 2 minor items drawn at random from the minor item deck. Ignore traps or hoard items until 2 regular minor items are revealed.

The starting company (characters + starting Wizard) may start at Rivendell or the Wizard's home site.

Each player receives 4 cards from the marshalling point pile (resource hand) and 8 cards from the main deck (main hand). 5 characters are revealed from the character pile and placed in order off to the side. These characters are considered to be on everyone's hand. Certain cards that allow keeping additional cards in your hand only refer to the main hand.

Game play

Standard rules apply with the following exceptions:

- (1) At the start of each player's turn, make a roll (1 D6). Discard the character from the respecting position in the character hand and refill all open character positions 1 to 5 with cards drawn from the character pile.

If at any point of time during the game a character is returned to a player's hand that character is then put at position 6 in the character hand. Position 6 may be filled with more than 1 character at a time. If not discarded before due to a roll of 6, a character at position 6 is discarded at the end of the next turn of that player, at whose turn it was put into the hand.

- (2) In your first turn, no may not introduce a character from the hand to your company as by regular rules. *A Chance Meeting*, for instance, would be a legal exception. Instead, the Wizard is considered the first character introduced to the company formed of starting characters.
- (3) You may play characters, even Hobbits, in your organisation phase from the character hand under direct influence or with the Wizard's company if the character has a mind of 2 or less (free-holds, border-holds, ruins and lairs), 4 or less (free-holds, border-holds) or 7 or less (free-holds).
- (4) The maximum number of companies is 2 per player. For reasons of movement or hazards, a player may have more than 2 companies during their turn, but players must try to end their turn with no more than 2 companies. If a player is unable to do that, a company of their choice must be discarded.
- (5) The direct opponent is the first player to play 1 hazard during the movement-hazard phase. Afterwards, the next player is to play 1 more hazard and so on. Passing over to the next player does not count against the hazard limit. A hazard player may at any time decide not to play a hazard but join in later again. If you play a hazard and one (or more) of your fellow hazard players has a card directly modifying/affecting your card they may play

that card regardless of the playing order (if the hazard limit still allows playing hazards). You may play such additional cards yourself. Example: If you play *Thief* on a company, any other hazard player may immediately play *Rank upon Rank* to boost the thief attack. Afterwards, the next player to have the chance to play hazards is the player coming after the one who played the initial card (*Thief* in the example). If the hazard limit is exhausted or if all hazard players agree to play no more hazards that ends the movement-hazard phase.

After the movement-hazard phase, only the player and the first opponent draw cards from the main deck until hand size is reached.

- (6) Resource long events may be played any time during your turn. They are discarded at the end of your next long event phase.
- (7) Optional: Agents do not move (they can only be revealed to attack companies entering their home sites).
- (8) If you have a Gold Ring and test it, reveal cards from the ring pile one at a time and see if the ring revealed fits with the testing result. The first ring so revealed is brought into play. Shuffle the ring pile afterwards. Optional: If the test allows playing *The One Ring* it is automatically played (you don't reveal until either a Dwarven or The One Ring shows up).
- (9) If your Wizard is eliminated, you receive -5 points and *He Saw Further and Deeper* that you may play immediately.
- (10) If during the site phase you play a card that taps the site and if you have any still untapped characters in the company, one of these characters may tap to receive a random minor item from the minor item deck. Dragon hoard items may only be played at dragon hoards.
- (11) At any time you play a card from your marshalling point hand you immediately draw one card from the marshalling point deck.
- (12) At the end of your turn you and your first opponent may discard 1 card from the main hands and then fill up until you reach hand size. Only you may discard 1 card from your resource hand and replace it with another card from the pile. All other players just refill their main hands.
- (13) If you have a card in your resource or main hand that targets or requires a specific character or setting currently fulfilled by another player hand it over to them and draw a replacement card from the appropriate pile for yourself. This applies to
 - If you don't have Hobbits in any of your companies, hand over all Hobbit specific cards to the player having Hobbits. If more than 1 player have Hobbits, make a roll to decide which player will get the card (adjust for number of Hobbits in the players' companies).

- Hand over these cards to the respective players: *Narya* → Gandalf, *Nenya* → Galadriel, *Vilya* → Elrond, *Hobbit-lore* → Gandalf, *Herb-lore* → Radagast, *First of the Order* → Saruman, *The Hunt* → Alatar, *Eyes of Mandos* → Pallando, *Return of the King* → Aragorn, *Paths of the Dead* → Aragorn, *Army of the Dead* → Aragorn, *Choice of Luthien* → Arwen, *Skin-changer* → Beorn, *Three Golden Hairs* → Galadriel, *Phiol of Galadriel* → Galadriel.
- Give *The Iron Crown* to the player who's company is attacked by *Fury of the Iron Crown*.
- Give *Andúril, Flame of the West* and *Narsil* to any player who has played one of these cards before.
- Give *Gollum's Fate* and *Cracks of Doom* to the player with a character bearing *The One Ring*.
- Give *Eagle Mounts* to a player with a company at Eagles' Eyrie or with *Lindion, the Oronin* in one of their companies.
- Give *The White Tree* to a player who has already stored *Sapling of the White Tree* in *Minas Tirith*.
- Give *Morannon* to a player who has a company at any site in *Dagorlad*.
- Give *King under the Mountain* and *Returned Exiles* to the player who has just killed a dragon manifestation.
- Give *Mallorn* to the player who has *Earth of Galadriel's Orchard* stored or in one of their companies.

(14) Specific card alterations:

- *Barrow-wigth*. Playable also at *Barrow-downs*.
- *Hobbit-lore*. Playable at any site.
- *Cave drake*. Is considered a (*drake*, not a *dragon*).
- *Mûmak*. May be played also in *Harondor* and sites in this region.
- *Sacrifice of Form*. The Wizard is discarded into the character discard pile. If the discard pile is reshuffled and the Wizard revealed again, he is put at position 7 of the character hand. He is not discarded from that position until brought back into play by their original player.
- *Smoke Rings, Unexpected Outpost* You may search the character discard pile or the top 30 cards of the main discard pile and bring one card back directly to your hand. If you bring back a character that character is put at position 6 (position 7 in case of a Wizard).

You may call the Council of the Free Peoples if you have at least 18 Marshalling Points. At the Council, also points from Ring items (gold rings and special ring items) as well as points from cards with Miscellaneous marshalling points are doubled if only in play by 1 player.