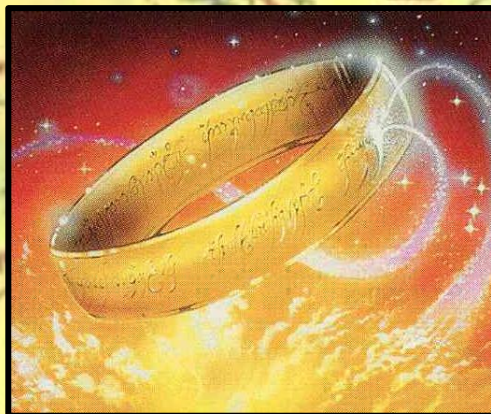




middle earth™
COLLECTIBLE CARD GAME

The Road Goes Ever On
Solitaire Rules



2nd Edition Rules - April 2024

Dedicated to my beloved parents

Introduction

"The world is changing: I feel it in the water, I feel it in the earth, and I smell it in the air." — J.R.R. Tolkien

This is the second edition of a set of rules that were written in 2019. Although I have kept a lot of what was done in the 1st edition, this 2nd edition also has a vast amount of changes to make the solo experience of MECCG hopefully even more immersive.

I am primarily a solo player who wants to really increase the immersive experience and storytelling of games that I play. I want MECCG to write an unknown chapter of an adventure in Middle Earth. I think MECCG is a superb game and the designers did an amazing job of recreating Tolkien's world almost 30 years ago - but the solo experience could have been better.



I could see a number of ways to do it without resorting to a 'scenario' set of rules. There have been some great Middle Earth solo scenarios in the various ICE MECCG player guides, however I wanted to keep MECCG as a 'sandbox' game with just new rules and additions so that players could use some or all of them as they wanted. In this way, players would not be restricted, yet could use their imaginations to the full in creating adventures with much-loved characters like Frodo or Aragorn, or create stories using the lesser-known characters such as Galdor, Halbarad or Dain Ironfoot.

My main issue with MECCG is that at a basic level it can be boiled down to a cold acquisition of Marshalling Points. I suppose that with a 'sandbox' type of game this is inevitable but I wanted to add more 'quest-like' player cards and increase the thematic approach by designing mechanics and cards to link the sometimes disparate elements of the game.

I think that some elements of MECCG are, in my view, a little repetitive and a bit bland. Sites and Factions in particular are clear areas that could be improved. But let's not forget that MECCG was in the first wave of CCGs, nearly 30 years ago. Since then, card games have come a long way in terms of design and intricacy. My additions to MECCG come with 30 years of playing and reading about game design, along with a huge love of Tolkien and his wonderful Middle Earth.

'The Road Goes Ever On'



Major Second Edition Changes

Enhanced Characters: *These are mostly additions to the 2019 rules, with added abilities and keywords that now affect more Characters, for a grand total of 52! Some of these keywords slightly alter combat to make it more thematic and 'Courage' is a very 'Tolkien' characteristic that seemed to be missing from the game. When adding new abilities I have been mindful of the available space on the Character card as originally printed and tried very hard not to add anything too extensive, and use simple keywords when necessary. I have also added a few new Characters to bolster certain sites.*

Enhanced Sites: *Site Encounter Tables for Havens and Free-holds have gone and been replaced by 16 'enhanced' site cards intended to be sleeved behind their matching Site card. These give individual site encounters, options for the player during the organisation phase, and special rules that might apply at that site. There are also new tables for the other sites that build on the 2019 Site Encounter Table and again detail some new rules for individual sites.*

Movement, Agents & Dragons: *The Location cards and 'Travel' restrictions from the 2019 rules are gone as they proved too fiddly. Gone too is the Inn deck, which is replaced by two Inn and Tavern encounter tables that are reached by site encounters in Free-hold and Border-hold sites. Finally, Agents and Dragons have been revised, their separate decks removed from the game, and new encounter and reference tables created with some changes to original design.*

Shadow Tokens: *This idea is a brand new addition to the 2024 rules and Shadow Tokens gives urgency to the solo game, a time limit for a player, thematic increases or decreases and an overall increase in danger as the game progresses.*

Long Events: *This is quite a big change from the 2019 rules, removes the need for an Environment deck and returning to the original Long Event Phase, albeit in a slightly different form.*

New Material: *In creating the 2nd Edition, I have compiled all 64 of the new cards into a single PDF file. These cards mostly support the new solo mechanics introduced (including Dungeon cards from 2019 that were never completed). See [Appendix 4](#) for a full listing. Also in the PDF file are some mats for organising the various decks for ease of play. You will also need some different coloured tokens or beads for Shadow, Courage and Skill tokens.*

1. Set Up & Major Rules

Unless otherwise noted, this solo version plays exactly the same as a normal MECCG game with turns and conventions. Your hand size is always **5 cards** and you must discard down to 5 cards at the end of each Movement/Hazard Phase and at the end of a turn. If you have no cards left in your Player Draw deck or the Hazard deck, shuffle the discard pile of either to form a new deck. The game ends when you call the Free Council or there are 20 Shadow Tokens (see below).

Decks: A player must construct several different decks at the start of a game:

- Player: 40 card deck that includes: Resources (none of which generate MP except if only in parentheses), Characters (excluding Starting Characters and Minor Items), 2 copies of same Wizard. There is no sideboard.
- Hazard: 40 cards (approx 20 Creature Hazards or Agents, 20 Events)
- Long Event: 15 Long Event Hazard cards
- Site deck: 15-20 cards (including any Dungeons and Enhanced Sites)
- Quest deck: 15 cards with MP (Items, Factions, Permanent Events and Allies)



Victory Conditions: Gain 25 MP and have a Character (your Wizard if in play) at a Haven to call the Free Council. Final Corruption checks of Characters and only ½ total of 1 type of MP ruling applies.

Shadow Tokens: These tokens represent Sauron's ever-extending grip on Middle Earth. The game is over and you have lost if there are ever 20 Shadow Tokens in play. You begin the game with no Shadow Tokens and add 1 Shadow Token at the end of every Turn. Shadow Tokens are also added when certain actions are taken:

- +1 when playing a Character with Mind 9+ (even starting Characters...), +2 if it is a Wizard
- +1 when recruit a Faction with 4+ MP
- +1 when reveal a Dwarf Ring; +3 when reveal the One Ring
- +1 when use a Palantir
- -1 when a Character taps and removes a Corruption Permanent Event by rolling 4 more than the target number

Every 5 Shadow Tokens in play will also increase the danger of the game by increasing the Hazard Draw (see **Playing Hazards** below) by +1, so with 5-9 Tokens, it becomes 4; on 10-14 Tokens it is 5; and on 15 -19 Tokens it is 6.

Target Selection: Unless otherwise noted, if you have to play a Hazard card on a character or let an attacker choose a target, make a random selection from Characters in the company.

Long Events: A player must create a Hazard Long Event deck of approximately 15 cards. During the Long Event Phase, you may play a Resource Long Event as normal from your Draw deck. You then roll 2D6 and if the result is 8+ play the top card from the Hazard Long Event deck. If the Long Event is an 'Environment' card, you may roll again and if the result is 8+, draw another Hazard Long Event (do not repeat if another Environment Hazard is revealed). A Long Event Hazard remains in play and affects all Companies until the end of the Turn as normal and then discarded.



Playing Hazards: At the start of each Company's Movement/Hazard Phase you draw 3 cards from the Hazard deck (this is increased by the current number of **Shadow Tokens** however - see above), plus the number of Hazard cards as indicated on the destination Site. Do not reveal them, but place them face down as a 'Hazard Pile'. Reveal each Hazard and resolve them one at a time, keying them to Regions in the Site Path or the final Site. Discard the Hazard if it cannot be played. Once a Hazard is revealed from the Pile and keyed to a Region/Site, a Hazard revealed later in the Pile cannot be keyed to a Region earlier in the Site Path. This simulates the journey of the Company.

If a Company does not move, draw Hazards equal to the number of cards on the Site card, plus one. Draw no new Player cards. The only hazard cards playable are those that can be keyed to the current site.

Environment Hazards: The first Permanent or Short Event 'Environment' card played from the Hazard Pile on a Company in the Movement/Hazard Phase does not count towards the Hazard limit on that Company for that Turn.

'On-Guard' Cards: If there are any remaining cards in the Hazard Pile after the Hazard limit for the company has been reached, place the next card beneath the new Site as an 'on-guard' card. A Haven may NOT have an 'on guard' card.

Remaining Hazards: If there are still cards in the Hazard Pile once the Hazard limit has been reached and an 'on-guard' card placed (if possible), remaining cards are placed back on top of the Hazard Deck.

2. Characters, Songs & Agents

Enhanced Characters: There are a lot of Characters in MECCG but not a lot was originally done to differentiate some of the really important ones. Bilbo and Frodo are almost identical, and Merry and Pippin are identical! These rules enhance Characters by adding abilities and new keywords (Archer, Brave or Captain) to heroes to give them more flavour. Bilbo now gives a bonus card in your hand when he's off on his adventures and Aragorn becomes even more a hero with his ability to untap once per turn. In addition, a Character can gain Courage or Skill tokens to help them on their quests. In total, 52 Characters now have added abilities - see **Appendix 1** for a full list.



Archer: When this Character taps to support another Character against an Attack, add +2 to the roll.

Brave: You may always nominate a Brave Character to be assigned a strike from an Attack, even if the Character is tapped or wounded or the Attack is instead allocated by the attacker or randomly.

Captain: If in combat and assigned a strike, a Captain makes all other Characters in the Company with the same Home Site as the Captain become Brave.

Courage Tokens: A Character may have the opportunity (at Havens or other sites) to gain Courage tokens which are then placed on the character card. You may discard a Courage token from the Character to add +1 to their prowess against a strike, +1 to a corruption check, or +1 when making a roll to remove any Corruption Permanent Event. A Character may have a maximum of 3 Courage tokens on them at any one time.

Skill Tokens: When Characters do not move and spend their turn at a Haven or Free-hold, they may have an opportunity to 'train' - representing a warrior practising combat skills, a sage studying local lore, a ranger spying out nearby land etc. Tap the Character and place a Skill token on their card. When a Character must tap as a result of using a skill, like playing cards such as '*Concealment*' or '*Marvels Told*', the Character may instead discard the Skill token and not tap. A Warrior (only) may also use a Skill token to not tap in combat and receive no penalty. A Character may have a maximum of 3 Skill tokens on them at any one time.

Songs: Tolkien's books are filled with numerous songs and tales of battles, ancient elves and the verses of Bilbo Baggins. These cards and rules are a simple attempt to include these in more detail in MECCG to add even more theme to the game.

Cards with the keyword '*Song*' are all Short event cards that are placed in the Player draw deck. Songs can affect single Characters or an entire Company and are often referenced on Site Encounters at Havens or at Inns and Taverns. Some existing cards now gain '*Song*' keyword: '*Elf-song*', '*Tales of the Hunt*', '*Hey! Come merry*'.



Songs may also be gained from the following cards that can be used to draw a Song card from one of your decks instead of the listed effect on the card: '*Enduring Tales*' (a Song card from discard deck), '*Hall of Fire*' (a Song card from draw or discard deck), '*Magical Harp*' (a Song card from draw deck), and '*Marvels Told*' (a Song card from draw deck). There is also a new *Minstrel* Permanent Event card that allows a Sage to tap to draw a Song card.

Agents: Agents can be secret minions of Sauron conspiring against the Free Peoples, or simply characters of dubious morals with their own agendas. Agent cards are placed in the Hazard deck (counting as Creature Hazards). All Agents can be keyed to a Border-hold (region or site) or their Home Site. Some Elf Agents may also be encountered at Havens.

The nature of an Agent encounter is determined from the skill(s) of the Agent - see **Appendix 3** for details. If the Agent has multiple skills, roll a die to determine which skill the Agent uses in the encounter. Often this will mean making a Mind roll (add Mind to 2D6) for the Agent against a Character (Character's Mind plus 2D6). In addition, if the Agent has listed abilities, such as *Taladhan*, these actions take place after the encounter determined by the Agent's skill.

After you have an Agent encounter where the Agent does not directly attack you, you may attack the Agent in Character against Character combat. Note that some powerful Agents are also users of magic that can help them in combat (see **Appendix 3**). If an Agent is killed by the combat, you may place them in your MP pile. If they are not killed they will remain at the current site (if at a site) and be encountered next turn if you remain at that site (at the start of the site phase). If not at a site, check the Quest Display to see if any Quest cards have the Agent's Home Site attached to them and if so, place the Agent on the Quest Display to be encountered if you move to that Site. If neither conditions apply, discard the Agent as normal.

3. Quests, Battles & Dragons

Quest deck: The Quest Deck includes all the Resource cards that generate MP and are NOT placed in your Draw deck (unless the card shows MP in parentheses only - see below). At the start of the game, shuffle the Quest Deck and then place the top two cards on the 'Quest Display' (by the Map). If the Quest card is any type of Item which can be played to multiple Sites, examine your Site deck for all suitable Sites and then assign one at random to the Quest card. When you explore a Site where one of the Quest cards is found, tap a Character as normal to take that Quest card from the Display. There may only be a maximum of 4 Quest cards on the Display at any time.



At the start of each turn (including the first), roll 2D6 and on a roll of 8+, draw a new Quest card and place it on the Quest Display. If there are currently no Quest cards on the Display, automatically draw one instead of rolling. If there are already 4 and a new one is drawn, randomly discard one of the existing Quest cards.

Permanent MP Events: Most of these are also placed in the Quest deck, with the exceptions being '*Rescue Prisoners*' (errata version has 2 MP in parentheses), '*Align Palantir*', '*Barrow Blade*', '*Mount Slain*', '*No Strangers At This Time*', and '*The White Wizard*' which are all placed in your draw deck along with those showing MP in parentheses only.

Rings: If you are including Rings in the game, place all your Ring Special items (that are played after a Test) in a separate Ring deck and your Ring Items (Beautiful Gold Ring etc) in the Quest deck. After you Test a Ring, draw cards from the Ring deck until you get one that matches the result of the test.

Factions: These rules give Factions more flavour and use rather than just the raw accumulation of MP.

1. If you fail to successfully influence a Faction by a difference of 3 or more on the roll then the Faction decides to detain your Characters at their Home Site. To escape, the detained Characters must make a successful Influence attempt against the Faction to persuade them to leave (the Faction is still discarded) or other Characters must make a rescue attack with a number of strikes equal to the MP value of the Faction, with each strike having Prowess equal to their influence number. Eg: Woodmen would have 2 strikes of 7 Prowess.
2. When you have successfully influenced a Faction you may tap them to choose one of the following:
 - a) Cancel an attack keyed to their Region/Home Site with MPs less than their own.
 - b) Search your Draw deck to find a Character with same Home site and put the Character into play at that site (if you have enough Influence).

Battles cards: Most combat in MECCG is based around small skirmishes of characters, but Tolkien also wrote about huge battles of men against orcs, trolls and dragons. Battle cards simulate these mass conflicts in a simple way to include the clash of armies and terrible stakes involved for characters and Middle Earth.

Battle cards are unique Permanent Events that generate considerable MP and placed in the Quest deck. Each Battle card is played at a specific site or sites within a region (even if the Site is tapped), but require you to also have a Faction you control for that site (such as '*Rangers of the North*' for Bree). To resolve a Battle your characters must face a number of attacks, each of several strikes, none of which can be cancelled by Resource cards. If all the attacks are overcome and you still have Characters (tapped or otherwise) at the site then you gain the MP. In addition, the region of the site where you successfully won the Battle becomes 'Defended' - any further attacks against companies in that region have 1 less strike (min 2), with each strike -1 prowess.

However, at the end of each attack, you must make a Casualty 2D6 roll for each Faction here (with -2 to roll if any Characters were killed in the attack) and if the roll is 4 or less, remove the Faction from play.

If a Battle card is unresolved when it is removed as a result of a roll to remove a random Quest OR on the Quest display when you call the Free Council, you must subtract the MP value of the Battle card from your MP total.

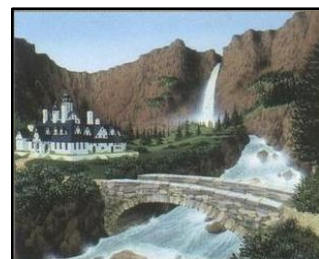
Dragons: Smaug the Magnificent was an incredible and terrifying foe, and MECCG has more than just a handful of other Dragons to be wary of meeting in adventures. If you wish to add some more danger to encounters with these legendary creatures, you may use the new Dragon Encounter table (see **Appendix 3**) which add similar effects to those found on Hazard cards such as *Dragon's Blood* or *Dragon's Breath*, and which would otherwise be difficult to include in a solo game. Before you face a Dragon attack (as a Hazard or site encounter), roll 2D6 and consult the table.



Note that if the Dragon Encounter table is used, do not include *Dragon's Blood*, *Dragon's Breath*, *Dragon's Curse* or *Dragon's Terror* in the Hazard deck.

4. Sites & Encounters

Site cards represent the many beautiful, and not so beautiful, places in Middle Earth. In the original MECCG game, encounters at sites were very limited with identical automatic attacks each time at Ruins & Lairs, Dark-holds and Shadow-holds, or no encounters at all at Free-holds, Border-holds and Havens. These rules introduce having themed encounters at individual sites and allow beneficial events and options at Havens and Freeholds to give Sites more flavour. All Haven and Free-hold Sites now have their own 'Enhanced' Site card that should be printed and placed behind the matching Site card and then sleeved.



Enhanced Sites: These cards detail Organisation Phase options for a player if their company remains at the site for a turn. These options include tapping to train, gaining courage or drawing cards, and so on. There are often other special rules for the site which may benefit certain characters, such as Hobbits at *Bag End*, or perhaps troublesome if a Dwarf visiting *Thranduil's Halls*. After these options is a 2D6 roll for encounters during the Site Phase of a turn. Most of these encounters are pleasant and also include visits to Inns or Taverns. Using these Enhanced Site cards means that sites have much more individuality and have much more thematic content.

Site Encounter Reference Cards: Instead of having individual Enhanced Sites, other site-types like Border-holds, Ruins & Lairs, Shadow-holds and Dark-holds each have a reference table for Site Phase Encounters. This is a 2D6 roll where on a result of 8+ you have the usual encounter listed on the site card (the automatic attack or no encounter). If the result is 2-7 however, you have a Site Encounter. The reference tables also carry special rules for some individual sites like *Moria* or *Bree*, which again adds thematic flavour to the game. See **Appendix 2** for the tables.

Home sites: Characters at their Home site naturally gain some benefits as they would know about the people and area. Characters at their Home site may Heal as if at a Haven and may also tap to either roll 2D6 twice for a site encounter (including rolls on Inn and Tavern encounters) and choose the result, or play a Minor Item.

Inns and Taverns: These places of hospitality, such as *'The Prancing Pony'* at Bree or *'The Green Dragon'* in the Shire, as well as the seedier establishments in the cities and ports of Middle Earth, can be visited either by placing them in your draw deck as new Resource Permanent Events, or as part of the Free-hold or Border-hold site encounters. When you visit them, you roll on the respective encounter table for either an Inn or a Tavern (see **Appendix 3**). Generally you find jollier taverns at Free-hold sites and rougher Inns at Border-holds. The tables give a variety of themed encounters that can be beneficial or prove troublesome.



Under-deeps: When rolling for a Site Encounter at an Under-deeps site, add +1 to the 2D6 roll. When an Under-deeps site card indicates that an opponent can play a card as an automatic attack, you instead draw cards equal to the Hazard number shown on the site card and play the first Creature Hazard that is applicable.

Ports: There are several sites along the coast of Middle-earth that are now also classified as Ports: *Grey Havens*, *Edellhond*, *Lond Galen*, *Pelargir* and *Dol Amroth*. This has an effect on some site encounters

Raids: Characters may raid a Dark-hold at any time and face the automatic attack of the Site (with no site encounter roll necessary) with each attack having +1 strikes and each strike having +1 prowess. If they defeat the attack(s), you gain MP equal to the number of Hazard cards shown on the site card. You may not play any other Quest cards (except Minor Items) at the site. The site is then tapped and placed in the MP pile.

Dungeons: Brave heroes may decide to risk a venture into the dark dungeons of Tolkien's world. Dungeons are a new type of Site card, similar to Under-deep sites, that represent the catacombs that lie beneath some of Middle Earth's most dangerous sites, such as the *'Dungeons of the Necromancer'* or the *'Prisons of Barad-dur'*. Dungeon sites may only be reached when their specific 'surface' site card has also been explored, so you can only explore *'The Catacombs of Carn Dum'* if you have just explored *'Carn Dum'*. Unlike Under-deeps sites, there is no additional movement option from a Dungeon except back to the 'surface site'.



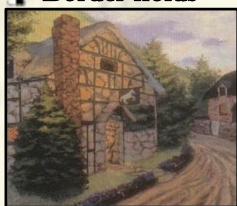
You use Site encounter tables in Dungeons as normal but add +2 to the roll. Dungeons usually offer more dangerous, and possibly several, automatic attacks. A Dungeon card may also be used as a site to play *'Rescue Prisoners'*, *'Rescue Captive'* or *'Escaped Slaves'* too. When a Dungeon site is explored, you also gain 1 MP. Any Characters rescued from a Dungeon enter play wounded, but need -3 DI to control as they are grateful for their freedom.

Appendix 1 - Character Ability List

Character	Ability
<i>Annalena</i>	After playing a Song card affecting her Company, may shuffle card into draw deck instead
<i>Aragorn</i>	Brave. May untap once per turn, at the start of any phase
<i>Arimmir</i>	May treat a <i>Moon</i> or <i>Stars</i> card as if 'Gates of Morning' were in play
<i>Arwen</i>	If in same Company as Aragorn, all their corruption checks are modified by +1
<i>Balin</i>	Gains 1 extra MP if storing Hoard Item at a Dwarf Hold
<i>Bard Bowman</i>	Archer. +2 prowess against Dragon attacks
<i>Beorn</i>	Brave. May add +2 Prowess and +2 Body until end of turn but then return Beorn to hand
<i>Beretar</i>	Gains +1 Prowess if facing an Attack keyed to a Wilderness
<i>Bilbo</i>	Brave. If not at a Haven or Bag End, you may keep an additional card in your hand
<i>Boromir</i>	Brave. Captain. Can opt to take unlimited strikes from an Attack with -1 per additional strike.
<i>Brand</i>	Men Factions in Northern Rhovanion can also apply Faction rules in Southern Rhovanion
<i>Celeborn</i>	All other Elves in Company with Lorien as home site have corruption checks modified by +1
<i>Cirdan</i>	Reduce Hazard limit against his company by 1 for each Coastal region in site path
<i>Dain</i>	Brave. Captain. When assigned a strike, other Dwarves in company gain +1 Body
<i>Denethor</i>	Adds +1 to Body to all other Men in company with Minas Tirith as home site
<i>Elladan</i>	Brave. Gains +1 Prowess if with Elrohir
<i>Elrohir</i>	Brave. Gains +1 Body if with Elladan
<i>Elrond</i>	If at Rivendell, may tap to remove a Corruption card from any Character
<i>Eomer</i>	Brave. Captain. Gain +1 to Prowess if with a Noble Steed Ally
<i>Eowyn</i>	Brave. If at Edoras, may tap to heal another Character there.
<i>Erkenbrand</i>	Gains +2 Body against any Attack keyed to Rohan or any Site within it
<i>Faramir</i>	Brave. Captain. May untap any Ranger in Company (once per turn) at the start of a phase
<i>Fram Framson</i>	Dragon Hazard Creatures he kills are worth +1MP
<i>Frodo</i>	Brave. +3 direct influence only usable against Sam Gamgee
<i>Galadriel</i>	If at Lorien, may tap to reveal the top card of any deck
<i>Galdor</i>	If at a Haven (except Grey Havens), may discard 2 cards from hand in 'end of turn' phase
<i>Galva</i>	Tap to untap number of characters equal to the number of regions less than 4 in site path
<i>Ghan buri Ghan</i>	May use rituals as if a Sage
<i>Gildor Inglorion</i>	Gains Sage skill if at a Haven
<i>Gimli</i>	Brave. No penalties to Prowess if wounded
<i>Gloin</i>	Add +2 to Body checks if Wounded.
<i>Glorfindel</i>	May tap to heal another Character in the same Company
<i>Haldalam</i>	Gains Ranger skill if with any Dunadan
<i>Haldir</i>	Archer. May tap to reveal an 'on guard' card of site in his region.
<i>Imrahil</i>	Brave. Captain. Gain +1 prowess if Knights of Dol Amroth Faction are in MP pile
<i>Legolas</i>	Archer. Brave. If does not tap when facing an attack, only has -2 penalty to prowess
<i>Merry</i>	Brave. Add +1 to Prowess if with Pippin
<i>Peath</i>	May use rituals or light enchantments as if a Sage
<i>Pippin</i>	Brave. Gains +1 Direct Influence to Factions at Minas Tirith
<i>Robin Smallburrow</i>	+1 direct influence against the Hobbits faction
<i>Sam</i>	Brave. Tap to return a non-Hoard Minor Item (once per item) from discard pile to hand
<i>Strider</i>	Brave.
<i>Theoden</i>	Brave. Captain. Adds +1 to Body to all other Men in Company with Edoras as a home site
<i>Thorin</i>	Brave. Captain. If with 3+ Dwarves, draw extra card at start of the Movement/Hazard Phase
<i>Thrain</i>	Brave. Counts as a Captain of any Dwarf Character
<i>Thranduil</i>	If Wood-elves faction is in MP pile, apply faction rule to all Mirkwood regions

Appendix 2 – Site Encounter Tables

Border-holds



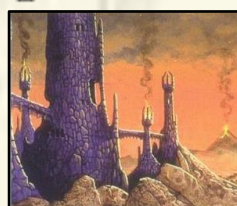
Site Phase Encounter: (2D6)

- 2: Night Curfew.** You may not tap the Site this turn.
- 3: Busy Market.** You may discard a card from hand to play a Minor item here.
- 4: Local Rumours.** Choose a tapped site in the current or adjacent region to become untapped.
- 5: Attacked.** Draw Hazard until reveal Creature that can play here or Agent with this home site.
- 6: Training.** Characters that do not move next turn may gain a Skill token.
- 7: A Merry Old Inn.** You may roll for an Inn Encounter if you wish.
- 8+: All Quiet.** No encounter this turn (unless site has an automatic attack).

Special Rules for Individual Sites:

- Bree:** At start of site phase, may search draw deck for ‘*The Prancing Pony*’ or ‘*Bill the Pony*’ and play immediately.
- Dale:** Use the Tavern rather than Inn encounter table. At the Market here, you may play up to 2 Minor Items.
- Lake-town:** May discard a card from hand to reduce Hazard limit by 2 if moving to Dale.
- Lond Galen: Port** – may discard a card from hand to reduce Hazard limit by 1 if Site Path has a Coastal Region.

Dark-holds



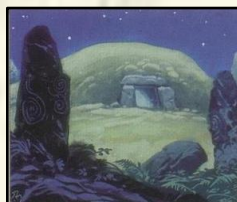
Site Phase Encounter: (2D6)

- 2: Secret Passage.** Tap a scout to have no encounter or face normal automatic attack.
- 3: Minions Incited.** Face automatic attack which has twice the number of strikes as normal.
- 4: Despair.** Character with most corruption points must make a corruption check (-1 to roll).
- 5: Lost in the Darkness.** May not tap site this turn unless you tap a scout.
- 6: Attacked.** Draw Hazard until reveal Creature that can play here or Agent with this home site.
- 7: Minions Roused.** Face automatic attack with +2 to prowess of each strike.
- 8+: Automatic Attack.** Face the usual site automatic attack.

Special Rules for Individual Sites:

- Dungeons:** Upper site must be explored before the Dungeon site is playable. Gain **1MP** when a Dungeon is discarded.
- Raid:** Face all automatic attacks (each has +1 strikes and +1 prowess) to gain **MP** equal to card draw.
- Carn Dum, Cirith Ungol, Minas Morgul and Urlurtsu Nurn:** If *Shadow* > 10, gains 2nd automatic attack: Nazgul - 1 strike with 15 prowess (**2MP**).

Ruins & Lairs



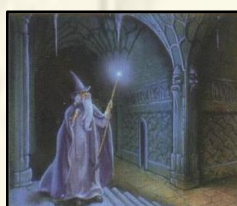
Site Phase Encounter: (2D6)

- 2: Denizens Incited.** Face automatic attack which has twice the number of strikes as normal.
- 3: Secret Passage.** Tap a scout to have no encounter or face normal automatic attack.
- 4: Lost in Tunnels.** May not tap site this turn unless you tap a scout.
- 5: Denizens Roused.** Face automatic attack with +1 to prowess of each strike.
- 6: Traps.** Random Character makes roll adding Mind - if result 9 or less, must make Body check.
- 7: Attacked.** Draw Hazard until reveal Creature that can play here or Agent with this home site.
- 8+: Automatic Attack.** Face the usual site automatic attack.

Special Rules for Individual Sites:

- Isengard:** If *Saruman* is here, cancel encounters keyed to this site and all automatic attacks; Hazards cannot be keyed to here and Information playable. During organisation phase, tap *Saruman* to reveal a Quest card or search Quest deck for *Palantir of Orthanc* and put into play. May tap a sage to gain a Skill token (either cannot move this turn) during organisation phase.
- The White Towers:** A wizard or Elf sage may tap to make Information playable here.

Shadow-holds



Site Phase Encounter: (2D6)

- 2: Secret Passage.** Tap a scout to have no encounter or face normal automatic attack if fail.
- 3: Minions Incited.** Face automatic attack which has twice the number of strikes as normal.
- 4: Despair.** Character with most corruption points must make a corruption check.
- 5: Lost in the Darkness.** May not tap site this turn unless you tap a scout or wizard.
- 6: Attacked.** Draw Hazard until reveal Creature that can play here or Agent with this home site.
- 7: Minions Roused.** Face automatic attack with +1 to prowess of each strike.
- 8+: Automatic Attack.** Face the usual site automatic attack.

Special Rules for Individual Sites:

- Goblin-gate:** If *Shadow* > 10, gains 2nd automatic attack: Orc - 1 strike with 11 prowess (**1MP**).
- Moria:** To enter or leave site you must tap a dwarf or wizard. More than one Item can be attached to site without it tapping (only one Item playable each turn). If *Shadow* > 12, gains 2nd automatic attack: Balrog - 1 strike with 17 prowess (**3MP**).
- Shelob's Lair:** If *Shadow* > 14, gains 2nd automatic attack: Spider - 1 strike with 15 prowess (**2MP**).

Appendix 3 – Encounter Tables

Inn Encounters: (2D6)

- 2 (or less): Thief:** Random Character faces one 15 Prowess strike – if successful, discard Item.
- 3: Mercenaries:** Lawless soldiers start a brawl – two 11 Prowess strikes against company.
- 4: The Watch:** Attract attention of a patrol - two 7 Prowess detainment strikes against company.
- 5: A Round of Drinks:** You enjoy a rowdy night at the inn – no further effect.
- 6: A Short Rest:** Each company moving from here next turn may draw an extra card.
- 7: Hospitality:** May roll to remove a Hazard permanent event on a character here (+1 to roll).
- 8: A Chance Meeting:** Search your draw deck for any character playable here and put into play.
- 9: Horses:** If moving from this site next turn, may discard a card from hand to reduce Hazard limit by 1.
- 10: Songs and Tales:** You may search draw deck or discard pile for any *Song* Event and place in hand.
- 11: Smoke Rings:** Tap a character to bring one resource from deck or discard pile and place in hand.
- 12+: Important News:** Place a new Quest card on Quest Display.



Tavern Encounters: (2D6)

- 2 (or less): Pickpocket:** Random character faces one 11 Prowess strike – if successful, discard Item.
- 3: The Watch:** Attract attention of a patrol - two 7 Prowess detainment strikes against company.
- 4: A Round of Drinks:** You enjoy a drink in the tavern – no further effect.
- 5: Local Rumours:** Choose a tapped site in the current or adjacent region to become untapped.
- 6: News and Gossip:** May look at top card of the Quest, Hazard, Long Event or Draw deck
- 7: Hospitality:** May roll to remove a Hazard permanent event on a character here (+1 to roll).
- 8: Songs and Tales:** You may search deck or discard pile for any *Song* Event and place in hand.
- 9: A Chance Meeting:** Search your draw deck for any character playable here and put into play.
- 10: Smoke Rings:** Tap a character to bring one resource from draw deck or discard pile and place in hand.
- 11: Merry Meal:** If moving less than 3 regions next turn, untap all characters in company at the end of the organisation phase.
- 12+: New Quest:** Place a new Quest card on Quest Display.



Agent Encounters:

- Warrior:** Attacks Character with highest Mind (and lowest prowess/body if tie).
- Scout:** Attempts to steal Item with greatest MP value (random if tie). Make a prowess roll for Agent against a Mind roll for Character. If Agent total higher, Item placed under Agent.
- Ranger:** Attempts to lead you astray. Make Mind roll for Agent against Mind roll for Character with highest Mind (add +2 if you tap a Ranger). If Agent total higher, Site may not be tapped this turn.
- Sage:** Attempts to learn your plans. Make Mind roll for Agent against Mind roll for Character with highest Mind. If Agent total higher, you must discard cards from hand equal to difference in totals.
- Diplomat:** Attempts to influence a Faction (or Character with lowest Mind here if no Faction). Use standard Influence check (adding any corruption points if Character). If Agent total higher, discard Faction or Character from play.
- Magic:**
- Shadow Magic:** If roll less than Agent's Mind, Agent vanishes and combat cancelled. Shuffle Agent back into Hazard deck.
- Sorcery:** If roll less than Agent's Mind, Agent may first make another strike against a random Character.
- Spirit Magic:** If roll less than Agent's Mind, your Characters with less Mind than Agent may not be used to attack.



Dragon Encounters: (2D6)

- 2-4: Fiery Breath:** If attack is by a True or Winged Fire-drake, or by *Itangast*, *Leucaruth*, *Scorba*, or *Smaug*. Each character in the company being attacked must immediately face one strike equal to dragon's prowess. Use body (not prowess) against strike (modified by +1 if shield, +1 is a helmet, +3 if character taps). The normal dragon attack then has -2 prowess and +1 body modifiers.
- 5: Dragon's Blood:** If the strike against dragon fails, character makes a body check modified by -1 for any armour, helmet, or shield the character bears. If the body check fails, the character is killed.
- 6: Flee in Terror:** Make a roll for each non-Wizard Character facing the dragon attack. If the roll is at least 3 greater than the Character's Mind, then the Character taps.
- 7: Claws as Sharp as Spears:** Add +1 to the prowess of the dragon attack this turn.
- 8-11: The Dragon Attacks:** Continue the combat with no further modifiers.
- 12: A Scale Missing:** Dragon has -2 body if your strike is successful.



Appendix 4 - Dream Card List

Title	Deck	Type	Title	Deck	Type
Edhellond	Site	Enhanced Site	Defend Greenwood	Quest	Perm Event Battle
Grey Havens	Site	Enhanced Site	Defend the Mark	Quest	Perm Event Battle
Lorien	Site	Enhanced Site	Defend the Mountain	Quest	Perm Event Battle
Rivendell	Site	Enhanced Site	Defend the North	Quest	Perm Event Battle
Bag End	Site	Enhanced Site	Defending the Port	Quest	Perm Event Battle
Beorn's House	Site	Enhanced Site	Defending the Shire	Quest	Perm Event Battle
Blue Mount Dwarf Hold	Site	Enhanced Site	Defending the Town	Quest	Perm Event Battle
Dol Amroth	Site	Enhanced Site	Defend White City	Quest	Perm Event Battle
Eagle Eyrie	Site	Enhanced Site	Pale Enchanted Gold	Quest	Permanent Event
Edoras	Site	Enhanced Site	Reclaimed Gold	Quest	Permanent Event
Iron Hill Dwarf Hold	Site	Enhanced Site	Call for Aid	Player	Short Event
Minas Tirith	Site	Enhanced Site	Solid Defences	Player	Short Event
Pelargir	Site	Enhanced Site	Old Toby	Player	Short Event
Rhosgobel	Site	Enhanced Site	Dolin	Player	Character
Thranduil's Halls	Site	Enhanced Site	Lanwyn	Player	Character
Wellinghall	Site	Enhanced Site	Sancho Proudfoot	Player	Character
Catacombs of Carn Dum	Site	Dungeon	Taurnil	Player	Character
Dungeons of Necroman	Site	Dungeon	Attercop! Attercop!	Player	Short event. Song
Prisons of Barad-dur	Site	Dungeon	Beyond all Towers	Player	Short event. Song
Vaults of Minas Morgul	Site	Dungeon	Drinking Song	Player	Short event. Song
Troll Camp	Site	Ruins & Lairs	Durin's Song	Player	Short event. Song
Bamfurlong	Site	Free-hold	Fireside Song	Player	Short event. Song
The Green Dragon	Player	Permanent Event	Forth Eorlingas	Player	Short event. Song
The Prancing Pony	Player	Permanent Event	Lament	Player	Short event. Song
Minstrel	Player	Permanent Event	March of the Ents	Player	Short event. Song
Rescue Captive	Player	Permanent Event	O Lorien	Player	Short event. Song
Dragon Slayer	Player	Permanent Event	Song of Kings	Player	Short event. Song
Open War Upon You	Hazard	Permanent Event	Tale of Timuviel	Player	Short event. Song
Under Siege	Hazard	Permanent Event	The Lay of Nimrodel	Player	Short event. Song
Mirkwood Bow	Player	Minor Item	The Road Goes Ever	Player	Short event. Song
Erebor Axe	Player	Minor Item	To the Sea	Player	Short event. Song
Pipe	Player	Minor Item	We Must Away	Player	Short event. Song

Notes on New Cards:

Most of the new created cards focus directly on the new concepts for this solo version of MECCG such as the expanded sites, dungeons, inns, battles and Songs, but I have also added some cards to bolster certain areas. These include four new characters from sites I felt were under-populated, such as an Elf from Thranduil's Halls, another Hobbit, a Dwarf merchant and a Scout from Dale. I also wanted to add some new Minor Item weapons and a Pipe with which you could begin the game.

There are two new sites that allow you to visit Farmer Maggot, or find a troll camp and encounter all three trolls with some added rewards.

In creating these cards, I have also 'borrowed' some concepts and artwork from cards created by the **Council of Elrond** for MECCG and Fantasy Flight's **LOTR Living Card Game**, but streamlined them to fit with my vision of the game and these solo rules. No copyright infringement is intended and I am in awe of the amazingly talented artists.

Simon Cogan - April 2024

(With thanks to Steve M, playtesters at the MECCG FB group and over at BGG)

