MIDDLE-EARTH
COLLECTIBLE CARD GAME

ALL-IN-ONE RULEBOOK

A NON-OFFICIAL AND ANOTATED RULES MANUAL FOR MeCCG, v. 3.0

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MIDDLE-EARTH COLLECTIBLE CARD GAME

PLAY

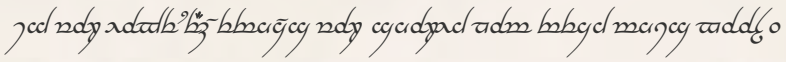
THE WIZARDS

Travel where Minion and Fallen- wizard players dare not

If you and your opponent cannot find a rule that specifically settles a dispute, or are having trouble understanding a rule, talk the situation out in story form. If the situation sounds plausible when told like a story, odds are it's legal. If the situation sounds really wrong or silly when told in story format, odds are it's not legal.Remember, the emphasis in casual play is on having fun.

Middle-earth: The Wizards Casual Companion

If you love MeCCG, perhaps you should not read this book.



MIDDLE-EARTH COLLECTIBLE CARD GAME

ALL-IN-ONE RULEBOOK

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middle earth
COLLECTIBLE CARD GAME

To all people who have kept alive the MECCG over the years. Thank you.

To all **rules** you **Hate**.
Sorry, MECCG's like that sometimes.

To **Caveworms**, my friends,
who never once to my knowledge thought to kill me. Well, really I'm not sure. hahahaha.
But seriously, I love you, guys.

To all my enemies. I will destroy you.

And to Benjamin Å. Sørensen,
for his work in the **URD**.

The Supernaman Team

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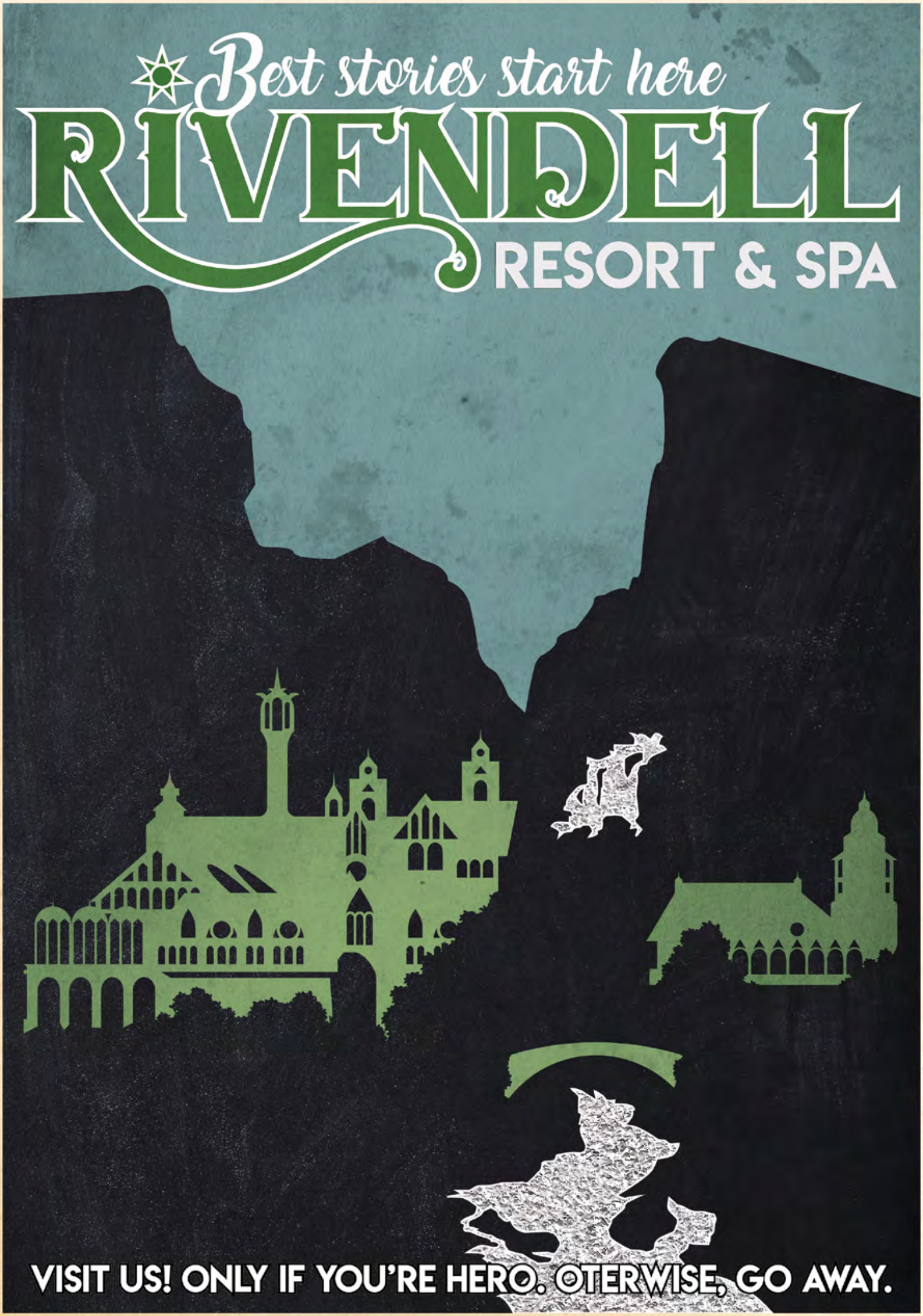
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VISIT US! ONLY IF YOU'RE HERO. OTERWISE, GO AWAY.

CHAPTER I

Introduction

During the Third Age, the Valar sent five Maiar to Middle-earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. However, they were forbidden to dominate the peoples of Middle-earth or to match the power of Sauron with power. These five were known as "Wizards" (also called Istari) in Middle-earth, and individually they were called: Gandalf, Saruman, Radagast, Alatar, and Pallando.

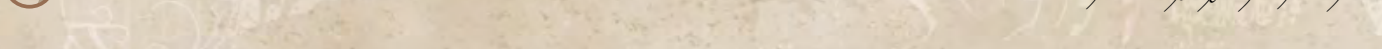
In *The Lord of the Rings*, Gandalf was the only Wizard to remain true to his mission. Saruman was corrupted by power, Radagast "went native," and Alatar and Pallando disappeared into the East to pursue their own goals, since the Istari are also subjected to the Middle-earth temptations.

At same time, Sauron the Dark Lord returned and threatened to enslave all of Middle-earth. However, having been defeated and almost destroyed in the Second Age, Sauron hesitated—he wanted to restore himself to full power before starting his final assault on the Free Peoples. This meant he needed to marshal overwhelming tactical and strategic resources: and, if possible. he needed to recover the lost reservoir of his vast might, The One Ring.

Sauron wanted to remain in the safety of Barad-dûr, in the center of his web of control. So his chief tools for gathering resources were his Ringwraiths the nine Nazgûl. While Sauron could automatically exert control over any Nazgûl, the Nazgûl maintained a large amount of independence and free will-they were of little use to Sauron without it.

Meanwhile, The Balrog hibernates in his deep hiding place at the roots of the mountains in Moria. When the mithril-miners of dwarf-King Durin VI awoke The Balrog, the Dwarves attempted to fight the Durin's Bane, but his power was far too great.

As part of Sauron's plans for war into effect, he sends Orcs and Trolls to the Misty Mountains to bar all of the passes. Some of these creatures arrive to Moria. Sauron believes that The Balrog will submit as Morgoth's lieutenant, or at least cooperate with their evil de-



signs. The Balrog allows the Orcs and Trolls to remain in Moria, and although they doubtlessly fear him, some worship him as a spiritual being.

> ***Note:*** For purposes of readability, these rules use the standard masculine pronouns when referring to a person of uncertain gender. In such cases, these pronouns are intended to convey the meanings: she/he, him/her, etc.

Middle-earth, the Collective Card Game

In *Middle-earth, the Collective Card Game* (hereinafter MeCCG), players should be involved in the fight between the Free Peoples of Middle-earth and the Dark Forces led by Sauron, assuming the role of some of the most powerful characters on both sides. Thus, players represent one of the following characters (i.e. one of these characters will be your avatar):

- As one of the five Wizards—Gandalf, Saruman, Radagast, Pallando, or Alatar (in *Middle-Earth: The Wizards* [*METW*])—your goal is to marshal the forces of the Free Peoples so that Sauron can be resisted until The One Ring is destroyed. Since your fellow Wizards do not agree on how best to accomplish this goal, you must battle for the minds, bodies, and souls of the Free Peoples. In addition, you will have the possibility to face the Ringwraiths and The Balrog.

Editor's note: *Middle-Earth: The Wizards* is the first card set, originally published in 1995 by ICE in the form of booster packs and starter decks. It contains the five Wizards and most main hero characters, like Frodo, Aragorn and Thorin II.

- As a Ringwraith, (in *Middle-Earth: The Lidless Eye* [*MELE*]), our goal is to marshal enough resources so that the Dark Lord will be confident enough to send you and your armies to launch the first blow necessary to crush the leaders of the Free Peoples. Since your fellow Ringwraiths do not agree on how best to accomplish this goal (and of course none are as worthy as you), you must compete with them to be the first to gather enough forces to gain the Dark Lord's confidence.

Editor's note: *Middle-Earth: The Lidless Eye* is the second card set, originally published in 1997 also by ICE and again in the form of booster packs and starter decks. It contains the nine Ringwraiths and some minion characters, like The Mouth, Shagrath and Snaga.

- The Fallen-wizard players (in *Middle-Earth: The White Hand* [*MEWH*]), can pick and choose the good and evil resources you will try to utilize—you will use any means to achieve your ends. However, you can only exert your influence and control over the weaker heroes and minions—the more powerful characters can sense your greed and weaknesses.

Editor's note: *Middle-Earth: The White Hand* expanded the game by introducing a new faction, the corrupted Fallen-wizard. Originally published in 1997 by ICE, was only distributed in booster packs format.

- The Balrog is supremely confident of his own immense personal power. After all, just like Sauron, he was one Morgoth's chief lieutenant. The Balrog (in *Middle-Earth: The Balrog* [*MEBA*]) tends to rely on brute force and direct confrontation rather than more subtle approaches often used by Ringwraiths and Wizards. His goals are basic and simple: — accumulate power and destroy his enemies. If he can do this, he can become a dominant power in Middle-earth— a factor to which both the Dark Lord and the Free Peoples will be forced react.

Editor's note: *Middle-Earth: The Balrog* adds a new sub-faction to the minions, The Balrog, who mainly depends on the brute strength of his orcs and trolls. Originally published in 1998 by ICE, it was the last expansion of the game.

"Dangerous forces" in Middle-earth are represented by hazards that the players use against one another. For example, if you move a character into the Lonely Mountain, your opponent

could play a Dragon card as a hazard. These hazards are not "controlled" by one avatar, but rather they represent the dangerous forces that are abroad in Middle-earth, threatening everyone, good and evil characters alike. Every Wizard and Ringwraith are working to achieve some common goals, so conflict takes the form of hazards and direct attempts to "persuade" or "dominate" each other and each other's characters and forces, rather than the form of direct conflict.

MeCCG card sets

Note: In a collectible card game—each player usually has a large number of cards available, but only a limited number are used in any one game. Before each game, a player must choose the cards he will use for that game. This process is referred to as "deck construction." Often deck construction is just as important (if not more important) than actual play.

- ***The Wizards [METW]*** (1995): The base set (484 cards), in which players play one of the five Wizards (Gandalf, Saruman, Radagast, Palando, or Alatar) who try to fight against the growing power of Sauron. Separately, it is a pretty straight forward gameplay with relatively simple marshalling point cards and hazard creatures. This set saw two expansions:
  - » ***The Dragons [METD]*** (1995): As the name implies, this expansion dealt mostly with dragons, the northern territories where most of the dragons live, their treasure and the northern regions. A few new rules were introduced with this set (180 cards), mostly dealing with dragons and their lairs. A very solid expansion.
  - » ***Dark Minions [MEDM]*** (1996): This expansion (180 cards) dealt mostly with the various forces and factions Sauron controls. This set introduced a greater amount of new rules and mechanics, and the Agents, characters who work for Sauron and try to oppose the Wizard's characters. Also adds a new site type, the Underdeeps, which take you deep into the earth.
- ***The Lidless Eye [MELE]*** (1997): This is not an expansion to The Wizards, is about an entirely new (415 cards) set that adds the possibility to play as a minion of Sauron and arguably makes the game more complicated with all sorts of support and effect cards. Therefore, introduce a new type of avatar, the Ringwraiths, whose goals are completely opposite the Wizards. Only had one expansion:
  - » ***Against the Shadow [MEAS]*** (1997): This expansion (170 cards) did not add new rules, and is mostly focussed on the confrontation between Minion and Hero players. Mostly balances the game by adding

T-1.1 MeCCG ALIGNMENT TYPES

	Hero players	Minion players			Fallen-wizard players
Sub-faction		Ringwraith players	Sauron players	Balrog players	
Avatar type (Race)	Wizard	Ringwraith		Balrog	Fallen-wizard (FW)
Avatar cards	Gandalf Saruman Radagast Alatar Pallando	The Witch-king Khamûl the Ringwraith Dwar the Ringwraith Indûr the Ringwraith Akhôrahil the Ringwraith Hôarmûrath the Ringwraith Adûnaphel the Ringwraith Ren the Ringwraith Ûvatha the Ringwraith	The Lidless Eye* Sauron*	The Balrog	FW Gandalf FW Saruman FW Radagast FW Alatar FW Pallando
Main card set	*METW*	*MELE*	—	*MEBA*	*MEWH*
Primary Card Expansions	*METD* & *MEDM*	*MEAS*			
Card Types**	Hero resources, hero characters, hero sites (and hero Havens)	Minion resources, minion characters, minion sites*** (and Darkhavens)			Stage resources, hero & minion resources, hero & minion sites (and Wizardhavens)

* Although *The Lidless Eye* and *Sauron* are not really avatar cards, they allows you to play specific cards of this sub-faction.
** Note that Fallen-wizard and Balrog players have some limitations to use certain types of cards. See pages 38-39 to know more about this.
*** Balrog players use specific site cards (i.e. balrog site cards and balrog Darkhaven cards) in addition to minion site cards.

hazards against the minion player and some support resources for the hero.

- ***The White Hand [MEWH]*** (1997): Though only distributed in boosters, not in starter decks, *The White Hand* is in a way the third base set (122 cards), which allows you to play with a new faction: the corrupted Fallen-wizards, who pursues his own agenda. Fallen-wizards can use resources and hazards from either of the other two sets (*The Wizards* or *The Lidless Eye*), and thus required fewer new cards.
- ***The Balrog [MEBA]*** (1998): In this final Middle-Earth set you play *The Balrog* avatar. The Balrog mainly depends on the brute strength of his orcs and trolls. Like *The White Hand*, this was a small set (of only 104 cards), distributed in fixed sets (with no rarity), since it depends on hazards and resources of *The Lidless Eye* set.

Note: Each METW starter deck has a small pack of cards called a fixed set. There are 5 fixed sets in all. One appears randomly in each starter deck. The top facing card of all fixed sets is Gates of Morning.

Each MELE starter deck has a small pack of cards called a fixed set. There are 5 fixed sets in all. One appears randomly in each starter deck. The top facing card of all fixed sets is a Ringwraith and is different for each fixed set and can be seen through the window of the starter deck box.

A fixed set is included in each starter deck to make a starter deck playable without any other cards.

Alignments

In *Middle-earth, the Collective Card Game* there are three different types of alignments (or factions), depending on your avatar: Hero, Fallen-wizard, or Minion (i.e. Hero players play a Wizard card as their avatar, Minion players play a Ringwraith or *The Balrog*[1] cards as their avatar, and a Fallen-wizard[2] players play a Fallen-wizard card as their avatar).

1. [*Middle-Earth: The Balrog* rulesbook, on page 2].
2. [*Middle-Earth: White Hand* booklet, on page 3].

Note: Hero resources, characters and sites are different from Minion resources, characters and sites. Similarly, fallen-wizard specific characters, resources or sites are different from Hero and/or Minion. Hereinafter (unless otherwise specified) Hero alignment cards are referred to as "hero resources", or "hero characters (or companies)", or "hero sites", and the same for the rest of alignments (e.g. "minion character" or "fallen-wizard resources"). See page 31 for more information.

The *Table 1.1* (on the previous page) summarizes the different factions and their avatars.

Note: As a Fallen-wizard, you can pick and choose the good and evil resources you will try to utilize—you will use any means to achieve your ends. However, you can only exert your influence and control over the weaker heroes and minions—the more powerful characters can sense your greed and weakness.

Each Fallen-wizard is driven by a different obsession reflected in his abilities and goals:

- The fallen Pallando (Master of Doom) is the master of peoples and fate. He rules and dominates peoples. He is obsessed with building his own empire and defeating Sauron by force of arms.
- The fallen Alatar (Lord of the Hunt) is the master of animate nature—he is a hunter. He likes to do things personally. He is more likely to dominate individuals rather than peoples. He is obsessed with defeating Sauron by turning Middle-earth into a well-ordered game-preserve.
- The fallen Gandalf (the Careworn) is the friend of peoples, fate, and Middle-earth. He manipulates peoples and their rulers rather than dominate them—he is not an empire builder. He has lost hope of defeating Sauron. He just wants to delay the Dark Lord's final victory as long as possible, and to save as many of the Free Peoples as possible.
- The fallen Radagast (of the Greenwood) is the friend of animate nature. He looks at Middle-earth as a big garden with people as the gardners. He persuades but doesn't dominate. He plans to help nature protect itself from the Dark Lord.
- The fallen Saruman (of Many Colors) is the master of inanimate nature. He gather knowledge and makes inanimate objects. He is obsessed with using his own personal power, items, and abilities to contest Sauron.

Note: In the terms of *Middle-earth: The Wizards*, a Wizard that has failed a corruption check by 1 or 2 has become a Fallen-wizard.

Note: When the rules and cards refer to a Wizard, they apply to your Fallen-wizard. When rules and non-site cards refer to Havens and Darkhavens, they apply instead to your Wizardhavens.

Editor's note: Occasionally, this manual may refer to minion players as "Ringwraith player" or "Balrog player" if any rule or card is specific to one of these two sub-factions (without affecting the other).

Editor's note: Hereinafter (unless otherwise specified), and for better understanding by the readers, generic terms will be used when referring to all alignments (e.g. "Haven" term be used indistinctly for a Wizardhaven or a Darkhaven or "Avatar" for Wizards, Ringwraiths or The Balrog character cards).

Using this Rulebook

These rules are organized into five sections: *Glossary*, *Standard Rules*, *Card-Specific Errata & Rulings*, *Optional Rules*, and *Appendices*. The *Standard Rules* are for a two-player game; multi-player rules are provided in the *Optional Rules* section.

Editor's note: Although MeCCG is a game for two to five players, the first sections of this manual describe the rules for two-player games. The rules for games with three or more players are described in the *Optional Rules* section. However, you should familiarize yourself with the standard rules (two players) first.

The *Full Player Turn Summary* provided on pages 222-223 is a great reference for getting started.

- *The Standard Rules*— The Standard Rules contain all the guidelines you need to play MeCCG. If you are already an experienced player of collectible card games,

you might initially read the *Full Player Turn Summary* on pages 218-219.

Then, as you play, you can refer to the other material that details the more complex rules and special situations that may arise during play.

- *Card-Specific Errata & Rulings*— This section contains the official clarifications and errata that have been made on individual cards in MeCCG. The card entries are ordered by in alphabetical order, regardless of the set of cards or the date they appeared.
- *The Optional Rules*— Interesting variations to the standard rules. Before play begins, both players must agree on which optional rules are to be used.
- *Tournament Policy*— This section contains some conventions of tournament play. These conventions are also widely adopted for casual play.
- *Scenarios*— Some official scenarios published by ICE. This material should not be considered official sanctioned tournament scenarios, nor the new sites and resources provides are appropiate for use in official tournaments.

Player notes

Site cards (and region cards) represent the geography of Middle-earth. They are used during the game to control the acquisition of resources, but they should not direct play. Instead, a player should examine the resources in his hand and then select a nearby site to 'travel' to. Initially, do not worry too much about which site to use, just pick one that has the resource type you want to play. It also helps if you preselect the location cards you are most likely to use when you put together a play deck.

In MeCCG you will draw multiple cards each tum, and in some cases, you will have to discard a number of cards each turn. Don't let this worry you, it's part of the flow of play. Just keep cards that are immediately useful during the next turn or that are crucial to your overall strategy (i.e., your primary resource acquisition strategy).

Notes for players of other Collectible Card Games

If you have played other collectible card games (CCG), there are several key factors to keep in mind:

- MeCCG is less tactical and more strategic than some other CCGs. There is combat, but it is not the dominant focus of the game.
- The players in MeCCG are in direct competition with each other to marshal resources. However, only hazards directly attack the players' characters and they are handled in a less controlled fashion (e.g., they are only played during your opponent's movement/hazard phase, hazard creatures do not remain in play, etc.).
- For timing purposes, all cards in MeCCG are played and tapped with the same "speed" (effects take place instantly). But **a player may only play resource cards during his own turn, and a player may only play hazard cards during his opponent's movement/hazard phase**.

A Footnote

Editor's note: MECCG is a really complex game. From the time of its commercial launch in 1995 to its premature disappearance in 1998, many revisions and clarifications in the rules of the game were necessary. Luckily, there was always many people out there working hard to these tasks.

Currently, information regarding clarifications and corrections to the MeCCG rules can be found on various websites. However, this information is often very dispersed.[3] This book aims to collect all that official information in a single volume. To make reading easier to players, the main body of each page includes the rules published in the corresponding manuals and inserts of each MeCCG expansion. The different annotations are displayed in the outer text columns of each page, as footnotes.

References to the original source[4] will be found in brackets following a given rule or annotation using the following abbreviations:

- *METW*, ##— *Middle-earth: The Wizards* unlimited edition rulebook, page ##.
- *METD*, ##— *Middle-earth: The Dragons* rules insert, page ##.
- *MEDM*, ##— *Middle-earth: Dark Minions* rules insert, page ##.
- *MELE*, ##— *Middle-earth: The Lidless Eye* rulebook, page ##.
- *MEAS*, ##— *Middle-earth: Against The Shadow* rules insert, page ##.
- *MEWH*, ##— *Middle-earth: The White Hand* rules insert, page ##.
- *MEBA*, ##— *Middle-earth: The Balrog* rules insert, page ##.
- CRF— The ICE-Era Collected Rulings File (latest #15, released in May 29, 1999).
- CRF (Van)— Entries in the CRF by Van Norton (last ICE's NetRep) after CRF #15 (up to Aug. 30, 1999).
- CRF (CoE)— Entries in the CRF by NetRep of Council of Elrond, after ICE lose the commercial rights over *The Lord of the Rings* (after CRF #15, from 2002 to present).[5]
- ICE ###— ICE's[6] official NetRep Rules Digest ### (up to Aug. 30, 1999).
- CoE ###— Council of Elrond[7] NetRep Rulings Digest ### (from 2002 to present).

3. *www.meccg.com* is a spanish website which recently has been collected lots of valuable information. Please, visit this website!

www.meccg.net endeavours to become the place to find and share information about MeCCG. Unfortunately, until today (the latest revision was undertaken in March 2022) this website is down.

4. Occasionally, the support rulebooks published by ICE (in English language only) have been consulted. In this case, it is mentioned the book title and the page number of the quoted text appears.

5. The last CRF (actually CRF #20, released in Sep 2024) may be consulted in the website: *www.meccg.com*.

6. Actually you can check them in the website: *www.meccg.com*.

7. In the website: *www.councilofelrond.org*.

CHAPTER II

Glossary

'Don't you know my name yet? That's the only answer. Tell me, who are you, alone, yourself and nameless? But you are young and I am old. Eldest, that's what I am. Mark my words, my friends: Tom was here before the river and the trees...'

—LotR I

The following list provides a definition of the most common game terms. In many cases, the most pertinent rules associated with each term are also given.

Action: Any activity in the game (card play, a corruption check caused by a card, etc.). Each action is not immediately resolved when it is declared. An opponent and yourself have the opportunity to declare other actions in response. Meeting active conditions and exhausting a play deck are not actions—they are declared and resolve immediately.

Agent: A hazard that represents an individual that has been sent on a covert mission by the Dark-lord or one of his Dark Lieutenants. Most agents have an alternate use as minion characters.[8]

Alignment: Generally divided into Hero, Minion, or Fallen-wizard, depending on your avatar.

A Hero player uses hero characters, hero sites, and hero resources, and can represent himself with a Wizard character. Minion player uses minion characters, minion sites, and minion resources, and can represent himself with a Ringwraith or *The Balrog* character (or *The Lidless Eye*/*Sauron* cards). A Fallen-wizard player uses hero and minion characters, hero and minion sites, hero and minion resources, and stage resources, and can represent himself with a fallen-wizard character.

Ally: A resource playable at an untapped site during the site phase that taps the site. Allies represents non-character personalities (e.g., *Gollum* and *War-wolf*) and require no influence attempt and no influence to control. An ally is considered a character only for the purposes of combat (facing strikes, tapping to support. etc.)[9].

Attack: An action against a company that lists a number of strikes and prowess. Most attacks are either ha-

8. Not all agents are minions. The two agents on the normal hazard template are "non-Minion agents": *My Precious* and *Lobelia Sackville Baggins* [*MEDM, 1*].

9. Allies only have race if it specifically stated in his text box [ICE, 114].

zard creature attacks or automatic-attacks, though certain cards cause attacks which are neither of these. Most attacks are further described with a creature type though they do not have to be. An attack must be the first declared action in a chain of effects.

Automatic-attack: An attack a company must immediately face when it declares it will enter a site before it takes any actions at the site.

Attacker: During an attack, the player whose company is not facing the attack. The attacker makes decisions on behalf of the attack.

Attribute: A characteristic of a character or attack: prowess, body, race, a character's listed Skills, direct influence, mind, marshalling points, special abilities.

Audience with Sauron: The last stage of the game for a Ringwraith player. All non-Ringwraith minion characters make a corruption check, marshalling points are counted (with modifiers), and marshalling points are compared to determine a winner.

Avatar: A character card representing you. Avatars may be Wizards, Fallen-wizards, Ringwraiths, or *The Balrog*.

Balrog, The: A special type of minion avatar. When cards refer to a Ringwraith, generally they refer to a Ringwraith or *The Balrog*.

Bearer: The character that bears or controls a card.

Beginning ("At the Beginning of..."): Immediately at the start of a phase (or turn).

This period begins at the start of a phase/turn and ends when all players announce that they will not declare any ABP (*actions that may be taken at [or are triggered by] the beginning of a given phase or turn only*) starting a chain of effects and when all triggered ABP are resolved.

The only actions that may be declared in response to ABP are other ABP and actions that target a dice-rolling action and actions that target declared events.

Triggered ABP are declared before ABP that may be taken by players.[10]

Body: The second attribute listed in the shield in the lower left corner of a character or creature card. Body relates how difficult the character (or creature) is to eliminate (or defeat) in combat. A strike from an attack, with no body (listed as "–" in the shield) is automatically defeated when it fails: no body check is required. If none is listed, an attack is considered to have no body.

Body Check (BC): A dice roll made by an opponent on your character or on a strike that failed against his character. On your character, if this dice roll is greater than the character's body, the character is eliminated. On a strike, it this dice roll is greater than the strike's body, the strike is defeated. Body checks usually result from a strike sequence in combat, but certain cards call for body checks at other times.

"Cannot be duplicated": Card text meaning only one copy of that card (or its effects) can be in play at all. No further copies of that card can be played unless the copy in play will be removed by an action declared in the same chain of effects.[11]

"Cannot be duplicated on...": Card text that means only one copy of that card can be in play as stated: by a player, or on a given entity. No further copies of that card can be so played unless the copy in play will be removed by an action declared in the same chain of effects.

10. [*CRF (CoE), Rulings by Term, Beginning of Phase/Turn*].

11. *Annotation 11 (modified from its original version):* Some cards cannot be duplicated in limited cases—generally on a specific target. Multiple copies of these cards or their effects may be in play normally, so long as each applies to a different target. A card that cannot be duplicated can be played when a copy is already in play only if the copy in play is currently being targeted by an effect that will discard it [*CRF Rulings by Term, "Cannot be duplicated"*].

Short-events that cannot be duplicated cannot be played if a card of the same name is currently having an effect on play [*CRF Rulings by Term, "Cannot be duplicated"*].

Chain of Effects: A series of actions declared in response to one all other before any of them resolve. Actions in a chain of effects are resolved in the reverse order from which they were declared (last in, first out).

Character: A card representing an entity that is or directly serves a Ringwraith or Wizard or *The Balrog*.

Check: A roll made against a given value. Examples of possible checks are body checks, corruption checks, and influence checks.

Certain cards also require unique checks which are not standard (e.g., *Plague*).

Combat: The resolution of an attack. This involves strikes being assigned and strike sequences being performed. Combat specifically encompasses the time from the resolution of an attack action until the final strike sequence is completed. During combat, no attack may be actively declared.

Command Card: A special type of resource normally playable on a leader.[12]

Company: A coordinated groups of characters as designated by their player.

Company Size: The number of characters in a company. Hobbits and Orc scouts counting half (rounded up).

Company vs. Company Combat (CvCC): A combat between two companies of two different players.

Condition, Active: A prerequisite for an action actively made by a player. Typically this involves tapping a character, discarding an item, or having a character of a particular skill in play. Active conditions are declared and resolved with no time for response by an opponent or yourself.

Condition, Passive: An action that causes another action to take effect. The triggered action will be the first declared action in the chain of effects immediately following the chain of effects that contained the passive condition.

Corruption: A keyword typically found on hazard permanent-event that give corruption. Only one corruption card can be played on a given character a turn.

Corruption Check (CC): A dice roll a character makes if called for. If the result is greater than the character's accumulated corruption points, nothing happens. If the result equals or is one less than a minion's accumulated corruption, the minion character becomes tapped if untapped (a hero would be discarded). If the roll is two or more less than a minion's accumulated corruption, the minion character is eliminated and all cards on him are discarded (the same for a hero).[13]

Corruption Points: A number (with no + or – symbol) typically shown in the lower right corner of items, corruption cards, and other cards. A

12. Command cards return other command cards of the same name to your hand [*CRF Rulings by Term, Command cards*].
13. See complete corruption rules on pages 83-85.

character's accumulated corruption equals the total corruption points of all cards played on him.

Corruption Modifier: A number with a + or - symbol typically shown in the lower right corner of certain cards. Each corruption check (i.e., the dice roll) made by a character is modified by all corruption modifiers that apply.

Covert Company: A minion or fallen-wizard company with no Orcs or Trolls (or certain allies).[14]

Creature: A hazard card with "Creature" in the classification line.

Current Site: The site card showing a non-moving company's location. A moving company has no current site from the moment its new site is revealed until its site of origin is removed.

Darkhaven [☼]: A minion site that represents a safe place for the Dark Lord forces.[15]

Day of Decision, The: The last stage of the game for a Fallen-wizard player. All characters make a corruption check, and marshalling points are counted (with modifiers) and compared to determine a winner.

Day of Reckoning, The: The last stage of the game for a Balrog player. All non-*The Balrog* characters make a corruption check, and marshalling points are counted (with modifiers), and compared to determine a winner.

Declaring an Action: Stating that an action is being played, though the actual effects of the action are not implemented until both players have had the chance to respond with the declaration of other actions.

Each time you play a card, you are declaring an action. Actions triggered by passive conditions are declared as the first action in the chain of effects following the chain of effects which produced the passive condition.

Defender: During an attack, the player whose company is facing the attack. The defender makes decisions on behalf of his company.

Detainment Attack: An attack whose strikes do not wound (and require no body check) if successful. This represents the target being stopped and questioned. A successful strike from a detainment attack only causes an untapped character to become tapped.

Discard, To (a card): Put a card in a discard pile.[16]

Direct Influence [✋] (DI): The attribute listed in the dark hand symbol on a character. A character can control any number of followers such that their total mind in less than or equal to his direct influence.

Eliminate, To (a card): Remove a card from play or from the game. A unique card removed from the game cannot be put back into play by any player.[17]

14. See more for covert & overt companies on page 60.

15. Attacks keyed to Darkhavens are detainment [*CRF, Rules Errata*].

Attacks at Darkhavens are canceled only if the company is at the Darkhaven [*CRF, Rulings by Term, Darkhaven*].

Whenever a hazard affecting heroes refers to a Darkhaven, interpret it as referring to a Haven instead [*CRF, Rulings by Term, Darkhaven*].

Darkhavens count as their own nearest Darkhaven [*CRF, Rulings by Term, Darkhaven*].

Darkhavens can tap [*CRF, Rulings by Term, Haven*].

16. Discarding a card is not playing it, thus cards that allow you to play other cards as if they are in your hand do not allow you to discard such card as if they are in your hand. This means, for example, that a ring on *Rumours of Rings* cannot be discarded for *Rolled Down to the Sea*, nor can a dragon be discarded from *Summons from Long Sleep* to satisfy *Dragon Feuds*. [*CRF (CoE), Rulings by Term, Discard*].

17. When a card is eliminated, all permanent-events on that card are discarded [*CRF, Rulings by Term, Eliminated*].

Cards "removed from play" are placed in an out-of-play pile and are still considered for purposes of uniqueness. Cards "removed from the game" can be placed anywhere outside of the playing area and no longer have any affect or interaction with the game [*CRF (CoE), Rulings by Term, Removed from the Game & Removed from Play*].

End ("At the End of..."): (At) The conclusion of a phase (or turn).

This period begins when all players announce that they will not declare any actions other than AEP (*actions that may be taken at [or are triggered by] the end of a given phase or turn only*) starting a chain of effects and when all declared actions other than AEP are resolved.

This period ends when all players announce that they will not declare any actions and when all declared actions are resolved.

The only actions that may be declared in response to AEP are other AEP and actions that target a dice-rolling action and actions that target declared events.

Triggered AEP are declared before AEP that may be taken by players.[18]

Exhausting a Play Deck: When you draw the final card from your play deck into your hand. Immediately when the card is drawn, your discard pile becomes your new play deck. Exchange up to 5 cards between it and your sideboard and shuffle. Return all discarded sites to your location deck.[19]

Faction: A resource card with faction in the classification line. Factions represent unique Dragons or groups of creatures or peoples.

Fallen-wizard: May refer to:

- A type of avatar. A character representing you as a Wizard that have fallen out of favour.
- The alignment of a Fallen-wizard player.
- A company controlled by a Fallen-wizard player.
- A character controlled by a Fallen-wizard player.
- A resource with a green-colored background (i.e., stage resources).
- A site with a soft grey parchment background on the front (i.e., Isengard, Rhosgobel, The White Towers, and Deep Mines).

Follower: A character controlled with another character's direct influence. Followers cannot have followers.

Free Council, The: The last stage of the game for a Hero player. All characters make a corruption check, and marshalling points are counted (with modifiers) and compared to determine a winner.

General Influence [✋] (GI): 20 points of influence a player inherently possesses—used to control characters.[20]

Hand size: The number of cards you must keep in your hand. Its normal value is 8.[21]

Haven [✡]: A hero site that represents a place of peace and safety.[22]

Hazard Limit (HL): The maximum number of hazard cards that may be played against a company. The hazard limit base equals the company's size (to a minimum of two) and is set at the begining of the movement/hazard phase for each company.[23]

18. [*CRF (CoE), Rulings by Term, End of Phase/Turn*].

19. Permanent-events discarded when the play deck is exhausted are shuffled into the new play deck along with the rest of the discard pile [*CRF, Rulings by Term, Exhausted*].

20. The white hand symbol on the Fallen-wizard card is that Fallen-wizard's general influence once he is revealed. Prior to that, his general influence is 20. [*CRF Rulings by Term, Fallen-wizard*].

21. Effects which increase your hand size or allow you to hold one more card in your hand mean that you draw up to your new hand size or discard down to it at the appropriate points during the game. Effects which increase hand size are cumulative [*CRF Rulings by Term, Hand Size*].

22. Havens can tap [*CRF Rulings by Term, Haven*]. Once a company leaves a tapped Haven—the tapped Haven goes back to the location deck and can be used again. A tapped Haven is never placed on discard pile [*Middle-earth: The Wizards Casual Companion*, 9]. Whenever a hazard affecting minions refers to a Haven, interpret it as referring to a Darkhaven instead. Havens count as their own nearest Haven [*CRF Rulings by Term, Haven*].

23. [*METD*, 3; CoE, 205].

Hazards: Cards with a steel grey metal background. You may only play hazards during your opponent's movement/hazard phase.

Healing: Moving a character at a Haven/Darkhaven from wounded to tapped during his untap phase. Certain cards allow healing at other times, and some even to an untapped state.

Hero: May refer to:

- The alignment of a Wizard player.
- A character controlled by a Wizard player. Non-Wizard hero cards have a blue stone background. Each Wizard hero card has a differently colored stone background.
- A non-Orc/non-Troll character controlled by a Fallen-wizard player.
- A company only composed with by the aforementioned characters.
- A resource with a coppery background (i.e. hero items, hero events).
- A site with a white parchment background.

Hoard item: An item that can only be played at a site that contains a hoard. Each site with a Dragon automatic-attack contains a hoard[24] (see page 44).

Home Site: A site listed in a character's card where he may be brought into play (or discarded during your organization phase) in addition to Havens.

Influence Attempt: To try to influence a faction or an opponent's card. An influence attempt requires an influence check at the time of its resolution (see page 86).

Influence Check: A dice roll you make when your character is attempting to influence a faction or an opponent's card. Influence checks are called for in other situations also.

Item: A resource playable at an untapped site during the site phase that taps the site. The different types of items are: minor, major, greater, gold ring, and special.

"Keyed to..." (or "Played at..."): The manner a creature is played on a company.[25] A creature is either: keyed to a region by type or name in a moving company's site path, or keyed to (played at) a moving company's new site by type or name, or keyed to (played at) the current site by type or name of company not moving.

Keyword: An italicized word in a card's text box typically stood off with a period. Keywords carry no inherent rules, but rather are used as card identifiers when determining if another card affects them. Many keywords do have rules accompanying them, however, like *Unique* and *Corruption*. Any words given in a card's classification line are also keywords.

Leader: A character with the keyword "leader" in its text box.[26]

Location Deck: Your available sites (and region cards, if used). Only one of each non-Haven/non-Darkhaven sites may be included in your location deck.

Long-event: A resource or hazard that stays in play for approximately two turns. Resource long-events can be played during your long-event phase. Hazard long-events can be played during your opponent 's movement/hazard phase. Long-events are discarded during the appropriate player's long-event phase as described in the "Player Turn" section (see page 48).

Manifestation: A different version of the same card (usually two cards with different alignment or a character/resource and its corresponding hazard version). Only one manifestation of a

24. [*MEDM,* 2]. Exactly, each site which had a Dragon automatic-attack at the beginning of the turn contains a hoard [*CRF,* Rules Errata].

25. Only attacks from hazard creatures are considered "keyed." [*Middle-earth: The Lidless Eye Companion, 61*].

26. Factions played with a leader are worth two extra MP per group of factions, not per faction [*CRF, Rulings by Term, Leader*].

These two extra MP's are faction points [*CRF (CoE), Rulings by Term, Leader*].

unique entity may be in play at a time, unless it is a Dragon.[27] A face-down agent is not considered in play for these purposes. If a card says that it is a manifestation of another card, the limitation applies to both cards.

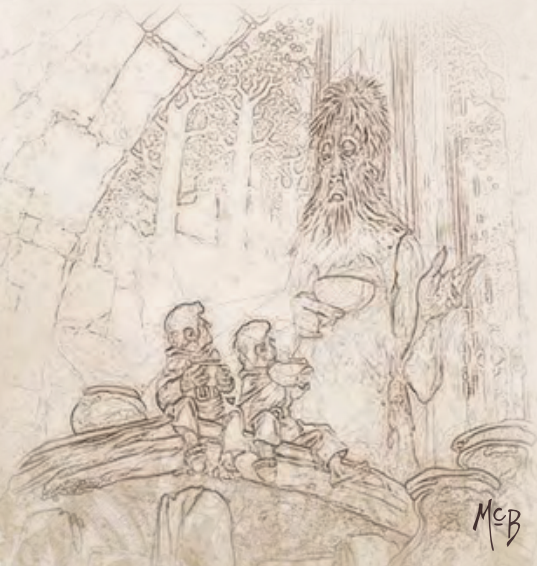
Marshalling Points (MPs): The number printed in a card 's upper left comer. A card's marshalling points relates how important that card is. After the Audience of Sauron/Free Council/The Day of Decision/ The Day of Reckoning. The winner of the game is the player with the most accumulated marshalling points.[28]

"May not untap": Nothing may untap a character who is the subject of an effect that states the character may not untap.[29]

Mind [ ]: The attribute listed in the white head symbol on a character, that determine how many influence points are required to control that character.

Minion: May refer to:

- The alignment of a Ringwraith/Balrog player.
- A character controlled by a Ringwraith/Balrog player. Non-avatar minion cards have a rusted-purplish iron background. Each Ringwraith minion card has a blood-red stone background.
- A company controlled by a Ringwraith/Balrog player.
- An Orc/Troll character controlled by a Fallen-wizard player.
- A fallen-wizard company with at least an Orc or Troll character.
- A resource with a grey-blue steel background (i.e., minion items, minion events).
- A site with a grey parchment background on the front.



Mode, Ringwraith: A special resource card that allow a Ringwraith character to move to a place that is not a Haven: *Black Rider* card, *Fell Rider* card, or *Heralded Lord* card (i.e., the Ringwraith must be in Black Rider mode, in Fell Rider mode, or in Heralded Lord mode). Certain allies also allow a Ringwraith to take one of these modes.[30]

Moving Company: A company in the process of moving between a site of origin and a new site. A company is moving during its movement/hazard phase from the time it reveals its new Site until its site of origin is removed.

27. [*MELE,* 56]..
28. You may not target hazards in your opponent's marshalling point pile for removal [*CRF, Rulings by Term, Marshalling Point Pile*].
29. [*CRF, Rulings by Term, "May not Untap"*].
30. When one mode effect is applied to a Ringwraith, all other cards applying a mode effect to that Ringwraith are discarded.
When a Ringwraith is in a mode, only apply the effects listed on the mode card, on the Ringwraith, and in the rules for that mode. Do not worry about cards that are not in play.
If an ally giving a mode is removed from play during the movement/hazard phase, the Ringwraith immediately stops being in that mode, but continues to move to his new site [*CRF Rulings by Term, Modes*].

Nazgûl: A keyword for certain hazards. A Nazgûl is a manifestation of a Ringwraith card.[31]

New Site Card: The site where a moving company is going. The company is at their new site when their site of origin is removed at the end of their movement/hazard phase.

"Normal": As printed on a card without modification from other card's effects. Note that this definition only applies to effects refering to card texts.[32]

Certain effects allow you to hold one more card than normal in your hand: these effects are cumulative and you should not necessarily consider normal in this sense to mean 8 cards.

Overt Company: A minion or Fallen-Wizard company with at least one Orc or Troll character (or certain allies).[33]

Permanent-event: A resource or hazard that stays in play indefinitely as stated in its text.

Play Deck: Your deck of cards from which you draw. Each player must have an equal number of resources and hazards with a minimum of 30 of each, up to 3 avatar cards, and up to 10 of any other characters.

Player: You, the real person playing! Each player chooses an alignment at the start of each game.

Prowess: The first attribute listed in the shield in the lower left comer of a character or creature card. Prowess relates how well the character (or creature) performs in combat. All attacks in general have a given prowess.

Race: An attribute given in a character's classification line. The races are: Elf, Hobbit, Dwarf, Dúnadan, Man, Orc, Troll, Wizard, Ringwraith and Balrog.

Region: The geographic unit into which northwestern Middle-earth map is broken down. Regions are represented in 2 ways: by name and by type. There are six region types: Coastal Sea [◒], Free-domain [⛫], Border-land [♜], Wilderness [▲], Shadow-land [◭] and Dark-domain [♜].

Resolving an Action: Carrying out the actual effect on the game of an action. Multiple actions are resolved in a chain of effects in the opposite order they are declared.

Resource: Resource cards represent various advantageous occurrences, personalities, groups, and objects. You normally may only play resources during your turn. Hero resource cards have a copper metal background. Minion resource cards have a grey-blue steel background. Fallen-wizard resource cards have a have a green-colored background.

Reveal a card: The process of showing a card to your opponent. Any revealed cards are shown to all players.[34]

31. If a Nazgûl is tapped to become a short-event as printed on its card, it turns into a short-event upon declaration. At this point, the Nazgûl is a short-event just as if had been played as such from your hand.

The body referred to in the text of female characters with combat bonuses against Nazgûl is the body of the Nazgûl [*CRF Rulings by Term, Nazgûl*].

32. [*CRF Rulings by Term, Normal*].

33. See more for overt & covert companies on page 60.

34. [*CRF, Rulings by Term, Reveal*].

Ringwraith: A type of avatar. The first Ringwraith you put into play represents you as one of the nine Nazgûl of Sauron—the representative Ringwraith. This is sometimes referred to as "your Ringwraith".

Ringwraith Follower: A Ringwraith minion played in addition to your representative Ringwraith. Ringwraith followers are always followers of your representative Ringwraith.

Short-event: A resource or hazard that is discarded when it resolves (though it may have a lasting effect).

Site of Origin: The site where a moving company began its turn. The company is no longer at its site of origin when it reveals a new site at the beginning of its movement/hazard phase.

Site: The locations in Middle-earth represented by cards. Sites are represented in 2 ways: by name and by type. There are six site types: Haven [✲], Free-hold [▯], Border-hold [▮], Ruins & Lairs [▙], Shadow-hold [▛], and Dark-hold [▉]. Hero site cards have a white parchment background. Minion site cards have a grey parchment background on the front. Fallen-wizard sites have a soft grey parchment background on the front. Balrog site cards have an ashy red parchment background on the front.[35]

Site Path, Site's: The sequence of region types listed on a site's card.

Site Path, Company's: A sequence of regions (by name and by type) through which a moving company moves. Most effects that refer to a site path mean a company's site path.

However, you must be sure to recognize those effects that refer to a site's site path.

Skill: An attribute of a character as listed on the classification line. The five skills are: Diplomat, Ranger, Sage, Scout, and Warrior.[36]

Skill Card: A card that requires a skill to be played.

Specific Card: A card that is specific to an avatar. To play an avatar-specific card, you must have declared yourself as the character with that name. That character need not be in play.[37]

Stage Points: Certain cards give your Fallen-wizard "stage points." Stage points reflect how far your Fallen-wizard has deviated from his original mission. The number of stage points that a card gives is indicated by one of the following symbols: 1 2 3 4 5.

Stage Resource: A card with a greenish background. All stage resources are specific to Fallen-wizards. Some resources are specific to only one Fallen-wizard.

Standard Modification: A modifier to an influence check against a faction that is printed on the faction's card.

35. To untap a site the character doing so must be at that site.
A permanent-event played on a site affects only the copy of the site it is played on, unless otherwise specified. A permanent-event not played on a site affects all versions of affected sites.
Hero events cannot target or affect minion sites, and vice versa. *News of the Shire* is an exception [*CRF, Rulings by Term, Site*].

36. Any card requiring a sage to play is a "Sage only" card [*CRF, Rulings by Term, Sage Only*].
Two or more skill cards may be played by a single character outside of the strike sequence [*CRF, Rulings by Term, Skill*].
Two skill cards may not be declared by one character against a given strike [*CRF, Rulings by Term, Skill*].
«(Such) only» cards can only be played by characters with the (such) skill [*CRF, Rulings by Term, Skill*].

37. [*CRF, Rulings by Term, Specific*].
"Balrog specific" cards do not require that *The Balrog* be in play, only that you are a Balrog player [MEBA, 3].
When in a match with two (or more) Balrog players a player gets the Balrog card out, that does not stop his opponents from playing Balrog specific cards. [*CRF (CoE), Rulings by Term, Balrog*].

Certain factions (like Dragon factions) list simple modifications which affect an influence check the same way, but do not count as Standard Modifications as a keyword (like when interpreting *Old Prejudice*).

Storing Cards: During your organization phase, taking a card from a character or company to your marshalling point pile. An item can normally be stored if its bearer is at a Haven, but other cards require explicit instructions given on the card.

Strike: The portion of an attack that affects an individual character. Each attack has one or more strikes, each of which an individual character must face in a strike sequence. If an attack has more strikes than a defending company has characters, every character faces one strike and the excess strikes are converted to -1 modifiers.

Strike Sequence: The time from when you declare one of your characters will resolve a strike until the strike dice roll is made and associated body checks are made. No actions may be declared except those that directly affect the strike as listed on page 77. Between strike sequences of an attack, players can declare more general effects (except declaring an attack and changing the current attack's number of strikes).

Tapping a Card: Moving a card 90 degrees to a sideways position.

Tapped: The state of a card shown in a sideways position. You cannot declare an action that requires a character or other card to tap if that card is already tapped.

Target: An action that is played out through one or more specific entities as stated on a card or in the rules is considered to "target" the entities. Possible targets include characters, sites, companies, or regions.[38]

Targeting: Choosing a specific entity through which a card or effect will be played out. An entity chosen as such is the "target" of the action. Some possible targets are: characters, corruption checks, strike dice rolls, items, sites, and companies. A card that states *it* is playable on or with a certain entity targets that entity. Cards which affect an entire class of other cards do not target (e.g., *Wake of War*).

Transferring Items: During the organization phase, moving an item form the control of a character to an- other character at the same site. The character giving up the item must make a corruption check before the actual transfer takes place. Whenever a character is eliminated by a body check, he can automatically transfer one item to each unwounded character in his company with no corruption check.

Turn: The alternating sequence of steps you and your opponent perform: Untap, Organization, Long-event, Movement/Hazard, Site, and End-of-Turn.

38. [*Middle-earth: The Lidless Eye Companion, 63*].

Annotation 1: A card is not in play until it is resolved in its chain of effects. When the play of a card is declared, no elements of the card may be the target of actions declared in the same chain of effects. An exception to this is a dice-rolling action; e.g., a corruption check.

Annotation 2: A corruption check or any dice-rolling action can be targeted in the chain of effects during which it was declared.

Annotation 3: Long-events and certain other cards do not have targets because they are not played out through one specific entity, i.e., they generally affect an entire class of things.

Annotation 4: An action may not target a face-down card nor any element of a face-down card. Face-down cards include unrevealed new site cards and on-guard cards.

You cannot target an opponent's character or resources with your own resources.

A card that is played on a card continuously targets the card it is on [*CRF, Rulings by Term, Target*].

Unique: A keyword that means only one copy of the card can be included in a player's play deck, starting company, and sideboard combined. Additionally, only one copy of the card may be in play at a time; additional copies cannot be played.

Untapping a Card: Moving a tapped card 90 degrees from a sideways to normal position. Untapping effects are not healing effects.[39]

Untapped: The state of a card when its bottom is towards you. All cards enter play untapped and remain that way until an effect of the game taps or wounds them. Only entities that are untappted may perform actions that require them to tap.

Wizard: A type of avatar. A character representing you as one of the five Istari. A Wizard cannot have Wizard followers.

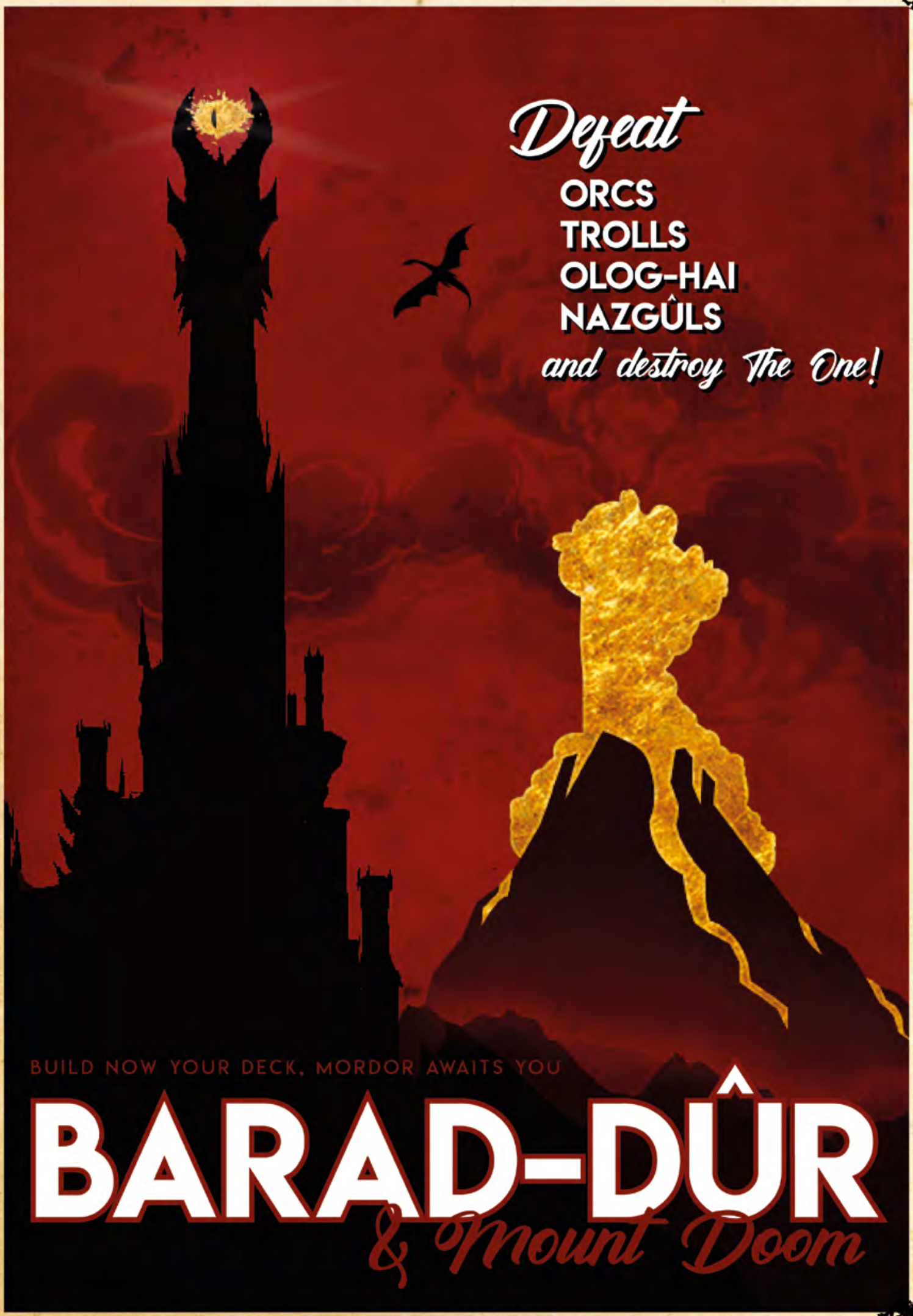
Wizardhaven: A Haven card for a Fallen-wizards, or a site that has been converted into such (usually by a stage resource).

"Protected Wizardhaven" is just a keyword, and has no effect by itself.[40]

Wounded: A character shown by placing the top of his card towards you. A character in play who is not tapped or untapped is wounded. A character becomes wounded when a strike against him is successful. You cannot declare an action that requires a character to tap if the character is wounded.

39. [*CRF* (*CoE), Rulings by Term, Untapping*].

40. A Wizardhaven is not considered to be adjacent to an Under-deeps site unless Deep Mines has been played on it.
Protected Wizardhavens do not allow you to move an extra region with region movement.
If you are influencing against your opponent, and he is at a Wizardhaven where you can not play cards that give MPs, you can reveal the card you are influencing against to reduce the number you roll against to 0, but you may not play that card afterwards (if it gives marshalling points) [*CRF, Rulings by Term, Wizardhaven*].


Defeat
ORCS
TROLLS
OLOG-HAI
NAZGÛLS
and destroy The One!
BUILD NOW YOUR DECK, MORDOR AWAITS YOU
BARAD-DÛR
& Mount Doom

CHAPTER III

The Standard Rules

'Yes, I, Gandalf the Grey' said the wizard solemnly. 'There are many powers in the world, for good or for evil. Some are greater than I am. Against some I have not yet been measured. But my time is coming. The Morgul-lord and his Black Riders have come forth. War is preparing!'

—LotR I

Random Values

Two six-sided dice (2D6) should be used to generate random values during play. This is called "making a roll." To make a roll, roll 2D6 and add the two results together.[41]

Note: If dice are not available, a random value can be generated by drawing a card from your play deck. Each card in a play deck has a number on the right side just below the center. You can use this number as the random value, then discard the card. Do not use this method if dice are available!

Note: For a Wizard player or Ringwraith player, if one or both players only has access to a starter deck (76 cards), requirement of 20 marshalling points should be lowered to 18.

Note: The sideboard size is 30 cards for one and two-deck games, 35 for three-deck games, and 40 for four-deck games [*CRF, Rulings by Term, Sideboard*].

Editor's note: Hereinafter (unless otherwise specified), the expression "the Council" will be used interchangeably to refer to call the Free Council, the Audience with Sauron, the Day of Decision or the Day of Reckoning.

THE VICTORY CONDITIONS

First, the players must announce their alignment and decide the duration of the game: a "quick game" (1-deck Game), or a "short game" (2-deck Game), or a "long game" (3-deck Game), or a "campaign game" (4-deck Game). Depending on the chosen duration and the alignment type, the game ends as indicated on *Table 3.1*.

The Council

You may only call *the Council*[42] if you have met the deck cycling and marshalling point requirements[43], not if only your opponent has.[44]

Just before the Council, each non-Ringwraith/non-*The Balrog* character must make a corruption check. The player who took the last turn makes corruption checks for his char-

41. You roll dice for the whole game (# or draw numbers for the whole game, see below) [*CRF, Turn Sequence Rulings, Beginning of the Game*].

42. These rulings apply to any end game, whether it is the Free Council, the Audience with Sauron, the Day of Reckoning or the Day of Decision. [*CRF, Turn Sequence Rulings, End-of-Game*].

43. The -5 MPs due to eliminating an avatar apply immediately, and affect your MPs for calling the end of the game [*CRF, Tournament Rulings, Victory conditions*]. Avatar death penalties (-5) do not count against character MPs [*ICE*, 524]. Unless you are a Balrog player, you may not consider MPs associated with a company at an Under-deeps site for the purposes of calling the Free Council, Audience with Sauron, or Day of Decision [*MEBA*, 4]. See below.

44. [*CRF, Turn Sequence Rulings, End-of-Game*].

T–3.1 VICTORY CONTITIONS ACCORDING ALIGNMENTS

		Hero players	Fallen-wizard players	Minion players	
				Ringwraith & Sauron players	Balrog players
Victory by Defeating the Avatar		If your opponent's avatar is "eliminated" (i.e., fails a body check or corruption check)—you win*. *Tournament Convention:* As an exception, in a tournament play, if an avatar is eliminated, the game continues. The eliminated avatar should be placed in the owner's out-of-play pile and it provides him -5 miscellaneous MPs [*ICE*, 524], subtracted off his final total. The -5 must also be taken into account for the purposes of calling the End-of-game. The player who lost his avatar cannot reveal a new avatar [*MEBA*, 12; *CRF, Tournament Rulings, Victory Conditions*].			
Victory with *The One Ring*		If you move *The One Ring* to Mount Doom and play certain cards—*The One Ring* is destroyed and you win [*METW,* 19].	If you recover *The One Ring* and play *A New Ringlord* and the conditions outlined on that card are fulfilled, you win [*MEWH,* 2].	If you move *The One Ring* to Barad-dûr—Sauron is reunited with *The One Ring* and you win [*MELE,* 6].	If you recover *The One Ring* and play *Challenge the Power* and the conditions outlined on that card are fulfilled, you win [*MEBA,* 2].
Victory by Marshalling Points (MPs)**	1-deck Game	The winner is decided at the **Free Council**. This council is called when one of the following occurs: • When each play deck has been exhausted once, the council starts at the end of the current turn. • After you have exhausted your play deck for the first time, you may choose to call the council at the end of any of your turns. The council starts at the end of your opponent's next turn (i.e., your opponent gets one last turn). • You may choose to call the council at the end of your turn if you have accumulated at least 20 MPs. The council starts at the end of your opponent's next turn (i.e., your opponent gets one last turn) [*METW,* 9].	The winner is decided at the **Day of Reckoning** [*MEWH,* 2]. This council is called when one of the following occurs: • When each play deck has been exhausted once, the council starts at the end of the current turn. • After you have exhausted your play deck for the first time, you may choose to call the council at the end of any of your turns. The council starts at the end of your opponent's next turn (i.e., your opponent gets one last turn). • You may choose to call the council at the end of your turn if you have accumulated at least 20 MPs. The council starts at the end of your opponent's next turn (i.e., your opponent gets one last turn).	The winner is decided at the **Audience with Sauron**. This council is called when one of the following occurs: • When each play deck has been exhausted once, the council starts following the current turn. • If your play deck has been exhausted and you play a *Sudden Call* card as a resource during one of your turns, the council starts following your opponent's next tum (i.e., your opponent gets one last tum). • If you have at least 20 marshalling points and you play a *Sudden Call* card as a resource during one of your turns, the council starts following your opponent's next turn (i.e., your opponent gets one last turn) [*MELE,* 6].	The winner is decided at the **Day of Decision** [*MEBA,* 2]. This council is called when one of the following occurs: • When each play deck has been exhausted once, the council starts at the end of the current turn. • If your play deck has been exhausted and you play a *Sudden Call* card as a resource during one of your turns, the council starts following your opponent's next tum (i.e., your opponent gets one last tum). • If you have at least 20 MPs and you play a *Sudden Call* card as a resource during one of your turns, the council starts following your opponent's next turn (i.e., your: opponent gets one last turn).
	2-deck Game***	In the same way as 1-deck Game, except each play deck has been exhausted twice. You may call the council when a play deck has been exhausted twice, or when a play deck has been exhausted once and the player with that deck has at least 25 MPs [*METW,* 49].		In the same way as 1-deck Game, except each play deck has been exhausted twice. You may use a *Sudden Call* card when a play deck has been exhausted twice, or when a play deck has been exhausted once and the player with that deck has at least 25 MPs [*MELE,* 51].	
	3-deck Game	In the same way as 1-deck Game, except each play deck has been exhausted three times. You may call the council when a play deck has been exhausted three times, or when a play deck has been exhausted twice and the player with that deck has at least 30 MPs [*METW,* 49].		In the same way as 1-deck Game, except each play deck has been exhausted three times. You may use a *Sudden Call* card when a play deck has been exhausted three times, or when a play deck has been exhausted twice and the player with that deck has at least 30 MPs [*MELE,* 51].	
	4-deck Game	In the same way as 1-deck Game, except each play deck has been exhausted four times. You may call the council when a play deck has been exhausted four times, or when a play deck has been exhausted three times and the player with that deck has at least 40 MPs [*METW,* 49].		In the same way as 1-deck Game, except each play deck has been exhausted four times. You may use a *Sudden Call* card when a play deck has been exhausted four times, or when a play deck has been exhausted three times and the player with that deck has at least 40 MPs [*MELE,* 51].	

*If your Fallen-wizard is eliminated, you may not play cards specific to that Fallen-wizard, and you do not count as that Fallen-wizard for card effects such as *Gatherer of Loyalties* [*CRF, Tournament Rulings, Victory Conditions*].

** You may not recieve kill marshalling points from a card you played [*CRF, Turn Sequence Rulings, End-of-Game*].

All non-stage resources marshalling points are only worth 1 marshalling point each to a Fallen-wizard (regardless of their printed value). Fallen-wizards do not receive marshalling points for cards stored at non-Wizardhaven sites.

Fallen-wizards may recieve one extra MP for factions played on a leader [*CRF, Rulings by Term, Fallen-wizard*].

Balrog players receive no MPs for hero items played at their Darkhavens [*CRF, Rules Errata*].

*** This is the usual format applied in tournaments, and also the one preferred by most players.

acters first.[45] Note that characters do not automatically untap when the Council is called. A character may only untap during his own untap phase.

Clarification: A character that fails his corruption check prior to the Council is eliminated (see page 84). That character and any non-follower cards he controls are not available at council—thus, they do not count towards the marshalling point totals.

A player may play resource cards that can affect his character's corruption checks made prior to the Council. Hazard cards may not be played.

After the corruption checks, it is checked which player has achieved the highest marshalling points. Marshalling points are printed on the top left corner of the cards.

The winner of the game is the player that has gathered the most marshalling[46] points from:

- Control of resources: characters, allies, items[47], and factions.
- Defeating certain creatures.[48]
- Carrying out the instructions on certain resource cards.

If both players have the same number of marshalling points at the Council, the game ends in a tie.[49]

Sudden Call used as a Hazard

In addition to the normal situations outlined on the Victory Conditions table (*T-3.1*), the Council is called when one of the following occurs:

- If your opponent's play deck has been exhausted and you play a *Sudden Call* card as a **hazard** during one of his turns, the Council starts following your next turn (i.e., you get one last turn).
- If your opponent has at least 20 marshalling points (or 25 for 2-deck Games, or 30 for 3-deck Games, or 40 for 4-deck Games) and you play a *Sudden Call* card as a **hazard** during one of his turns, the audience starts following your next turn (i.e., you get one last tum).

Marshalling Points Modification

There are six different types of marshalling points; each is associated with a specific shape:

MPs Types

Type	Shape
Character points	⬡
Item Points[50]	□
Faction Points	▽
Ally Points	△
Kill Points (from defeating creatures)	○
Miscellaneous Points	◇

At the Council, these types of MPs can affect your marshalling point total in two ways (apply them in this order):

1. If your opponent has zero (or negative) points for any one type of marshalling point, your points for that same type of marshalling point are doubled. This doesn't apply to kill points and miscellaneous points.
2. No more than half (round down)[51] of your final marshalling points can come from any one type of marshalling point. If one type of marshalling point is over half of your total, reduce the points for that type until they are only half (or less) of your total. Maybe the easiest way to deal with this is to

45. Characters may tap to aid corruption checks, if they are in the same company. Long- and permanent-events still in play will still have an effect. Only resources that directly affect corruption checks may be played during the Free Council. This includes cards that reduce a character's corruption point total or prevent a character from being discarded [*CRF, Turn Sequence Rulings, End-of-Game*].

46. Unless you are a Balrog player, marshalling points with companies at or moving from an Under-deeps site do not count for the purposes of calling the Free Council, but they do count at the Council. [*CRF, Turn Sequence Rulings, End-of-Game*].

47. Marshalling points from special and minor items count as item marshalling points [*CRF, Turn Sequence Rulings, End-of-Game*]. Balrog players receive no marshalling points for hero items played at their darkhavens [*CRF, Rules Errata*].

48. You may not recieve kill MPs from a card you played [*CRF, Turn Sequence Rulings, End-of-Game*].

49. See more about The Weakest Link Method in the chapter "Tournament Rulings".

50. The "Major, Greater, & Rings only" note from *MELE* rulesbook has been deleted in *MELE Companion* and should be ignored. All item MPs apply equally [*Middle-earth: The Lidless Eye Companion, 39*].

51. The *MELE* rulesbook has an error. It incorrectly states to "round up" [*Middle-earth: The Lidless Eye Companion, 39*].

set the category with the most marshalling points to equal the total of all other categories of marshalling points.[52]

Finally, you may reveal any unique[53] marshalling point cards in your hand that match unique cards that your opponent has in play. You may also reveal any marshalling point cards in your hand that are manifestations of cards (see page 42) that your opponent has in play. Each such revealed card reduces your opponent's marshalling point total by one.

You can see an example of the end of a game on the page 34.

Clarification: These marshalling point modifications do not apply until the Council actually takes place. Specifically, the modifications do not affect your marshalling point total when it is used to determine if you can call the Council (i.e., in a 2-deck Games you need 25 MPs to call the Council before any of these modifications are made).

THE CARDS AND DECKS

There are five types of cards: *site* cards, *character* cards (including *avatar* cards), *resource* cards, *hazard* cards, and *region* cards.

Hazard cards are the same for both Hero, Minion and Fallen-wizard players and may be freely used by both factions.

Hero characters, resources, and sites are different from minion characters, resources, and sites. There is also a specific resource type for Fallen-wizards. The card types can be distinguished as follows:

- Hero *site cards* have a white parchment background.
  Minion site cards have a grey parchment background on the front.
  Special fallen-wizard sites have a soft grey parchment background on the front.
  Balrog site cards have an ashy red parchment background on the front.
- Hero *character cards* (non-Wizard) have a blue stone background on the front. Each Wizard (and Fallen-wizard) card has a differently colored stone background.
  Minion character cards (non-Ringwraith) have a rusted-purplish iron background on the front. Each Ringwraith card and *The Balrog* has a blood-red stone background.
- Hero *resource cards* have a copper metal background on the front.
  Minion resource cards have a grey-blue steel background on the front.
  Fallen-wizard specific resource cards (stage resources) have a green-colored (i.e., tarnished copper) background.
- *Hazard cards* have a steel gray metal background on the front.
- *Region cards* have a labeled map on the front.

Site and region cards (i.e., location cards) have an unlabeled map of northwestern Middle-earth on the back. Character, resource, and hazard cards have the burning eye on the back.

Note: A color diagram with all the different types of cards can be found on the next pages.

For emphasis, a value used during play is often provided both in a card's text and in another place on the same card. For example, a character's corruption check modification is stated both in the text and the lower right corner of the character's card.

52. When determining if more than half of your marshalling points (MPs) come from one type of marshalling point, ignore negative MPs. The easy way to do this is if one category is more than half of your positive MPs, reduce that category to equal all of your other positive marshalling point categories combined.

MPs that non-Balrog players have at an Under-deeps site do not count for calling the Council, but do count at the Council.

To calculate MPs at the Free Council, follow these steps:

1. Total up the MPs for each category. The modifications from *My Precious*, factions played on a leader, and eliminated characters apply now.
2. If your opponent has no points in a category then double your points in that category. Doubling does not apply to the Miscellaneous or Kill categories.
3. If one of your categories accounts for more than half of your positive marshalling point total, reduce it so that it has the same number of points as the rest of your positive categories combined.
4. Subtract any points that are subtracted from your total, including points from unique resources your opponent has duplicated in his hand.

[*CRF, Turn Sequence Rulings, End-of-Game*].

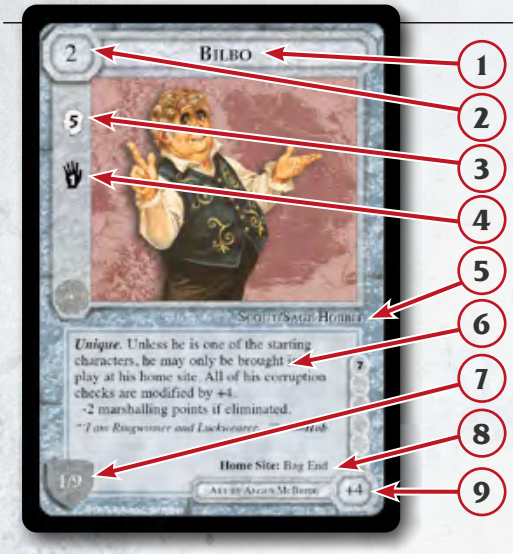
If at the end of the game both players only have MPs from one category, both end up with 0 MPs, because they reduce their one category to equal your other positive MPs (of which they have none, so its 0) [*ICE*, 97].

53. You can't reveal hazard cards [*CoE*, 65].

CARD TYPES in MeCCG

Characters

Hero character



Minion character

Minion character (Agent)

Sites

Minion site

Balrog site

Hero site

CARD ANATOMY KEYS

1. Card name
2. Marshalling points
3. Mind
4. Direct influence
5. Skills & Race
6. Card text
7. Prowess/Body
8. Home Sites
9. Corruption check modifier
10. Site type
11. Site's site path
12. Region
13. Cards you draw (in the lighter box) & cards your opponent draws (in the darker box)
14. Region type
15. Adjacent regions
16. Stage points
17. Event type
18. Random value
19. Artist
20. Marshalling points
21. Direct influence modifier
22. Resource type
23. Corruption points
24. Prowess/Body modifiers
25. Regions where the creature are playable
26. Sites where the creature are playable
27. Hazard type

Regions

Region card

This diagram presents a detailed anatomy of each cardtype. Definitions of each element can be found in the "Glossary" section.

Resources (events)

Stage resource (Fallen-wizard)

Minion resource

Hero resource

Resources (non-events)

Ally (Hero)

Faction (Hero)

Item (Hero)

Hazards

Hazard creature

Hazard (Permanent-)event

Hazard (Short-)event

END OF GAME EXAMPLE

(CPs = Corruption Points, MPs = Marshalling Points)

Our two players Jessica and Nick have been playing for a while. Jessica plays with a Wizard deck—her avatar is Pallando—and Nick controls Indûr the Ringwraith (i.e. he plays a Ringwraith deck). Since he has 20 marshalling points and Jessica only has 18, Nick plays a *Sudden Call* card during his turn—Sauron calls the audience:

Jessica controls:	(CPs)	(MPs)	Nick controls:	(CPs)	(MPs)
Knights of Dol Amroth (faction)	0	3	*Orcs of Angmar* (faction)	0	2
Men of Lebennin (faction)	0	2	*Indûr the Ringwraith* (controls:)	0	0
Dreams of Lore (misc.)	0	2	↳ Ciryaher	Total CPs: 0	2
Pallando (controls:)	Total CPs: 2	0	Tarcil (controls:)	Total CPs: 5	2
↳ *Sword of Gondolin* (item)	2	2	↳ *Palantír of Orthanc* (item)	3	3
↳ *Gwaihir* (ally)	0	2	↳ *Magic Ring of Lies* (item)	2	2
↳ Celeborn	0	2	Orc Captain (controls:)	Total CPs: 2	2
↳ Gildor Inglorion (controls:)	Total CPs: 1	1	↳ *Saw-toothed Blade* (item)	1	0
↳ *Healing Herbs* (item)	1	0	↳ *Foul-smelling Paste* (item)	1	0
Legolas (controls:)	Total CPs: 2	2	Lieutenant of Morgul *(controls:)*	Total CPs: 0	3
↳ *Elfstone* (item)	1	0	↳ *Stinker* (ally)	0	2
↳ *Dagger of Westernesse* (item)	1	0	↳ Orc Captain	Total CPs: 0	2
↳ Elrohir	Total CPs: 0	1			
Elladan	Total CPs: 0	1			

Since Nick played the *Sudden Call* card, Jessica gets one final tum. Jessica moves her company to Bree. After facing hazards, she plays the *Rangers of the North* faction for 3 more MPs. Jessica now has 21 MPs and will win the game if she does not lose MPs due to characters failing corruption checks.

In this example, any hero character with 2 or more CPs (Pallando, Legolas) and a minion character with 4 or more CPs (Tarcil) could fail his corruption check (see pages 84-85 for a detailed explanation and example of corruption checks). If Legolas fails his corruption check, Jessica loses 2 of her MPs. If Tarcil fails his corruption check, Nick loses 7 of his MPs. If Pallando fails his corruption check, the game ends immediately and Nick wins.

After corruption checks are made, both players check your marshalling point types. If Nick would not have put into play the *Orcs of Angmar* faction, the Jessica's faction points are doubled to 16 (remember she played *Rangers of the North* at the last minute). However Nick could play his faction, but unfortunately your problems are not over. 11 of his marshalling points are character points and only 9 are non-character points. Since he cannot have more than half of his points from any one source, Nick only gets 9 MPs from his characters.

At this point, Jessica reveals that she has *Gollum* card (the *Stinker* unique card manifestation for Hero players) in her hand (she was saving it for this). Since they duplicate one of Nick's unique MP card, his MP total is reduced by one. Thus Jessica ends up with 21 MPs and Nick ends up with 17 MPs—Jessica wins. Nick curses his luck because he failed to bring the *Hillmen* into play on his last turn.

During play, your cards are organized into 4 decks and 3 piles:

- *Location Deck*— This deck consists of your site cards. You may examine and select cards from your location deck as required by play (i.e., do not randomly draw them). After being played. Your non-Haven site cards are sometimes discarded and placed in the discard pile (i.e., when one of your companies leaves a tapped site).
- *Region Deck*— Add your region cards to your location deck. Region cards are only included in *METW*. In any case, all alignments may use *METW* region cards (or an appropriate, mutually acceptable map). See pages 66 & 202 for more information.

Note: Site cards and regions represent the geography of Middle-earth. They are used to control the acquisition of resources. Each tum, examine the resources in your hand and select a nearby site to travel to. Do not worry too much about which site to use, just pick one that has the resource type you want to play. It also helps if you preselect the location cards you are most likely to use. See the center pages of this book for a map of Middle-earth.

Note: For play balance, we recommend both players have access to approximately the same number of region cards. If this cannot be achieved, region cards should not be used.

Editor's note: Actually, the region cards are not in use. The most common is to use a printed map with the necessary information.

- *Play Deck*— This deck consists of your resource cards, hazards cards, and character cards. You randomly draw cards from this deck during play. Your play deck starts with an equal number of resource cards and hazard cards. Only one of each "unique" card may be included. No more than three copies of any one non-unique card may be included; as an exception, you may have up to three copies of the same avatar. If you are a Wizard or Ringwraith player, you may have up to 2 copies of one avatar and 1 copy of another. One copy each of three different Wizards or Ringwraiths is not allowed.[54]

  You can use resources at certain sites and under certain conditions. Resources include: items, factions, allies, events, etc.

  You may only play resource cards during your own turn.[55] You use hazards to hinder and attack your opponent's characters in order to prevent them from marshalling resources. **You may only play hazard cards during your opponent's movement/hazard phase**.

Clarification: The cards *Twilight* is an exception to this rule—it can be played at anytime, either as a resource or as a hazard (it does not count against the hazard limit [see page 102]). Certain other cards specifically state when they may be played as exceptions.

- *Discard Pile*— Your discarded cards are placed face down in your discard pile.[56] When your play deck is exhausted, the location cards in your discard pile are returned to your location deck. You shuffle the other cards in your discard pile and they become your new play deck.

Clarification: Your play deck is "exhausted" when you draw its last card. Some cards require that your play deck be manipulated and then reshuffled—this does **not** "exhaust" your play deck.

- *Sideboard Deck*— You can have a 30 card "sideboard" deck.[57] A sideboard can contain resource, hazard, and character cards (including avatar cards). However, your combined play deck and sideboard can only contain one of each unique card and a maximum of three of any non-unique card. As an exception, if you are a Hero or Ringwraith player, you may have up to three copies of one avatar, and one copy of each other avatar, in your sideboard and play deck combined[58] (and you have only Wizards or only Ringwraiths).[59]
- *Out-of-play Pile*— Your cards that are removed[60] from active play after being used and that do not award marshalling points are placed in your out-of-play pile.
- *Marshalling Point Pile (MP pile)*— In addition to marshalling points from active cards in play, you

54. [*CRF, Tournament Rulings, Deck Construction*].

Same for Fallen-wizard players. You may include backup Fallen-wizards, but you may only include in your deck stage resources for the Fallen-wizard you declare yourself as [*MEWH*, 1; *MEWH*, 3; *ICE*, 71].

55. You may play resources any time during your turn, unless card text states otherwise [*MEBA*, 13].

As an exception, you may play resources during Company vs. Company Combat, even if it not your turn. See "Company vs. Company Combat" section on page 80.

56. You may not shuffle your discard pile unless a game effect requires it.

To randomly access a card or cards from your discard pile, shuffle it and draw the required number of cards from the pile. The remaining cards become your new discard pile [*CRF, Tournament Rulings, General*].

57. The sideboard is increased 35 cards for 3-deck Games, and 40 for 4-deck Games [*CRF, Tournament Rulings, Deck Construction*].

58. [*CRF, Rulings by Term, Sideboard*].

59. [*CRF, Tournament Rulings, Deck Construction*].

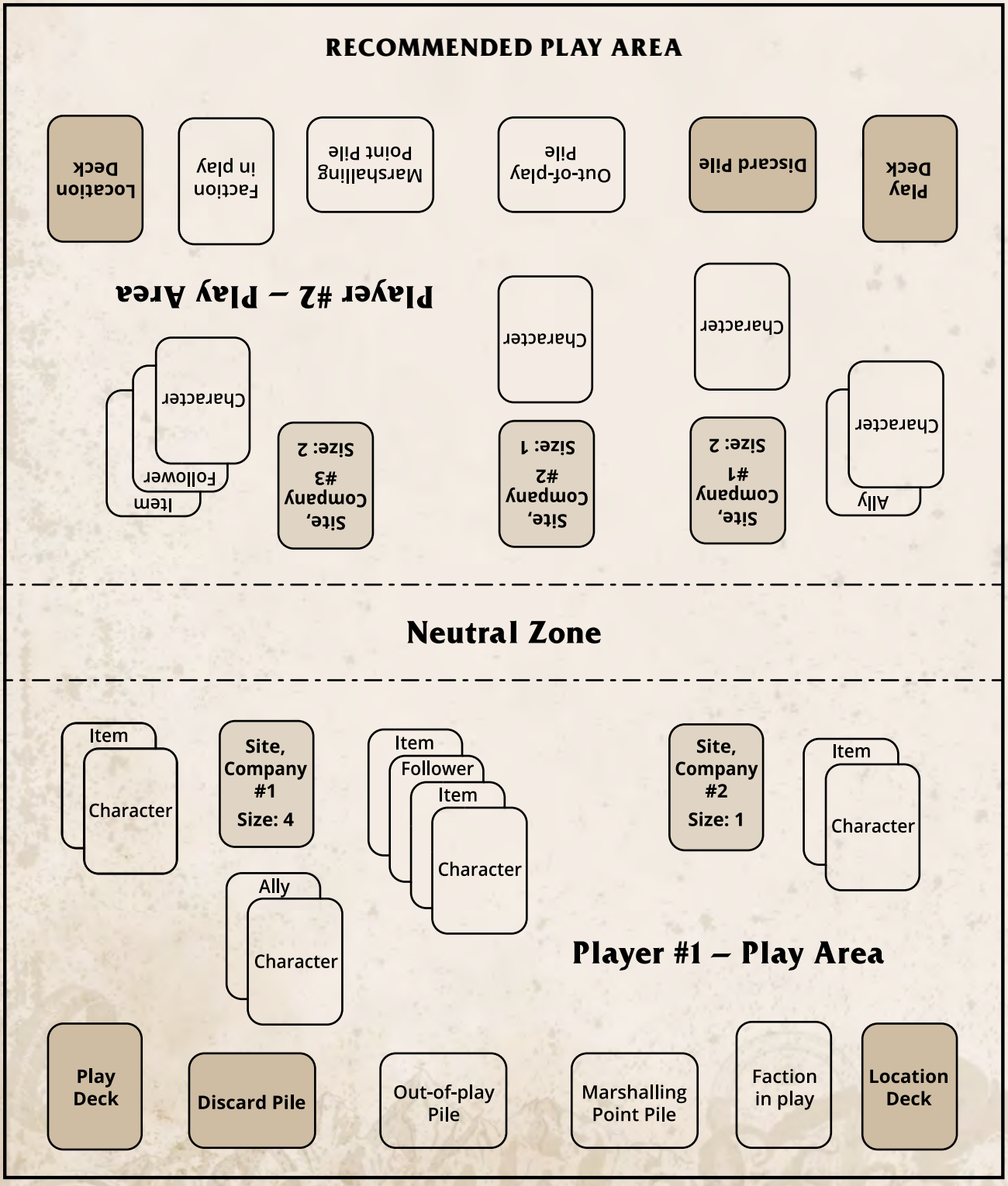
60. See "Eliminate, To (a card)" on page 19.

61. You may not recieve kill MPs from a card you played [*CRF, Turn Sequence Rulings, End-of-Game*].

gain marshalling points when certain cards become inactive. When you store certain resource cards (e.g., items, information cards, etc.), they are placed in your MP pile. As a general rule, when you defeat all of the strikes from a creature, the creature's card is placed in your MP pile.[61]

Depending on their alignment, players do not get MPs for defeating certain creatures—some creatures are evil and others are fighting on the Free People side.

If you are a Hero or Fallen-wizard player, when you defeat all of the strikes from a creature that does have an "*" next to its MP



value in the upper-left corner of its card, the creature's card is not placed in your MP pile, it is placed in your opponent's out-of play pile.

If you are a Ringwraith or Balrog player, when you defeat all of the strikes from a creature that does not have an "*" next to its MP value in the upper-left corner of its card, the creature's card is not placed in your MP pile, it is placed in your opponent's out-of-play pile.[62]

The Play Area

Because hazard cards are distinct from resource cards, you may not play your hazards on your side of the playing surface. At the end of a game, it will be obvious whose cards are whose. i.e., hazards in your area must belong to your opponent. We suggest adopting a neutral zone between each player's side of the playing surface. Non-targeted long-events and permanent-events can be played in this neutral zone.

You may freely examine the contents of your discard pile; your opponent may not. The contents of your out-of-play and marshalling point piles may be freely examined by you and your opponent.

Clarification: If a character is eliminated due to combat or due to failing a corruption check, his card is placed in the out-of-play pile—that character may not be brought back into play by either player.

When a card is removed from active play in all other cases, the card is discarded unless the card specifically states otherwise.

Clarification: In general, cards in your out-of-play pile and your marshalling point pile are considered to be actively in play for the purposes of being unique (if the card states it is unique).

DECK CONSTRUCTION

Only Hero players may include hero characters, resources, and sites in their decks, while only Minion players may include minion characters, resources, and sites in their decks.

However, there is an exception to this: a Minion player may use any hero item resource card as if it were a minion item. Similarly, a Hero player may use any minion item resource card as if it were a hero item.[63] In this case, the following apply:

- All normal requirements must be met to play the item.
- All restrictions to movement still apply.
- All bonuses and special abilities are ignored.
- The item is only worth half (round up) of its normal MPs.
- The hero version of a unique item is a manifestation (see page 42) of the same minion version of the item and vice versa.

Fallen-wizard players may use both hero and minion resources and sites.

Example: Nick (Minion player) has played a lot against the Jessica's favorite hero deck so he prepares for the next game by putting *Book of Mazarbul* and *Glamdring* in his deck (both cards are hero ítems). During the game, he still has to go to Moria to play the *Book of Mazarbul* as it says on the card. Unfortunately, Nick cannot tap the *Book of Mazarbul* to increase his hand size, because all of its special abilities are ignored. If he gets *Glamdring* into play, it will only be worth 1 marshalling point to Nick instead of the normal 2.

Likewise Jessica is prepared for Nick's minion One Ring deck. She plays the hero version of *Scroll of Isildur* which Nick often uses to help him get *The One Ring*. Even though Nick's minion version of *Scroll of Isildur* is a different card, it is considered a manifestation of Jessica's hero versión. Since it is also unique, Nick cannot play his own *Scroll of Isildur* if Jessica has hers in play.

Detailed instructions for constructing decks are on the next page.

62. "See Marshalling Points" on page 78 and "Trophies" on page 79.

63. You may not have both the minion and hero version of a unique item in your deck [*CRF, Rulings by Term, MELE vs. METW*].

T-3.2a DECK CONSTRUCTION RULES

	Hero players	Fallen-wizard (FW) players
Avatars in the play deck	Hero players may have any combination of up to 3 Wizards in their play deck, except one each of three different Wizards (i.e., up to 3 of the same Wizard, or 1 copy each of two different Wizards, or 2 of the same Wizard and 1 of a different Wizard) [*CRF, Tournament Rulings, Deck Construction*].	Fallen-wizard players may have up to 3 same Fallen-wizards cards in their play deck (see footnote 54). You must have at least one copy of your Fallen-wizard in your deck, because you must declare yourself as a specific one. [*CRF (CoE), Rulings by Term, Fallen-wizard*]
Characters in the play deck	Up to 10 hero characters.	Up to 10 characters. Fallen-wizard players may use both hero and minion characters. However, them may only play a character if his mind attribute is 5 or less. All of their non-Orc/Troll characters are considered to be hero characters. FW players may only use up to 2 of each non-unique character. See page 61, "Special Orc & Troll Rules".
Resources & Hazards in the play deck*	The play deck must contain between 30 and 50 hero resource cards and an equal number of hazard cards. Only one of each "unique" card may be included. No more than three copies of any one non-unique card may be included. Hero players may include minion items in their deck. Hero players must include at least 12 hazard creatures in their play deck. Several types of cards only count as half a creature for this purpose: • A creature that is also playable as an event (e.g., Nazgûl, *Mouth of Sauron*, a Dragon "Ahunt" or "at Home" manifestation or *Spawn* permanent-events [*MEBA,* 4]) • An agent	The play deck must contain between 30 and 50 resource cards and an equal number of hazard cards. The resources mix in the play deck (and sideboard) may include hero, minion and stage resources. But these resources are limited to: • 1 of each unique card (including cards with the same name). A Fallen-wizard may not have two unique resource manifestations of the same resource in his deck (nor may any other player) [*CRF, Rulings by Term, Manifestations*]. • 3 of each non-unique stage resource card • 2 of each non-unique character card • 2 of each non-unique hero resource card • 2 of each non-unique minion resource card Fallen-wizard players must include at least 12 hazard creatures in their play deck. Several types of cards only count as half a creature for this purpose: • A creature that is also playable as an event (e.g., Nazgûl, *Mouth of Sauron*, a Dragon "Ahunt" or "at Home" manifestation or *Spawn* permanent-events [*MEBA,* 4])
Agents	Agents count as hazards [*MELE,* 77]. The total of the mind attributes of all of your agents in the play deck and sideboard may not exceed 36.	Agents count as characters. The total of the mind attributes of all of your agents in the play deck and sideboard may not exceed 36. Agents in starting companies count against the 36 mind limit [*CRF, Rulings by Term, Agent*].
Card limitations	A Hero player cannot use balrog sites. However, for the purposes of playing certain hazards, a hero location deck may include one copy each of: Ancient Deep-hold, The Wind-deeps, The Drowning Deeps, The Rusted-deeps, and Remains of Thangorodrim (i.e., the balrog sites for which there is no corresponding hero or minion site) [*MEBA,* 3].	A Fallen-wizard player cannot use balrog sites. However, for the purposes of playing certain hazards, a fallen-wizard location deck may include one copy each of: Ancient Deep-hold, The Wind-deeps, The Drowning Deeps, The Rusted-deeps, and Remains of Thangorodrim (i.e., the balrog sites for which there is no corresponding hero or minion site) [*MEBA,* 3].
Cards that cannot be included		Fallen-wizard players may not include stage resource cards that are "specific" to another Fallen-wizard (e.g. if you declare that you are Alatar, you may not include «Gandalf specific» cards). Fallen-wizard decks can not include: *The Balrog* (Ally), *Cracks of Doom, Favor of the Valar, Gollum's Fate, Hour of Need, Kill All But NOT the Halflings, The Lidless Eye, The Sun Unveiled, Glamour of Surpassing Excellence, Messenger of Mordor, News Must Get Through, News of the Shire, Old Road, Sauron, The Windlord Found Me, Wizard Uncloaked, Use Your Legs.*
Others		Only Fallen-wizard players can include stage resource cards in their decks.
Sites	A hero site deck may include one copy of each hero non-Haven cards and any number of hero Haven cards.	A fallen-wizard location deck may include multiple copies of the specific Fallen-wizard site cards: Isengard, The White Towers and Rhosgobel (Wizardhavens), and Deep Mines. Unless stated otherwise on a card, a Fallen-wizard player may use these sites instead of the hero/minion versions. However, a Fallen-wizard location deck may only include one of every hero and minion site. Hero Havens and Darkhavens are not considered to be Havens for Fallen Wizard players, and the special effects of hero Havens & Darkhavens (i.e healing, bringing characters into play, etc.) do not apply to Fallen-wizard companies.
Sideboard *30 cards for 1 and 2-deck games, 35 for 3-deck games, and 40 for 4-deck games*	There are no restriction on the mix of hazards, resources, and characters in the sideboard, except for uniqueness purposes. Sideboard can contain Wizard cards, but no more than three copies of one Wizard, and one copy of each other Wizard, among the sideboard and play deck combined [*CRF, Tournament Rulings, Deck Construction*]. Hero players may add 10 extra cards to his sideboard against a Fallen-wizard opponent.	There are no restriction on the mix of hazards, resources, and characters in the sideboard, except for uniqueness purposes. Fallen-wizard players may add 10 extra cards to his sideboard against a Fallen-wizard opponent.

T–3.2b DECK CONSTRUCTION RULES

	Ringwraith & Sauron players	Balrog players
Avatars in the play deck	Ringwraith players may have any combination of up to 3 Ringwraiths in their play deck, except one each of three different Ringwraiths (i.e., up to 3 of the same Ringwraith, or 1 copy each of two different Ringwraiths, or 2 of the same Ringwraith and 1 of a different Ringwraith) [*CRF, Tournament Rulings, Deck Construction*].	Balrog players may have up to 3 *The Balrog* cards in their play deck.
Characters in the play deck	Up to 10 minion characters. Minion players can have 3 of a non-unique character in your deck [*CRF, Rulings by Term, Character*].	Up to 10 minion characters. Only Orc and Troll minion characters can be included. Balrog players can have 3 of a non-unique character in your deck [*CRF, Rulings by Term, Character*]. Unless they are "balrog specific" characters, only Orc and Troll characters with a mind less than 9 can be included.
Resources & Hazards in the play deck*	The play deck must contain between 30 and 50 minion resource cards and an equal number of hazard cards. Only one of each "unique" card may be included. No more than three copies of any one non-unique card may be included. Minion players may include hero items in their deck. Minion players must have at least 12 hazard creatures in their play deck. Several types of cards only count as half a creature for this purpose: • A creature that is also playable as an event (e.g., Nazgûl, *Mouth of Sauron*, a Dragon "Ahunt" or "at Home" manifestation or *Spawn* permanent-events [*MEBA,* 4])	The play deck must contain between 30 and 50 minion resource cards and an equal number of hazard cards. Only one of each "unique" card may be included. No more than three copies of any one non-unique card may be included. Minion players may include hero items in their deck. The play deck must have at least 12 hazard creatures. Several types of cards only count as half a creature for this purpose: • A creature that is also playable as an event (e.g., Nazgûl, *Mouth of Sauron*, a Dragon "Ahunt" or "at Home" manifestation or *Spawn* permanent-events [*MEBA,* 4]) • An agent
Agents	Agents count as characters. Agents are only characters while they are in play as characters, while they are being played as characters, and while you are constructing your deck [*ICE*, 1]. The total of the mind attributes of all of your agents in the play deck and sideboard may not exceed 36. Agents in starting companies count against the 36 mind limit [*CRF, Rulings by Term, Agent*].	Agents count as hazards, not as characters [*MEBA,* 3]. The total of the mind attributes of all of your agents in the play deck and sideboard may not exceed 36.
Card limitations		Only Orc, Troll, Dragon, Wolf, and Animal factions may be included in the play deck & sideboard. Balrog players can only use Orc and Troll characters.
Cards that cannot be included	A Minion player may not include *Tookish Blood* as a resource in his decks [*CoE*, 53].	Balrog decks can not include: *Above the Abyss*, *Bade to Rule, The Balrog* (Ally)*, The Black Council, Black Horse, Black Rider, By the Ringwraith's Word, Creature of an Older World, Fell Rider, The Fiery Blade, Helm of Fear, Heralded Lord, Durin's Bane, Kill All But NOT the Halflings, The Lidless Eye, Morgul-blade, News of the Shire, Open to the Summons, Orders From Lugbúrz, Padding Feet, The Ring Leaves its Mark, Ringwraith cards, Sauron, They Ride Together, Use Your Legs, While the Yellow Face Sleeps, Balrog of Moria.*
Others		Only Balrog players can include "balrog specific" cards in their decks**.
Sites	A minion site deck may include one copy of each non-Darkhaven cards and any number of Darkhaven cards. A Minion player cannot use balrog sites. However, for the purposes of playing certain hazards, a non-Balrog player's location deck may include one copy each of: Ancient Deep-hold, The Wind-deeps, The Drowning Deeps, The Rusted-deeps, and Remains of Thangorodrim (i.e., the balrog sites for which there is no corresponding hero or minion site) [*MEBA,* 3].	A balrog location deck may include one copy of each of the minion site cards with the following exceptions: • Instead of the normal minion site cards use *The Balrog*-specific site cards for: » Moria, Carn Dûm, Dol Guldur, Minas Morgul » All Under-deeps site cards » All Dark-holds (Barad-dûr, Cirith Ungol, Cirith Gorgor) • Since they are your only Darkhavens, The Under-gates and Moria are the only site cards that you may include multiple copies of in your location deck. For Balrog players, Geann a-Lisch minion card is a Ruins & Lairs with no Darkhaven effects.
Sideboard *30 cards for 1 and 2-deck games, 35 for 3-deck games, and 40 for 4-deck games*	There are no restriction on the mix of hazards, resources, and characters in the sideboard, except for uniqueness purposes. Ringwraith players can include any number of Ringwraith cards in their sideboard, as long as they do not duplicate more than one of them in the combined play deck and sideboard [*CRF, Tournament Rulings, Deck Construction*]. Minion players may add 10 cards to his sideboard against a Fallen-wizard opponent.	There are no restriction on the mix of hazards, resources, and characters in the sideboard, except for uniqueness purposes. Balrog players may add 10 extra cards to his sideboard against a Fallen-wizard opponent.

**Tournament Convention:* A card that can be played as a resource or hazard can be considered either for the purpose of deck construction [*MELE,* 86]. A Fallen Wizard may only count two *Twilights* as resources, the third must be counted as a hazard. The same goes for other hazards that may be played as resources [*CRF, Tournament Rulings, Deck Construction*].

**"Balrog specific" cards do not require that *The Balrog* be in play, only that you are a Balrog player [*MEBA,* 3].

Card Effect Limitations

vs. Minion Players

Certain cards are inappropriate for play against minion decks. The following cards cannot be played against Minion players.[64] This is because the mechanics of the cards do not work with the mechanics of minion companies, or their effect is too powerful against a minion company. Additionally, if you are not a Minion player, a Minion opponent can play these cards against you and may not be affected by any of their global effects:[65]

Cards that cannot be played against Minion players

Set	Card
METW	*Bane of the Ithil-stone*
METW	*Foul Fumes*
METW	*Mûmak*
METW	*The Nazgûl are Abroad*[66]
METD	*Winds of Wrath*[67]
METD	*Worn and Famished*
MEDM	All events that require an agent*
MEDM	*The Black Enemy's Wrath*
MEDM	*Chance of Being Lost*[68]
MEDM	*In the Heart of His Realm*
MEDM	*Mordor in Arms*

**Great Need or Purpose* and *Sudden Fury* (from MEDM), and *Near to Hear a Whisper* (from MEAS), may be played because they do not target a specific agent [*CRF, Rulings by Term, Card Effect Limitations*].

vs. Balrog Players

If you are a Balrog player, your opponent may not play any of the following cards. However, if at any time your opponent has one of these cards in his hand, he may remove it from the game[69] and bring one card from his sideboard into his play deck:

Cards that cannot be played against Balrog players

Set	Card
METW	*Balrog of Moria*
MEDM	*Durin's Bane*
MEDM	*Reluctant Final Parting*
MEAS	*The Balrog* (Ally)
MEDM	*The Black Council*

KEYWORDS AND TERMS

Several types of cards are referred to by the keyword included in the first few words of a card's text. For example, the text of a "spirit-magic" card starts with *Magic. Spirit-magic*; the text of a "wolf" card starts with *Wolves*; the text of a "Palantír" starts with *Unique. Palantír*. Keywords include: *Environment, Orc, Dragon, Drake, Undead, Wolves, Spell, Light enchantment, Dark enchantment, Ritual, Riddling attempt, Offering attempt, Flattery attempt, Lost Knowledge, Weapon, Helmet, Shield, Armor...* A "keyword" only is an identifier for a card which makes it affectable by or usable with other cards as the cards' text dictate.[70]

Keywords do not neccessarily carry any rules (though some do like *Unique* and *Corruption*). Keywords are used to determine if an effect in the game affects a card.

Clarification: The keywords, Dragon and Drake, are mechanically independent.

Clarification: Some of the keywords are not affected by any currently existing cards (e.g. offering attempt and capture), but they will be with the release of future expansions.

A "bearer" of a specific card refers to the character that bears or controls that card.[71]

64. [*CoE*, 65 & *CRF, Rulings by Term, Card Effect Limitations*].
65. [*CRF, Rulings by Term, Card Effect Limitations*]. The following cards are also listed in the *MELE* Rules book as having no effect on a Ringwraith/Sauron player, but this interpretation has been modified:
• *Great Secrets Buried There* (from *MDM*): This card may be played against a Minion player [*CRF, Rulings by Term, Card Effect Limitations*].
66. *The Nazgûl are Abroad*: This card may be played against a Minion player. The only restriction is that the first two paragraphs are ignored when you play Nazgûl creatures against a Minion opponent. Any player can recycle Nazgûl hazards as stated on the card [*CRF, Rulings by Term, Card Effect Limitations*].
67. *Winds of Wrath* (from *METD*) and *Chance of Being Lost* (from *MEDM*): You may play these cards against any opponent who is using the same type of location deck (hero sites or minion sites) as yourself [*CRF, Rulings by Term, Card Effect Limitations*].
68. See above.
69. [*CRF (CoE), Rulings by Term, Removed from the Game & Removed from Play*]. See "Eliminate, To (a card)" in the "Glossary" section (page 19).
70. [*METD*, 1].
71. Idem.

Unique & "May Not Be Duplicated" Cards

If a card states that it is *unique* or that it *may not be duplicated*, only one such card (or its effects) may be in play at a time.[72] The first card played takes precedence (influence checks may change this). This restriction applies to all cards in play (i.e., both yours and your opponent's.

In all cases, if a card "cannot be duplicated", a second copy of that card cannot be played—unless the first copy of the card is targeted for removal earlier in the same chain of effects when the second copy is played.[73]

Some cards may not be duplicated on a specific target. Multiple copies of such a card can be in play, so long as each applies to a different target.

Short-events that cannot be duplicated cannot be played if a card of the same name is currently having an effect on play.[74]

Only one of each "unique" card may be included in your play deck and starting cards combined. As an exception, three of the same avatar may be included in your play deck (to give you a better chance of drawing one early). See "Deck Construction Rules" on page 37). If a unique card is eliminated, that card may not be brought back into play by either player.

CARD COMBINATIONS

Often combinations of several cards and other actions are required to achieve a desired result. For example, to bring *The One Ring* into play requires: traveling to a site to play one of the Gold Ring cards, some sort of "Test" card or ability, *The One Ring* card, and a high dice roll. In addition, the *Scroll of Isildur* card will improve the chances of successfully getting *The One Ring* into play.

72. Cards in the marshalling point pile (and in the out-of-play pile for "unique" cards) are in play for this purpose. [*MEBA,* 20].

73. [*MELE,* 87]. See page 17, "Cannot be duplicated" & "Cannot be duplicated on...".

74. [*CRF, Rulings by Term, Cannot be Duplicated*]. See page 17, "Cannot be duplicated" & "Cannot be duplicated on...".

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 certain cards 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.

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.

At any given time during play, each character in play must be in one of three "states": he must be either untapped, tapped, or wounded.

Clarification: A tapped (or wounded) character can perform any action that does not require the character to tap. For example, a tapped (or wounded) character can move normally, he can fight with a penalty (if the attacker chooses him as the target of a strike), he can transfer items, etc. A tapped (or wounded) character may **not** tap to acquire an item, to influence a faction, to play a card requiring that he taps, etc.

Items and characters tap independently.

MANIFESTATIONS

Certain entities (e.g., *Gollum*, Ringwraiths, *The Balrog*, etc.) have several different *manifestations*,[75] each represented by a different card.

- If one manifestation of such an entity is already in play, you may **not** play another manifestation of the same entity.
- If one manifestation of such an entity is in the out-of-play or marshalling point piles (i.e., if an attack from a manifestation is defeated), you may **not** play any further manifestations of that entity.

Exception: If you reveal your avatar (see page 56), any manifestations of that avatar are immediately discarded (e.g., if you reveal a Ringwraith as your avatar, a corresponding Nazgûl hazard or an identical Ringwraith card that has been played as a "Ringwraith follower" [see page 58] are discarded). You cannot reveal an avatar if your opponent has already revealed that same avatar as his own avatar. Ringwraith follower are not consider avatars [*MELE,* 56].

Exception: Different manifestations of the same unique Dragon may be in play at the same time (see above) [*MELE,* 56].

Note: If one card says that it is the manifestation of another card, these restrictions apply to both cards [*MELE*, 56].

Example: *Gollum* (a hero ally) is in play with one of your characters. So, neither you nor your opponent can play *My Precious* (the hazard manifestation of *Gollum*) until *Gollum* is discarded. Similarly, if your opponent is a Minion or Fallen-wizard player, he may not play *Stinker* (the minion ally manifestation of *Gollum*). If your *Gollum* is eliminated, *My Precious* and *Stinker* may never be played.

About The Dragons

Each of the nine unique Dragons has four different manifestations:

- *Basic* (hazard)— In this manifestation a Dragon is in his standard active mode. Each of these manifestations is represented by a standard creature card (e.g. Smaug, Agburanar, Daelomin, and Leucaruth).
- *Ahunt* (hazard)— In this manifestation a Dragon is considered to be hunting in a wide range of regions. Each of these manifestations is represented by a hazard long-event that will attack any

75. A manifestation of a card is not the same as the named card. A manifestation of "such" card cannot play "such" specific cards [*CRF (Van), Rulings by Term, Manifestation*]. Certain hero resources and minion resources have the same name. These resources are considered manifestations of each other [*MEBA*, 20].

company moving in a given set of regions (e.g. *Smaug Ahunt* normally causes an attack against any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows).[76]

- *At Home* (hazard)— In this manifestation a Dragon is considered to be resident in his lair. Each of these manifestations is represented by a hazard permanent-event that gives its lair an additional automatic-attack and causes certain other global-effects (e.g. *Scorba at Home* gives Zarak Dûm an additional automatic-attack and each major item gives an additional corruption point).
- *Roused* (minion resource)— Each of these manifestations represents a Dragon faction. In this case, the dragon acts on the side of the player who put it into play.

Different manifestations of the same Dragon may be in play at the same time[77] (including Dragon factions). The fact that each manifestation is unique unto itself does not preclude the other manifestations.[78]

Dragon automatic-attacks are not considered manifestations of any unique Dragon.[79]

Only your opponent can receive marshaling points from defeating a hazard that you played.[80] If you defeat a Dragon hazard manifestation that you played, it is removed from play[81] and no one receives its marshalling points.

If at any time an attack from a manifestation of a unique Dragon is defeated or if the manifestation is otherwise removed from play[82]:

- All existing manifestations in play of the same Dragon are removed from play.
- No further manifestations of the same Dragon may be played.
- The corresponding Dragon's lair no longer has an automatic-attack,[83] and that site therefore loses its hoard status.[84]
- If you defeat the attack from a Dragon manifestation, you get kill marshalling points from the manifestation as if you had defeated a creature.[85]

76. If one "Ahunt" card is in play and you move through two or more of the regions listed on it, then you must only face the attack once [*CRF, Rulings by Term, Ahunt Manifestations*].

"Ahunt" Dragon cards do not create immediate attacks and can be played in response to another action [*CoE*, 205].

77. [*MELE*, 56].

78. [*METD*, 2].

79. [*CRF, Rulings by Term, Dragon*].

80. [*CRF, Turn Sequence Rulings, End-of-game*].

81. See "Eliminate, To (a card)" in the "Glossary" section (page 19).

82. [*CRF (CoE), Rulings by Term, Removed from the Game & Removed from Play*]. See previous.

83. [*METD*, 3]

84. [*CRF, Rulings by Term, Dragon*].

See "Hoard item" in the "Glossary" section (page 21).

85. Idem.

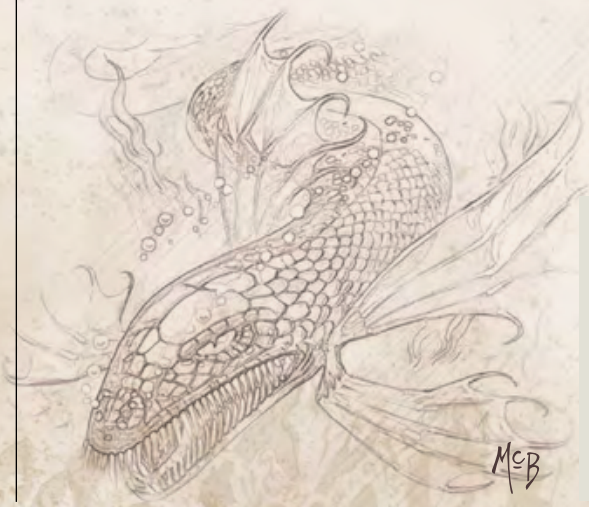
T-3.3 UNIQUE DRAGONS & THEIR LAIRS		
Dragon	**Lair (site)**	**Lair's Region**
Agburanar	Caves of Ûlund	Withered Heath
Bairanax	Ovir Hollow	Grey Mountain Narrows
Daelomin	Dancing Spire	Withered Heath
Eärcaraxë	Isle of the Ulond	Andrast Coast
Itangast	Gold Hill	Withered Heath
Leucaruth	Irerock	Withered Heath
Scatha	Gondmaeglom	Grey Mountain Narrows
Scorba	Zarak Dûm	Angmar
Smaug	The Lonely Mountain	Northern Rhovanion

Example: You have played *Smaug at Home* and *Smaug Ahunt* (both are still in play). Then you play *Dragon's Desolation* and *Smaug* on one of your opponent's companies at Weathertop. Your opponent plays *Old Thrush*, rolls lucky, and defeats *Smaug*. He gets 5 MPs from defeating *Smaug* and *Smaug*, *Smaug at Home*, *Smaug Ahunt* and *Smaug Roused* are all removed from play, and The Lonely Mountain (Smaug's lair) no longer has an automatic-attack.

If, instead, one of your own companies had gone to The Lonely Mountain and defeated *Smaug at Home*, you would not receive the 5 MPs.

Dragon Lairs

Any one site with a Dragon automatic-attack is a Dragon's lair.[86] There are nine unique Dragons associated with lairs mentioned on *Table* 3.3.



GETTING READY TO PLAY

Follow these steps to get ready to play:

1. **Choose an alignment.** If you include a Fallen-wizard or *The Balrog* avatar cards in your deck or sideboard, you are a Fallen-wizard[87] or a Balrog player respectively. In both cases, you must tell your opponent before choosing starting companies.

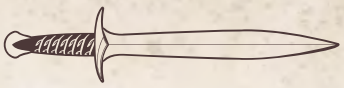
   If you are playing a Fallen-wizard, you must tell your opponent which Fallen-wizard you are playing.[88] If your opponent has normal hero Wizard character cards in his play deck and/or sideboard that correspond to the Fallen-wizard you have declared, he may replace those Wizard cards with an equal number of other Wizard character cards that he has available. Your opponent may also add 10 cards to his sideboard (these cards should be preselected for a Fallen-wizard opponent).

Note: This rule means that when you declare that you are playing a specific Fallen-wizard, your opponent may not play the corresponding hero Wizard (i.e. that Wizard has already fallen). You and your opponent may still both declare and attempt to play the same Fallen-wizard, but the game will probably be won by the first player to get his Fallen-wizard into play.

86. [*METD*, 1].
87. You may not declare yourself as a specific Fallen-wizard unless you have his card in your deck [*CRF, Rulings by Term, Fallen-wizard*].
88. [*MEWH*, 3]. You must select a specific Fallen-wizard and thus have at least one copy of him in your deck, because you must declare yourself as a specific one [*CRF (CoE), Rulings by Term, Fallen-wizard*].

2. **Prepare your game deck.** Your play deck must meet the conditions indicated on *Table* 3.2 "Deck Construction Rules" (see the page 38).
3. **Place your starting cards in your play area** (see *Table* 3.4 "Starting Sites and Cards" on page 46). Starting characters are determined by *Character Draft*. Each Player selects up to 10 characters[89] to put into his or her pool of potential starting characters. This happens before characters are selected for the play deck. Each player reveals his or her first choice for a starting character simultaneously with opponent. If this character is duplicated by opponent's selection (including the different manifestations of a same character),[90] both characters are set aside—this character may not appear in either player's starting company. Each player then selects a second character to reveal (but not a character revealed earlier). Each unduplicated revealed character goes into its player's starting company. Each player continues this process until one of the following occurs:
   - The player has 5 characters in his or her company (6 for Minion players).
   - The total Mind of that player's starting characters is 20.
   - The player has exhausted his or her pool of 10 potential starting characters.
   - The player decides to stop revealing characters (i.e., he or she is satisfied with the starting company). Note that when one player stops, the other player continues revealing characters until one of the four conditions is met.

The starting companies can only contain 20 points of unmodified mind.[91] A player may not reveal a character that would bring the total Mind of all of his or her starting characters above 20.[92]



In his or her play deck, each player may now assign up to 10 characters, and this may include any unrevealed or duplicated (set aside) characters from his or her pool of starting characters.[93] If a character from the starting pool is put in the deck after the character draft it **always** counts against the 10 character limit.[94]

If you are a Fallen-wizard player, you must attempt to start with one, two, or three (your choice) *stage resource* permanent-event cards in play (including those provided by Wizard specific stage resources).[95] These stage cards must have a combined total of three (3) *stage points*. At least one of these cards must be non-unique. You may not start such a card if the conditions required to play the card do not exist. These cards should be revealed as if they were starting characters with duplicate unique cards being discarded.

Non-character cards duplicated in the character draft may not be placed into the play deck.[96]

89. You may not start with agent minions in your starting company. [*Middle-earth: The Lidless Eye, 61*].

90. [*CRF (Van), Turn Sequence Rulings, Beginning of the Game*].

91. Idem.

92 [*CRF, Tournament Rulings, The Character Draft*].

None of your starting characters may be considered to be followers to determine their combined mind attributes. That is, these characters have to have combined mind attributes of 20 or less.

The initial characters and two minor items do count toward the "one-unique" and "three-others" limits on the play deck [*Middle-earth: The Lidless Eye Companion, 21*].

93. Characters left over from the character pool may be placed either in the play deck, or removed from the game, but may not be placed in the sideboard [*CRF (CoE), Tournament Rulings*].

See "Eliminate, To (a card)" in the "Glossary" section (page 19).

94. [*CRF, Turn Sequence Rulings, Beginning of the Game*].

95. [*MEWH*, 3; *CRF, Rulings by Term, Stage Resources*].

96. [*CRF, Turn Sequence Rulings, Beginning of the Game*].

T-3.4 STARTING SITES AND CARDS

	For Hero players	For Minion players		For Fallen-wizard players
Sub-faction		Ringwraith & Sauron players	Balrog players	
Characters	1-5 hero characters whose combined mind attributes not exceedind more than 20 [*METW,* 16].	1-6 minion characters (no minion agents from *Dark Minions*) whose combined mind attributes not exceedind more than 20 [*CRF, Tournament Rulings, The Character Draft*].	1-6 minion characters (only Orc and Trolls) whose combined mind attributes not exceedind more than 20. Unless they are "balrog spccific", only characters with a mind less than 9 may be used [*MEBA.* 3].	1-5 hero and/or minion characters (no agents) with a mind attribute equal to or less than five (5). The combined mind attribute of all characters cannot exceed more than 20. However, you may not start with Orc and Troll characters unless you start with an appropriate stage resource card (e.g. *Bad Company*) [*MEWH,* 3].
Starting Sites	Rivendell (hero) [*METW,* 16].	Ringwraith/Sauron players may have up to two starting companies—they may begin play at Dol Guldur and/or Minas Morgul (minion) [*CRF, Tournament Rulings, Starting Companies*].	Balrog players may have up to two starting companies—they may begin play at Moria and/or The Under Gates (balrog specific) [*MEBA.* 3].	The White Towers (fallen-wizard) or any Ruins & Lairs site in Rhudaur or Arthedain. If a Fallen-wizard starts at a Ruins & Lairs site, one of his starting stage resource cards (see below) may be a *Hidden Haven* played on its starting site. In this case, a Fallen-wizard player must bring out his starting site when he reveals *Hidden Haven* [*CRF, Rulings by Term, Stage Resources*].
Others	Up to 2 non-unique [*METW,* 16], non-hoard minor items [*METD,* 2].	Up to 2 non-unique [*MELE,* 14], non-hoard minor items [*MEAS,* 2].	Up to 2 non-unique [*MELE,* 14], non-hoard minor items [*MEAS,* 2].	Up to 2 non-unique, non-hoard items [*METD,* 2]. A Falle-wizard player must attempt to start with one, two or three stage resource permanent-event cards in play. These cards must have a combined total of three (3) stage points. At least one of these cards must be non-unique [*MEWH,* 3].

Finally, organize your starting characters into followers and companies and place them at the right starting site (see "Starting Sites" in the above table).

4. **You *may* assign up to two non-unique minor items** to your starting characters[97] (i.e., two items total, **not** two minor items to each character). These two items must come from cards that you have not already committed to your play deck.

   The starting minor items must be chosen before the character draft, and must be the same for every game in a tournament.[98]

5. **Shuffle your play deck.** Draw a hand of eight cards from your play deck.[99]

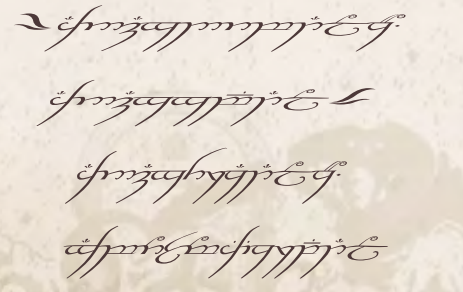
6. **Each player makes a roll,** and the player with the highest result goes first (reroll if tied).

Note: You and your opponent may both be Balrog players, or the same Fallen-wizard, but winner will probably the first player to get his avatar into play.

97. For starting companies, minor items come into play after characters, so they cannot affect a character's mind for the purpose of playing him [*CRF, Rulings by Term, Fallen-wizard*].

98. [*CRF, Tournament Rulings, Deck Construction*]. See footnote 92.

99. Your staring hand is eight cards, regardless of what characters you have at particular sites [*CRF, Turn Sequence Rulings, Beginning of the Game*].



Clarification: None of your starting characters may be considered to be followers for the purposes of determining their combined mind attributes—your initial characters have to have combined mind attributes of 20 or below.

Clarification: The initial 1-5 characters and two minor items do count toward the "one-unique" and "three-others" limits on the play deck. However, they do not count towards the number of resource and character cards in your starting play deck.

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. You and your opponent alternate turns until the game ends.

Each player turn consists of the following phases:

1. Untap phase
2. Organization phase
3. Long-event phase
4. Movement/hazard phase
5. Site phase
6. End-of-turn phase

Untap Phase

Perform the following steps in this order:[100]

1. Untap your tapped character cards.
2. Heal any wounded characters you have at a Haven. These characters move from wounded to tapped.
3. Untap all your non-characters, non site cards.[101]

Organization Phase

The following actions may be taken in any order:

- Play **or** discard a character card, **or** reveal your avatar card.[102]
- Reorganize your characters at the same site into any number of companies.[103] This includes shift your characters between being controlled by general influence and being controlled by direct influence.[104]
- Store items at a Haven and transfer items between your characters at the same site.[105]
- Store other designated resources from your companies at sites specified on their cards.[106]
- Fallen-wizards may play stage resource permanent-events[107] cards. Fallen-wizard players may discard one of his stage resource cards already in play.[108] Fallen-wizard players may not discard such a card if it would reduce your stage points below 3.[109]
- Place (face down)[110] a new site card[111] or announce your opponent a movement to a site already on the table[112] for each company that you want to move.

Clarification: The actions that may be taken during your organization phase may be taken in any order. Actions of the same type do not have to be taken together (e.g., you can store an item, then bring a character into play, and then store a second item).

100. [*MEBA*, 13].

101. Corruption checks triggered at the end of the untap phase happen after everyone untaps [*CRF, Turn Sequence Rulings, Untap Phase*].

102. See page 56, "Bringing Characters Into Play".

103. All company composition changes that you choose to make, including reorganizing companies and bringing a character into play, must all be done at the same time during the organization phase. No other actions may be taken while you are rnaking company composition changes [*MEBA*, 13; *CRF, Turn Sequence Rulings, Organization Phase, Organizing Companies*].

104. [*MELE*, 92; *MEBA*, 13; *ICE*, 58].

105. See pages 111 & 112 for more detailed informations regarding storing and transfering items.

106. Idem..

107. Fallen-wizard players may only play stage resource permanent-events during its organization phase (unless a specific card states otherwise) [*MTWH*, 4].

108. [*MTWH*, 4].

109. Stored stage resources give stage points, and may be discarded normally [*CRF, Rulings by Term, Stage Resources*].

110. Face down sites are not considered in play [*CoE*, 47].

111. To play a new site card face down, you may look through location deck and pick this card, you do not have to draw it randomly [*MEBA*, 14].

112. You must clearly indicate which site card in play will be the destination site for each of those companies [*CoE*, 200].

Long-event Phase

Perform the following steps in this order:[113]

1. Discard all of your resource long-events in play.
2. Discard all of your opponent's hazard long-events in play.
3. If you have any resource long-events in your hand, you may play them at this time.

Resource long-events may only be played during this phase. You play hazard long-events during your opponent's movement/hazard phase.[114]

Movement/Hazard Phase (M/H Phase)

Follow this procedure for each of your companies in these order.[115] Each company has a separate M/H phase. You decide which of your companies goes first, second, etc.:

1. If the company has a face down new site card, turn it over (reveal it).[116]
2. If the company is not moving, no cards are drawn.[117] If the company is moving (because you have revealed a new site card or because you announced that the company was moving to site already on the table[118]—e.g., if another company is also moving there or is already there), both players draw cards:
   a. For the companies of Hero and Minion (non-The Balrog) players that move to a non-Haven site, players draw cards depending on the site that the company is moving to (its new site). For the companies of Hero and Minion (non-The Balrog) players that move to a Haven site, players draw card depending on the site that the company is moving from (its site of origin).[119]
   b. For the companies of Fallen-wizard and Balrog players, players always draw cards depending on the site that the company is moving to (its new site).[120]

   In all cases, at least one card must be drawn; your opponent does the same. See page 63 for movement rules.
3. Your opponent plays hazards on the company—each hazard is resolved as indicated in its text. Creatures are played and their combat resolved one at a time. A hazard may not be played if it targets a different company or an entity associated with another company.

   If the company is not moving, hazard creatures may only be keyed to the company's site of origin. Hazard creatures must be "keyed to" the moving company's site path and/or new site. If a creature is keyed to more than one region type and/or site type that applies, your opponent decides which one is used.

   Hazard events may be played on any company, unless otherwise specified on the card.

113. [*MEBA*, 13].
114. Idem.
115. [*MEBA*, 15]. *Annotation 26:* If at the start of a movement/hazard phase there are multiple effects in play such that their net effect depends on the order they are interpreted, the player whose turn it is not decides the order they are to be interpreted. Once this interpretation is established, all further actions are interpreted in the order they are resolved for the rest of the turn. [*Middle-earth: The Lidless Eye Companion, 64*; *CRF, Turn Sequence Rulings, Movement/Hazard Phase, General*].
116. If the new site of a company is revealed and the movement is illegal for any reason, the movement is considered ineffective and the entire company does not move. It is as if the player had not declared movement at all (see below). A movement/hazard phase is still played for that company just like any other company that wasn't moving [*CRF (CoE), Turn Sequence Rulings, Movement/Hazard Phase, Movement, General; CoE*, 200]. See page 63 for more detailed informations regarding companies movement.
117. *Annotation 25b*: Players drawing cards when a new site is revealed is synonymous with the resolution of the new site being revealed. It happens immediately, not in the following chain of effects [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, General*].
118. See footnote 185.
119. See a more detailed explanation of playing and drawing cards on page 90.
120. [*MEWH, 4*; *MEBA*, 3].

The maximum number of hazards that may be played on a company during a given movement/hazard phase (i.e., *the hazard limit*) is equal to the company size or two, whichever is larger (Hobbits and Orc scouts characters count half, round up). **The hazard limit is determined for each company at the beginning of the movement/hazard phase** (i.e., it remains fixed).[121]

4. If the company has been required to return to its site of origin its site path immediately disappears, and its movement/hazard phase immediately ends.[122] Return the new site card to the location deck (or discard if it is a tapped non-Haven) and proceed to step 6 (the site of origin becomes its current site). No additional hazards may be played on that company once it returns to its site of origin.
5. Remove the company's site of origin (i.e., the site the company came from). Discard the site card if it is tapped and not a Haven. Otherwise, return it to the location deck.
6. You must discard any number cards in excess of your hand size in your hand; your opponent does the same for his hand. However, if you have fewer cards than your hand size, you must draw cards until your hand size; your opponent does the same for his hand.[123]

Once all of your companies have resolved their movement/hazard phases, your companies are now considered to have arrived at the new site.[124]

Note: The number of cards you must keep in your hand can be increased or decreased beyond eight by certain cards and abilities.

Clarification: You may play a site (i.e., move to a site) that your opponent previously used or is currently using.

Clarification: If one of your companies doesn't move, neither player draws cards based on that company's movement. However, your opponent can play still play allowable hazards on that company (hazard limit still applies).

Clarification: Each player draws cards when each company moves and then discards or draws to 8 cards after the company has completed movement. Additionally, at the end of each turn, each player can discard one card and then discard or draw to 8 cards.

Site Phase

In the order you decide (i.e., you decide which of your companies goes first, second, etc.), each of your companies may:

121. See page 102.

122. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, Returning to Site of Origin*].

If a company returns to it's site of origin, it may do nothing during it's site phase. A company failing it's underdeeps movement roll is not effected by this rule [*CRF, Rules Errata*].

A company that gets sent back to its site of origin is not considered to have moved to that site this turn [*CRF (CoE), Turn Sequence Rulings, Movement/Hazard Phase, Movement, Returning to Site of Origin*].

123. Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any M/H phase. This means a moving company is not at a site until the site phase.

Annotation 25a: A company's M/H phase is concluded when a moving company removes its site of origin and both players agree to reconcile (discard down to/draw up to) their hand sizes. No resources (and obviously no hazards) can be played—and no resource effects can be activated—until the site phase or until both players have drawn cards for the movement of a following company [*CRF, Turn Sequence Rulings, M/H Phase, General*].

124. [*MEBA*, 14].

Annotation 25: A company is considered to be at the site given by its site card at all times except from the moment their new site card is revealed during their M/H phase until their old site card is discarded during the same M/H phase. During this period a company is considered to be en route between sites and not at any site. [*CRF, Turn Sequence Rulings, M/H Phase, General*].

a. Do nothing or
b. Follow this procedure:
   1. Enter its site.
   2. If the site has an automatic-attack, it attacks the company. The attack is resolved normally[125] (see page 72).
   3. If the site is untapped, a character in the company may attempt to play an item, ally, or faction[126] that is "playable" at that site (see page 95). Tap the character and the site.

      Certain resource cards other than items, allies, and factions are playable during the site phase and state the conditions under which they may be played. Such a card only requires an untapped site if it states that the site taps when played.

      Any time a resource card is played that taps the site, one additional character may tap to play a minor item.

      If a tapped site should become untapped, an additional resource may be played that taps the site.[127]

Clarification: To play one item, ally, faction, or information resource card that is "playable" at its current site, the company need not defeat the automatic-attacks. It merely needs to resolve the attacks normally (such attacks can be canceled).

A company can face a site's automatic-attacks and still not play an item, ally, faction, or information resource card. If such a company wants to play a card at the site on a later turn, it must face the automatic-attacks again.

During the site phase, a company may decide not to enter its current site. In this case, the company does not face the automatic-attack, but it may not take any other actions or play cards during the site phase. The company remains at the site and it may decide to enter the site on a later turn.

Clarification: Non-Haven sites only untap after being discarded and after your play deck is exhausted. Haven cards, whether tapped or not, always return to your location deck.

   4. One of your characters or your avatar may attempt to influence away one of your opponent's characters, followers, allies, factions, or items (if it is at the same site, see page 87) **or**

      One of your companies may make an attack against one of your opponent's companies (if it is at the same site and if the companies are from opposite alignments, see page 80).

End-of-Turn Phase

You may discard one card.[128] Then you must draw or discard cards until your hand size. Your opponent does the same for his hand.

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 (e.g., corruption check modifiers). A character can be *eliminated* and removed from play as a result of combat (failing a body check) or corruption (failing a corruption check).

If you have enough *general influence* or *direct influence* during a given turn, you may bring into play: one character at his home site or at any Haven **or** your avatar at his home site or its corresponding initial Haven[129] (depending on his alignment, see *Table 3.4*).

Characters are primarily controlled by your pool of 20 general influence points. For each controlled character, you must commit a number of general

125. Any character at one of his home sites may tap to cancel one automatic-attack at that home site [*CRF, Turn Sequence Rulings, Site Phase, Automatic-attacks*]. See "Combat" on page 72.

A company may not play any resource during the site phase until they have faced all automatic-attacks, unless that resource directly affects an automatic-attack. Removing an automatic-attack does not directly affect it, although cancelling does [*CRF, Turn Sequence Rulings, Site Phase, General*].

Automatic-attacks added to a site are faced after the normal automatic-events for the site. Multiple automatic-attacks are faced in the order listed and/or resolved [*CRF, Turn Sequence Rulings, Site Phase, Automatic-attacks*].

126. Items, factions and allies must be played during the site phase [*CRF, Turn Sequence Rulings, Site Phase, General*].

127. "Does not tap the site" is not equal to "playable at a tapped site" [*CRF, Turn Sequence Rulings, Site Phase, General*].

To untap a site the character doing so must be at that site [*CRF, Rulings by Term, Site*].

128. You must discard the card before you reset to hand size [*MEBA,* 19].

129. A Ringwraith may also be brought into play at Dol Guldur, Minas Morgul, or his home site [*CRF, Tournament Rulings, Starting Companies*].

The Balrog must come into play at The Under-gates (i.e., he may not come into play at Moria) [*MEBA, 3*].

Fallen-wizards may only start at his home site [*MEWH, 3*].

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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 (see page 55 for an example).

During play, you may organize your characters into groups called companies. A company's *size* is equal to the number of characters in it, with each Hobbit and Orc Scout characters only counting half (round up). A company is limited to a size of seven. **A company's *hazard limit* is equal to two or the size of the company**, whichever is greater. The maximum number of hazards that can be played on a company during a given movement/hazard phase is equal to its hazard limit.

A character in play must always be in one of three independent states: untapped, tapped, or wounded.[130]

Characters can be:

- For Hero players:
  - » Hero characters
- For Minion players:
  - » Minion characters
- For Fallen Wizard players:[131]
  - » Hero (non-Orcs/non-Trolls)
  - » Minion (orcs—including Half-orcs[132]—and Trolls).

See the section "Orcs and Trolls" on page 61 for more details.

Note: The number of characters you have in play limits the number of actions you may take during a given turn. You use your other characters' direct influence on a character to bring that character into play and to keep him in play. A character in play can move and take actions (e.g., defending against attacks, influencing. etc.). Items, allies, and other cards representing things a character acquires and controls are placed under his card.

Clarification: **Even if you have no characters in play, the game is not over. You may continue to draw and discard cards—eventually you will draw your avatar or a character.**

130. [*CRF, Rulings by Term, Character*].
131. [*MEWH,* 3].
132. [*CoE,* 110].

Character Attributes

Each character's abilities are defined by the following attributes (the notation for certain attributes is given in brackets):

- *Race:* This is one criterion for using certain resources and for bringing certain items, characters, and factions into play (e.g., only a Dwarf can fully utilize a Dwarven Ring). The races are: Elf, Hobbit, Dwarf, Dúnadan, Man, Orc, Troll, Wizard, Ringwraith and Balrog.
- *Skills:* This is one of the criterion for using certain cards (e.g., warrior skill is required to use certain weapons). The skills are: warrior, scout, ranger, sage, and diplomat. Some characters have more tan one skill.
- *Direct Influence* [ ]: A character's direct influence determines how many of your characters he may control (i.e., have as followers). In addition, a character's unused direct influence affects his chances of influencing factions and your opponent's resources.
- *Prowess* [lower left, to left of "/"]: A character's prowess is a measure of a character's offensive capabilities in combat.
- *Body* [lower left, to right of "/"]: A character's body is a measure of how difficult it is to physically eliminate the character. This is a mixture of the ability to avoid an attack and the ability to absorb or deflect an attack (e.g., armor, shield, blocking).
- *Mind* [ ]: A character's mind determines how many influence points (an avatar's general influence points or a character's direct influence points) are required to keep this character in play.
- *Marshalling Points* [upper left]: This is the number of marshalling points you receive when you have the character in play.

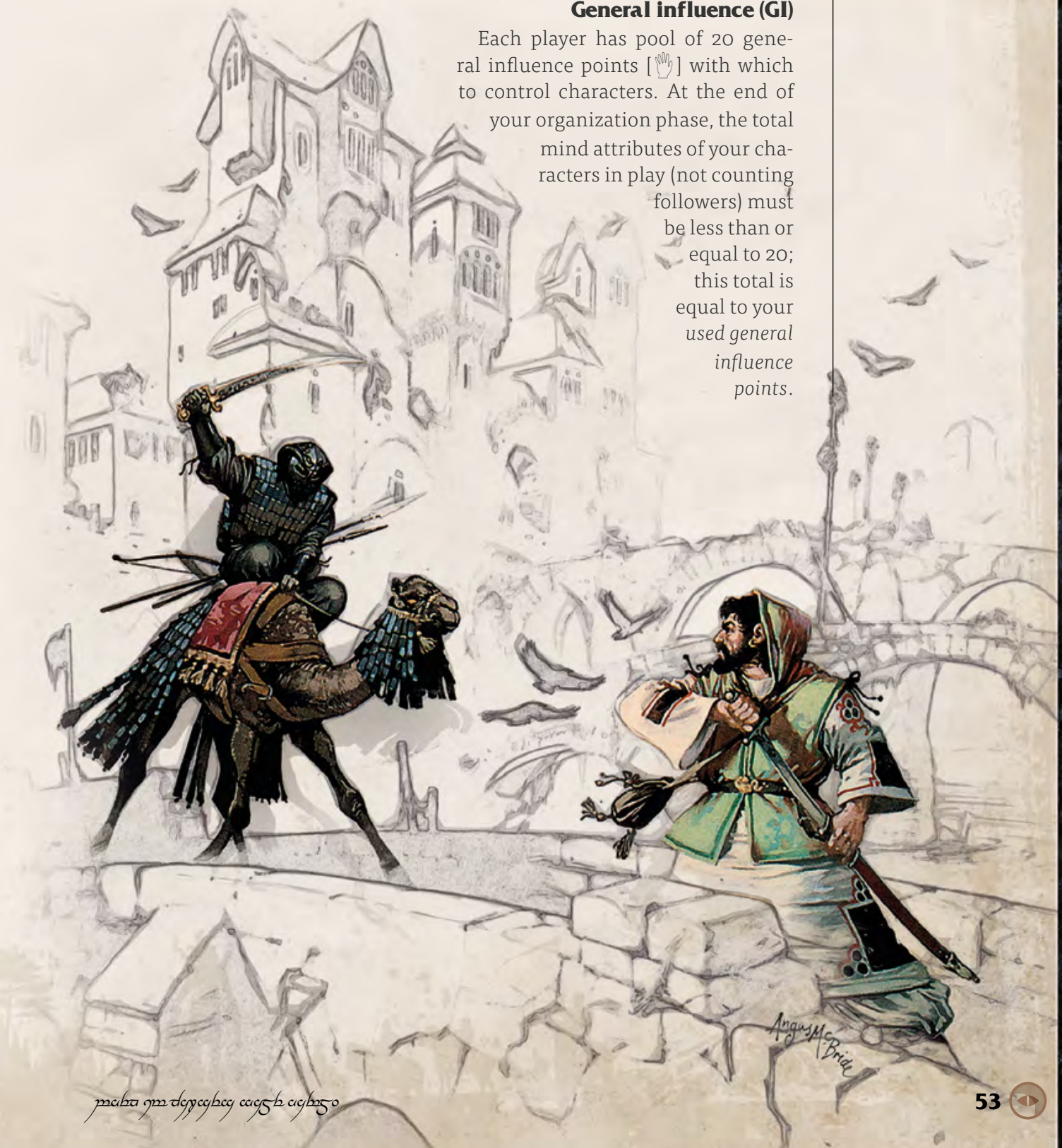
This value represents the character's importance to the each alignment's struggle against his adversaries.

- *Special Abilities:* Some characters have special abilities that are detailed on their cards. Common special abilities include corruption check modifiers, influence bonuses, prowess bonuses. For example, Shámas has an influence bonus against the *Dunlending* faction, Éowyn has a prowess bonus against Nazgûl, Frodo has a corruption check modifier, etc.

Influencing (Controlling) a Character

General influence (GI)

Each player has pool of 20 general influence points [✋] with which to control characters. At the end of your organization phase, the total mind attributes of your characters in play (not counting followers) must be less than or equal to 20; this total is equal to your *used general influence points*.



Your *unused general influence points* help your characters resist the effects of certain cards (e.g., *Call of Home*, *Call of the Sea*, *Muster Disperses*, etc.).

The white hand symbol [✋] on a Fallen-wizard card is that fallen-wizard's general influence once he is revealed. Prior to that, his general influence is 20.[133]

All Minon players have a +5 unused general influence. This bonus general influence can never be used to control characters.[134]

Changes to general influence take place immediately, with a minimum of zero free general influence.[135]

> ***Note:*** Your unused general influence points help your characters, factions, allies, and items resist influence attempts made by your opponent. See page 87 for more information.

Direct influence (DI)

Some characters have a direct influence attribute of one or more. 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. These conditions must be met:

- The total mind attributes of all of a character's followers may not exceed his direct influence.[136]
- A character can take control of another character that is in play only if both characters are at the same company.[137]

A follower does not require influence points from your general pool. The follower must remain stacked under the character exerting the direct influence at all times. A follower may not use his direct influence to control characters (i.e., a follower may not have his own followers). A follower is handled in all other ways as a normal character (e.g., counts for company size, takes normal actions, etc.).

Restricted direct influence (i.e., bonuses to direct influence) is limited in its use, usually to characters and/or factions of specific races. Unrestricted influence has no use restrictions.[138]

When a character suffers a minus to direct influence, it must come from unrestricted direct influence first. If there is no unrestricted influence and there are multiple instances of restricted direct influence, the player may choose which restricted direct influence the minus is applied to.[139]

If you have enough unused general influence points, you may move a follower from direct influence to general influence (or vice versa) during your organization phase.[140]

If a character directly influencing a follower is removed from play, the follower remains in play and does not immediately count against general influence. However, during your next organization phase, you must discard the follower, place the follower under

133. [*CRF, Rulings by Term, Fallen-wizard*].

134. [*CRF, Tournament Rulings, General*].

135. [*CRF, Rulings by Term, Influence*]. You cannot have negative free general influence: it will halt at zero. If you are a minion player, you will add your +5 bonus at all times, effectively leaving you at a minimum +5 against any hazards [*CRF (CoE), Rulings by Term, General Influence*].

136. A character's direct influence must be greater than or equal to the mind attribute of another character to allow him to take control of that other character, even if the characters mind stat would be lowered once he /she became a follower [*CRF (CoE), Turn Sequence Rulings, Organization Phase, Followers*].

137. [*Middle-earth: The Lidless Eye Companion, 23*].

138. [*CRF, Rulings by Term, Influence*]. Bonuses to direct influence against characters apply only once, not for each character. A character cannot use an specific faction bonus to direct influence against characters (e.g, a character cannot use a bonus to direct influence against Blue Mountain Dwarves to control characters with the home site Blue Mountain Dwarf-hold). These bonuses only applies to the faction [*CRF, Turn Sequence Rulings, Organization Phase, Followers*].

139. [*CRF, Rulings by Term, Influence*].

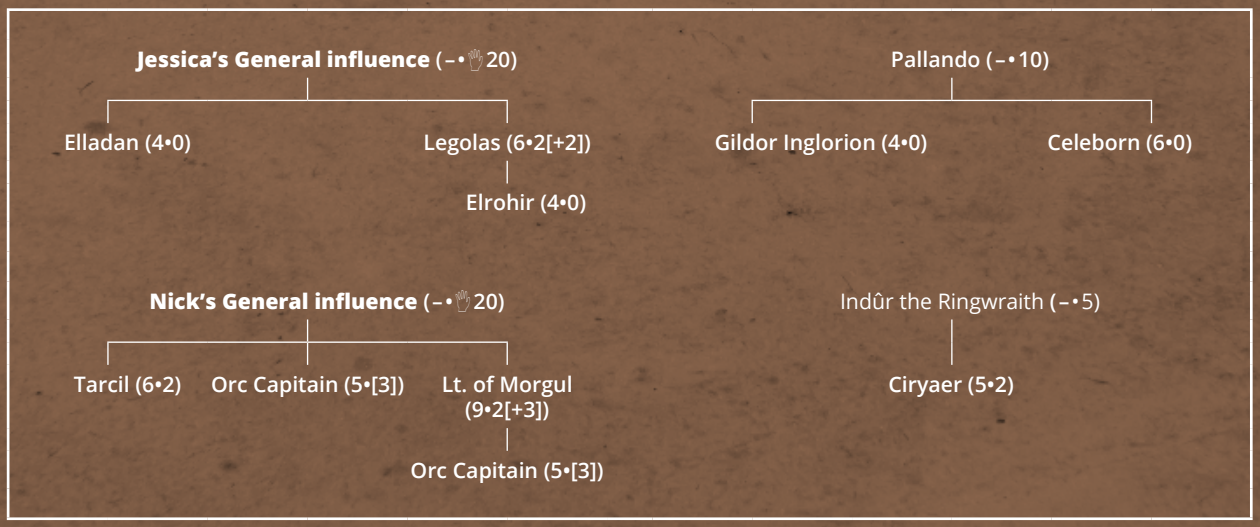
140. A character removed from the control of direct influence outside the org. phase does not need to be controlled by gen. influence until that player's next org. phase [*CRF, Rulings by Term, Influence*].

DIRECT INFLUENCE EXAMPLE

(In this example, the notation "#•#" is used. The first number is the character's mind attribute [🧠]; the second is his direct influence (DI) [✋].)

You have nine characters you want to control: Gandalf (–•10), Aragorn II (9•3), Boromir II (4•1), Legolas (6•2), Gimli (6•2), Frodo (5•1), Sam (4•0), Merry (4•1), and Pippin (4•1). In addition, Aragorn II has *Narsil* (+1 to DI), Frodo has *The One Ring* (+5 to DI), and Gandalf has a *Lesser Ring* (+2 to DI). In order for you to control and keep these characters in play, you must use all of your 20 points of general influence (GI) and their direct influence (DI). First, Gandalf does not require any influence—he's your avatar. You use your GI to control Frodo, Aragorn II, and Gimli. This uses all 20 points: 5 for Frodo, 9 for Aragorn II, and 6 for Gimli. Gandalf has 12 DI (his normal 10 plus 2 for the *Lesser Ring*), so he uses it to control Sam, Merry, and Pippin (they become his followers). Aragorn II has 4 DI (his 3 plus 1 for *Narsil*), so he uses it to control Boromir II. Frodo has 6 DI (his 1 plus 5 for *The One Ring*), so he uses it to control Legolas. The company size is 7 because Hobbits only count half. The resulting company organization is outlined below:

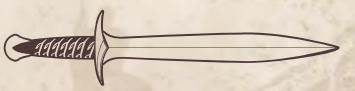
In our example from page 34, Nick has one company at Carn Dûm (a Darkhaven). The companies of both players are organized as follows. A direct influence value in brackets applies only against certain types of characters, in this example, against Orcs and Trolls for Nick's characters and against Elves for Legolas (*Elfstone*):



the control of another character in his company with enough available direct influence, or place the follower under the control of general influence (if enough is available).

If you reveal your Fallen-wizard, and no longer have enough influence to control your characters, discard other characters until you can control them all.[141]

Clarification: During the organization phase, you can move characters from control by general influence to control by direct influence and vice versa so long as your total of mind attributes does not exceed your available influence at the end of the organization phase.



141. [*CRF, Rulings by Term, Fallen-wizard*].

Bringing Characters Into Play

During your organization phase, you may perform **one and only one** of the following activities:

- You may play a non-avatar character card. You must place him at his home site or at any Haven site. Each point of general influence can be used to control one point of mind.[142]
- You may play an avatar card if you do not have one in play.[143] This is called "Revealing your avatar". You may not reveal an avatar if your opponent has already revealed that avatar. Depending on your alignment:
  - » A **Wizard** may be revealed at Rivendell or his home site.
  - » A **Ringwraith** may be revealed at Minas Mogul, Dol Guldur, or his home site.
  - » A **Fallen-wizard** only may be revealed at his home site.
  - » ***The Balrog*** only may revealed at the Under-gates.

  You need not control your avatar with influence—he represents you, the player. While revealing your avatar is an advantage, it also carries with it the danger of losing the game by having your avatar eliminated.

  After being revealed, an avatar operates as a character and thus may use his direct influence just like any other character.
- You may discard a character that is at a Haven or at his home site. Your avatar may not be discarded.[144]

  You must take this action when you are forced to discard a character due to a lack of available influence. In this case, the character(s) need not be at a Haven.

To play a character card, you must have enough general influence or direct influence available to control the character. In addition, you must meet **both** of the following requirements:

- If the character is *not* an agent, you may only play him at his home site[145] or at any Haven site. If the character is an agent, you may only play him at his home site.[146]
- If your avatar is in play, your avatar (or a character with enough direct influence to control the character to be played) must be at the site at which the character is to be played.

Clarification: Ringwraith players can use agents as characters. Hero and Balrog players can't use agents as characters.

When you play a character, you may place him into a company already at his arrival site **or** he may become a new company (consisting of one character). In the second case, you must place the arrival site card next to the character played. If the appropriate site card is not available, you may not play the character.[147]

If you reveal your avatar, any other manifestations of that avatar are immediately discarded (e.g., if you reveal

142. You may play a character if you do not have enough influence to control them. However, if there are any characters you do not have the influence to control at the end of your organization phase, the character you brought into play this turn must be returned to your hand [*CRF, Rules Errata*]. Fallen-wizard players may only play a character if his mind attribute is 5 or less [*MEWH,* 2]. Balrog players may only play Orc and Troll minion characters [*MEBA,* 3]. See T.-3.5 on on the next page.

143. [*METW,* 22].

144. A discarded non-avatar character may be brought into play again by any player [*CRF, Rulings by Term, Discard*].

145. If a Hobbit is a starting character and leaves play, then it may only be brought back into play normally at Bag End [*CRF, Rulings by Term, Hobbits*].

146. [*CRF, Rulings by Term, Agent*]. Except with *A Chance Meeting/We Have Come to Kill* [*Middle-earth: The Lidless Eye Companion,* 61]. Only Ringwraith and Fallen-wizard players can bring into play agents as characters [*MELE,* 58; *MEWH,* 4; *MEBA,* 3]. See Table 3.5 (on the next page) for specific rules for Balrog and Fallen-wizard players.

147. [*MELE,* 20].

T-3.5 SPECIFIC RULES TO BRING INTO PLAY CHARACTERS FOR FALLEN-WIZARD AND BALROG PLAYERS

For Balrog players	For Fallen-wizard players
• *The Balrog* must come into play at The Under-gates (i.e., he may not come into play at Moria). • Characters with a home site of "Any Dark-hold" have a home site of "Any non-Dark-hold Under-deeps site" instead. • During his organization phase, a Balrog player may bring into play (and/or discard) up to two characters—the second character must be non-unique. The normal requirements for bringing into play (or discarding from play) a character must still be met. • When a Balrog player brings into play a non-unique character with a mind of 3 or less, that character may come from his hand, his discard pile, or his sideboard. • Agents may not be played as characters.	• Your Fallen-wizard may only start at his home site. • Fallen-wizard players may not start or bring into play any character with a mind greater than 5, but if they have one in play the character is not discarded [*CRF, Rulings by Term, Fallen-wizard*]. • Fallen-wizards can have a character with more than five mind, they just can't start with one or play one [*CRF, Rulings by Term, Fallen-wizard*]. • Fallen-wizard players may not play Orc and Troll characters until they have played the appropriate card (e.g. *Bad Company*).

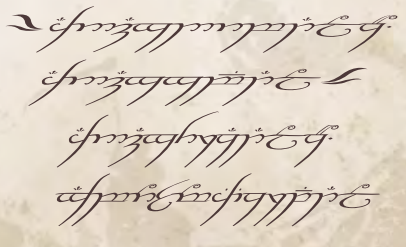
a Ringwraith as your avatar, a corresponding Nazgûl hazard or an identical Ringwraith card that has been played as a "Ringwraith follower", see page 58).[148] You cannot reveal an avatar if your opponent has already revealed that same avatar as his own avatar. Proceed in the same way when a Ringwraith follower is revealed (although Ringwraith followers are not consider avatars).

Clarification: Playing a character does not tap a site.

Clarification: If a character's mind changes at any point, the influence required to control him also changes.

Clarification: If you do not have enough influence to control all of your character in play, they remain in play. However, you must discard any excess characters at the end of your next organization phase. If you bring a character into play during your organization phase and then do not have enough influence to control him, the character just brought into play must be returned to your hand at the end of your organization phase.

Most characters are *unique*. So if you already have a unique character in play, your opponent may not play the same character. Similarly, if a unique character has been eliminated, he may not be brought into play again by either player.



148. [*MELE*, 78].

Ringwraith Followers

If you are a Ringwraith player and if the following conditions are met, you may bring another (different) Ringwraith character into play at your Ringwraith's site—such a character is called a "Ringwraith follower":

- Your Ringwraith is already in play.
- Your Ringwraith is at a Darkhaven **or** he is at the Ringwraith follower's home site.
- You have the card of the additional Ringwraith in your hand.
- Your opponent does not have the Ringwraith already in play **and** the Ringwraith has not been eliminated.
- You have the card or ability allowing a Ringwraith follower to be played (e.g. *They Ride Together*, The Witch-king's ability).

A Ringwraith follower must always be under the control of your Ringwraith and may move to non-Darkhaven sites with your Ringwraith. Your Ringwraith must use 1 point of direct influence to control each Ring-

T-3.6 AVATARS SPECIAL EFFECTS

Ringwraiths	The Balrog
• A Ringwraith may only be in a company with non-Ringwraith characters if he is at a Darkhaven. • If you play a Ringwraith at a non-Darkhaven site where there is one of your non-Ringwraith companies, one of the companies must move that turn. If both companies are still there at the end of the movement/hazard phase, discard the non-Ringwraith company [*CRF, Turn Sequence Rulings, Organization Phase, Playing Characters*]. • Any gold ring in a Ringwraith's company is automatically tested at the beginning of the end-of-turn phase. Any ring test in a Ringwraith's company has a modification of -2. • A Ringwraith may carry items (including rings) but may not use them (i.e., an item has no effect on a Ringwraith's company or on his attributes and abilities). Discarding an item for an effect written on it is considered using it. Thus it cannot be done by a Ringwraith [*CRF (CoE), Rulings by Term, Ringwraith Follower*]. • Ringwraiths never make corruption checks and corruption cards may not be played on Ringwraiths. • A corruption check for any character in a Ringwraith's company is modified by +2. • The movement of Ringwraiths is restricted (see page 68): » A Ringwraith's company may not use region movement. » A Ringwraith may not use a site path that contains Coastal Sea regions [◒]. • A Ringwraith follower is only discarded as described on the mode cards (i.e., *Heralded Lord*, *Black Rider*, and *Fell Rider*). • A Ringwraith follower may not use any of its special abilities. Ûvatha's ability to automatically join another Ringwraith's company is an exception to this. • If a body check against a Ringwraith is exactly equal to 7 or 8, the Ringwraith is returned to your hand. You do not lose the game if your Ringwraith is removed in this fashion—you may bring such a Ringwraith back in to play in the same fashion as your revealed him in the first place. If this happens to your Ringwraith, you may not reveal a different Ringwraith as your Ringwraith **and** your opponent may not reveal the Ringwraith that you returned to your hand*. • Characters with combat bonuses against Nazgûl also get those bonuses against Ringwraiths. However, other effects that affect Nazgûl do not affect Ringwraiths [*CRF, Rulings by Term, Ringwraith*].	• Any rules text applying to a Ringwraith also applies to *The Balrog*, with the exception of those listed in the previous column [*MEBA*, 2]. • Any card text applying to a Ringwraith also applies to *The Balrog* (e.g. if a card refers to a Ringwraith, it now applies to "a Ringwraith or *The Balrog*" [*MEBA*, 2]. That means *The Balrog* count as a Ringwraith for cards like *Heedless Revelry* or *Ancient Secrets* [*CoE*, 50; *CoE*, 72]. For additional information, consult page 38 (*Table 3.2b*, Deck Construction Rules, "Cards that cannot be included on a balrog deck") and page 39 ("Cards that cannot be played against Balrog players"). • Any ring in *The Balrog*'s company at the beginning of the end-of-turn phase is automatically tested. Any ring test in *The Balrog*'s company has a modification of -2. • *The Balrog* may carry items (including rings) but may not use them (i.e., an item has no effect on *The Balrog*'s company or on his attributes and abilities). Discarding an item for an effect written on it is considered using it. Thus it cannot be done by *The Balrog* [*CRF (CoE), Rulings by Term, Ringwraith Follower*]. • *The Balrog* never makes corruption checks and corruption cards may not be played on *The Balrog*. • A corruption check for any character in *The Balrog*'s company is modified by +2. • *The Balrog* may not use starter and region movement as stated on his card (normally only can use Under-deeps movement, see page 69). However, the play of certain resources can expand his movement capabilities. • *The Balrog*'s company is always overt. • If *The Balrog* is in play or has been defeated, ignore all Balrog automatic-attacks (i.e., at The Under-gates). • Characters with combat bonuses against Nazgûl also get those bonuses against *The Balrog* [*ICE*,579]. However, other effects that affect Nazgûl do not affect *The Balrog* [*CRF, Rulings by Term, Ringwraith*].

*This represents the Ringwraith's mount being eliminated.

wraith follower. Your Ringwraith followers may not be influenced away by your opponent.

A Ringwraith follower may not use any of its special abilities. Ûvatha's ability to automatically join another Ringwraith's company is an exception to this. Ringwraith followers may still use magic as printed on their card.[149]

When you reveal your Ringwraith, your opponent must discard any identical Ringwraith card that has been played as a Ringwraith follower.

When your revealed Ringwraith leaves play without being eliminated, you have until the end of your next organization phase to bring your Ringwraith back into play and use him to re-control any Ringwraith followers. Otherwise, all Ringwraith followers are discarded.[150]

Avatar Effects

After being revealed, a Ringwraith and *The Balrog* operates like any other character, except that they may only be in a company with other characters if they are at a Darkhaven. *Table 3.6* (on the previous page) shows special effects for Ringwraiths and *The Balrog*.

Bringing Allies Into Play

A character may tap to play an ally card[151] if he is at the site specified on the ally card and the character meets the requirements indicated on the ally card. The ally card is placed under the character's card and that character controls the ally.[152] After an ally is played at a site, the site card is tapped. **An ally does not count as a character for any purposes other than combat**[153] and the use of certain skills.[154] Allies can **not** bear items.[155] They do not count for company size.

An ally with a skill may take actions and play cards that require that skill. For example, *Treebeard* has the sage skill, so he can tap to play a *Dreams of Lore* card. Similarly, *Gollum* has the scout skill so he can tap to play a *Concealment* card.

If the text on the ally says "Discard if he/she moves to", like most of the allies with restricted movement, then it is discarded at the beginning of the movement/hazard phase. If the text on the ally says "Discard if he/she is at", then it is discarded at the beginning of the site phase.[156]

Clarification: Allies that are eliminated are placed in the out-of-play pile (i.e., neither player may bring that ally back into play).

Allies are not affected by corruption.

Companies

A company is a group of characters that move and act together.[157] This allows characters to move, act, and defend as a unit, allowing stronger characters to protect the weaker characters. This mechanism can be used to allow a variety of tactics during play.

For example, if you have 3 characters in play, the 3 characters can move separately and perhaps do more in terms of acquiring marshalling points (items, other characters, etc.); but each individual character is more vulnerable to danger. However, the same 3 characters operating as a company might acquire marshalling points more slowly, but they are safer (i.e., you risk less).

Normally, a company is limited to a size of seven, but a company at a Haven site may be of any size. For these purposes, an avatar counts as a character, but an ally does not. The size of a company is determined for each company at the beginning of the movement/hazard phase (e.g., it remains fixed even if a character leaves the company).

149. [*CRF, Rulings by Term, Ringwraith Follower*].

150. Idem.

151. Playing an ally is not an influence attempt [*CRF, Rulings by Term, Ally*].

152. If an ally's controller leaves play for any reason, that ally is discarded [*CRF, Rulings by Term, Ally*].

153. Allies can be healed as if they were characters. Otherwise, allies are only considered characters for the purposes of combat and playing skill cards.

Allies count as characters for the purposes of combat, including performing actions in combat that characters do (getting assigned strikes, tapping for +1 to prowess) and for the play of cards that directly affect the attack.

Allies may tap to cancel attacks from *Slayers* and *Assassins*.

If an ally may not be attacked, he may still tap to give +1 prowess to other characters facing such attacks.

Allies cannot be targeted to be taken prisoner, and otherwise cannot be taken prisoner [*CRF, Rulings by Term, Ally*].

154. [*MELE*, 42].

Allies can play cards like *Andúril, the Flame of the West* or *Vein of Arda*. Allies are not affected by corruption. [*ICE*, 46].

155. [*METW*, 43].

156. [*CRF (CoE), Rulings by Term, Ally*].

157. A character enacting an effect counts as a character in his company, and may affect himself as a character in the company**.**

Entities associated with a company include characters, allies, items in the company, and any events played on the company or on another entity in the company. The new site and site of origin are not entities associated with the company [*CRF, Rulings by Term, Company*].

If all characters in a company leave play, the site is returned to the location deck or discard pile, depending on its tapped status. If this happens during the movement/hazard phase, the site card stays in play until the end of all movement/hazard phases. In this case, on-guard cards may still be played on the site.[158]

Clarification: A company is not an "attack", and a character is not an "attack". So hazards that modify attacks have no effect on characters and companies.

Limitations on Company Composition

- Unless at a Darkhaven, a Ringwraith may not be in a company with other characters. Unless at a Darkhaven, your Ringwraith's company may only contain your Ringwraith and Ringwraith followers (see page 58).
- Unless at a Haven, an Orc or a Troll cannot be in a company that contains an Elf, a Dwarf, a Dúnadan, or a Hobbit—and vice versa.[159]
- Unless at a Haven, a company may only contain one *leader*. A leader is a character with the keyword "leader" in its text box.

These limitations also apply to moving companies.

Note: If two companies end up at a non-Haven site and combining those companies would violate the limitations on company composition, one of the companies that just moved must return to its site of origin.[160] Similarly, an effect that causes such a violation is cancelled (e.g., *We Have Come to Kill*).

Overt and Covert Companies

The text for certain cards distinguish between overt companies and covert companies. Any company that contains a Ringwraith in *Fell Rider* mode or *The Balrog*[161] is an overt company. Any company that contains an Orc or a Troll is an overt company.[162] In addition, a company with any of the following allies is an overt company: *The Balrog, Cave Troll, Creature of an Older World, Evil Things Lingering, Great Bats, Great Lord of Goblin-gate,*

158. [*CRF, Rulings by Term, Company*].
159. [*MELE,* 57; *METW,* 5]. Allies only have race if it specifically stated in his text box [*CRF (CoE), Rulings by Term, Ally; ICE,* 114].
160. If only one company is moving, it returns to its site of origin. If two or more companies are moving to the same site, the hazard player chooses which company to return [*Middle-earth: The Lidless Eye Companion, 61*].
161. Refers to the character card (i.e., avatar card) [*MEBA,* 2].
162. A hero company is Wizard player's company, or a fallen-wizard's company that has no Orcs or Trolls. A minion company is a Ringwraith player's company, or a Balrog player's company. An overt company is a company with Orcs and/or Trolls in it. Note that some allies can make a company overt, but Half-orcs do not [*CRF, Rulings by Term, Company*]. Any orc/troll ally makes a company overt [*CRF (CoE), Rulings by Term, Ally*].

T-3.7 COMPANY TYPES ACCORDING THE DIFFERENT ALIGNMENTS

For Hero players	For Minion players	For Fallen-wizard players
• Covert hero companies.	• Covert minion companies (if contains only Elf, Dwarf, Dúnadan, Man and/or Half-orc characters). • Overt Minion companies (if contains a Ringwraith in *Fell Rider* mode, *The Balrog*, an Orc, a Troll or certain cards or allies*).	• Covert hero companies (if contains only Elf, Dwarf, Dúnadan, Man, and/or Hobbit hero or minion characters). • Non-overt fallen-wizard companies (if contains only Half-orcs and Men [see next page]). • Overt fallen-wizard companies (if contains an Orc, a Troll or certain cards or allies* or if contains Half-orcs and any other character that is not a Half-orc or a Man (e.g., a Fallen-wizard, a Dwarf, an Elf, etc.)† [*ICE,* 501].

**The Balrog, Creature of an Older World, Great Bats, Great Lord of Goblin-gate, Last Child of Ungoliant, Regiment of Black Crows,* and *Two-headed Troll. Freeze the Flesh* and *Cast from the Order* they make a company overt.
†Fallen-wizard overt companies are **not** minion companies for the purposes of the detainment attack guidelines on page 79. Overt companies are minion companies for hazards that can only attack/effect minion companies (e.g., *Sons of Kings*) [*MEWH,* 5].

Great Troll, Last Child of Ungoliant, Nasty Slimy Thing, Regiment of Black Crows, and "Two- headed" Troll.[163] Any other company is a covert company.

All fallen-wizard non-Orc/non-Troll characters are considered to be hero characters. Thus, a company consisting of only such characters is treated as a hero company.[164] Such a company is covert for the purposes of playing minion resources.

Company composition and overt/covert status is checked before each automatic-attack.[165]

> ***Note:*** An overt company is readily identifiable as an evil force (i.e., it has Orcs, Trolls, etc.). and thus is subject to direct conflict with most Free Peoples. A covert company is not readily identifiable as an evil force, and thus can operate relatively freely in the domains of the Free Peoples.

Special Orc & Troll Rules for Fallen-wizard players

Unless otherwise outlined below, Orc and Troll characters in play by a Fallen-wizard player are subject to the rules for Orc and Troll characters in play by a minion player, and companies containing an Orc or Troll are subject to the rules for company composition for a minion player.[166] In addition:[167]

- Orcs that are «Half-orcs» are special—if a Half-orc is in a company with only Half-orcs and Men, the company is not overt (i.e. the Half-orcs appear to be ugly men to the casual observer). Half-orcs cannot take trophies. However, for all other purposes a Half-orc is considered an Orc.[168]
- You may not play Orc and Troll characters until you have played the appropriate card (e.g. *Bad Company*).
- Unless at a Wizardhaven, and Orc or Troll cannot be in the same company as an Elf, a Dwarf, a Dúnadan, or a Hobbit.
- A fallen-wizard overt company may attack any company controlled by another player and vice versa.
- A fallen-wizard's overt companies must use hero sites for Shadow-holds, Dark-holds, and minion Darkhavens. They must use minion sites for Border-holds, Free-holds, and hero Havens.
- Overt companies are not minion companies for the purposes of the detainment attack guidelines. Overt companies are minion companies for hazards that can only attack/effect minion companies (i.e. *Sons of Kings*).
- Corruption checks for an Orc or Troll character are handled as if he were a minion character. That is, if the roll for a corruption check for an Orc or Troll character is equal to his corruption point total or one less, he is tapped instead of being discarded. He is not considered to fail the corruption check in this case.
- You may not play a hero resource permanent-event on a company with an Orc or Troll in it.
- A hero resource may not target an Orc or Troll character (e.g. Orc and Troll characters may not use *Block*, *Escape*, *Flatter a Foe*, etc.).[169]
- A hero resource that requires a character with a specific skill may not use an Orc or Troll character to fulfill that requirement (e.g. *Concealment*, *Many Turns and Doublings*, *Lordly Presence*, etc.).
- An Orc or Troll character may not tap to initiate an effect from a hero resource (e.g. *Praise to Elbereth*, *Great Ship*, etc.).
- An Orc or Troll character may be the bearer of a hero item, but all bonuses and special abilities are ignored (all restrictions to movement and playability still apply).[170]

163. [*CRF (CoE), Rulings by Term, Company*].
164. [*MEWH,* 2].
165. [*CRF, Turn Sequence Rulings, Site Phase, Automatic-attacks*].
166. [*CRF (CoE), Rulings by Term, Company*].
167. [*MEWH,* 5].
168. Actually this rule also applies to minion players [Source: *https://tinyurl.com/c4cevfzt*].
169. Orc &Troll character/companies can use hero resources when they targets dice rolls (e.g. *Tempering Friendship*) [*ICE,* 38].
170. This rule is identical for minion players (see page 37).

Splitting a Company

During the organization phase, one company can split into two or more companies.[171] If the company is at a Haven, use two Haven cards to split each of them.

To split a company at a non-Haven site, the following instructions apply:[172]

- One of the companies may remain at the current site.
- One of the companies may return to the nearest Haven site indicated by the current site's card.
- Any other companies must move to different sites using region movement.[173]

Clarification: These restrictions mean that two companies may not start at the same site and then move to the same site separately (i.e., in such a situation the two companies would have to move as one company).

If one of your companies splits into two or more companies, you may place any resource permanent-events that were on the original company (as a whole) with any of the resulting companies. Some events of this type must be discarded (as specified) when a company splits (e.g., *Fellowship*).[174] For all hazard Permanent-events played on the original company, the hazard player chooses to which resulting company it belongs on a per hazard basis.[175]

You may transfer a character from one company at a site to another, without creating a third company.[176]

Clarification: During the organization phase, one Haven card may be used to represent the location of two or more companies, so long as the distinction between companies is clearly presented spatially. However, we suggest the use of multiple haven cards for clarity.

Clarification: When a short-lasting effect says it affects "his company", "the character's company", "the Wizard's company", etc. (e.g. cards like *Stealth*, *Govern the Storms*, *Darkness Wielded*), is always associated with that entity (character or ally). If that entity switches companies, gets killed or gets split off, the remaining members of the company are no longer affected to the card effect.

When a short-lasting effect simply states it affects "the company" without mentioning a specific entity (e.g. cards like *Eagle-mounts*, *Secret Entrance*, *Something Has Slipped*), the effect spreads over all resulting companies in case of a split.

In this context, a short-lasting effect is an effect that is both short- (not long- or permanent-) and lasting; not dealt with upon resolution and over. Many are caused by short-events, such as *Stealth*, others by permanent-events, such as *Something Has Slipped*. [*CoE*, 71]

Joining Companies

Companies at the same non-Haven/non-Darkhaven site must join at the end of all movement/hazard phases, before the site phase starts. Companies at the same Haven/Darkhaven site may join at this time.[177]

If companies would join at the end of the movement/hazard phase such that the company composition rules are violated, one company of the hazard player's choice must return to its site of origin.[178]

If two companies join at a site, cards affecting one of the companies now affect them both.[179] If two companies join at a Haven, cards played on the discarded version of the Haven transfer to the version of the Haven that stays in play.[180]

Note: Sometimes two or more companies combine and the resulting company has two or more of the same cards that say: "cannot be duplicated on a given company". When this happens, immediately discard all but one of those cards (your choice).

171. The resulting companies may not rejoin in the same phase [*CRF, Turn Sequence Rulings, Organization Phase, Organizing Companies*]. Two companies may not start at the same site of origin and move to the same new site [*CRF, Turn Sequence Rulings, Organization Phase, Choosing a New Site*].

172. In fact, during the organization phase one site card may be used to represent the location of two or more companies [*CoE*, 67].

173. When a company splits, any of the resulting companies can move with region movement. Region movement is not limited to one company of a split. [*CRF, Rules errata*]. See page 66.

174. [*MEDM*, 1]. When a company splits up, its player chooses which characters are the original company and which characters are a new company, unless otherwise directed by a card. All resource permanent-events played on the original company stay with the original company [*CRF, Turn Sequence Rulings, Organization Phase, Organizing Companies*].

175. [*CoE*, 51].

176. [*CRF, Turn Sequence Rulings, Organization Phase, Organizing Companies*].

177. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, General*].

178. Idem.

179. Idem.

180. [*CRF, Rulings by Term, Haven*].

HEALING

Each of your characters at a Haven may heal during the untap pase of your turn. Such a character moves from a wounded position to a tapped position (i.e., the character is still tapped). In addition, certain cards can heal characters when they are played (e.g., *Foul-smelling Paste*, *Halfling Strength*, etc.).

Allies can be healed as if were characters.

MOVEMENT

In MECCG the lands of northwest Middle-earth are represented by regions. The site cards represent places that companies can visit within those regions. Except for a moving company during its movement/hazard phase, each company always has a *current site card* associated with it—the company is located at that site.

Movement is the process of replacing a company's current site with a new site.[181] This indicates that the company is "moving" through Middle-earth. When moving, companies use site and region cards. There are different types of regions and sites:

Region Types

Coastal Seas [ ]: Regions consisting primarily of open water.
Free-domains [ ]: Very safe, civilized regions (e.g., Lindon, The Shire, Belfalas, Anórien, etc.).
Border-lands [ ]: Less civilized regions on the border of the wilderness or shadow territory (e.g., Rohan, Lamedon, etc.).
Wilderness [ ]: Sparsely populated, uncivilized regions that cover most of Northwest Middle-earth (e.g., High Pass, Enedhwaith, Rhudaur, etc.).
Shadow-lands [ ]: Regions with some active Shadow-forces and settlements (Imlad Morgul, Dagorlad, etc.).
Dark-domains [ ]: Regions with a heavy concentration of Shadow-forces (Southern Mirkwood, Gorgoroth, etc.).

Site Types

Havens [ ]: Very safe sites of rest and healing for the Free Peoples (e.g., Rivendell, Grey Havens, Edhellond, and Lórien).
Darkhavens [ ]: Sites of rest and healing for Shadow-forces (e.g., Minas Morgul, Dol Guldur, Carn Dûm, and Geann a-Lisch).
Wizardhavens [ ]: Safe sites for Fallen-wizards. Some sites can become Wizardhavens after certain cards are put into play.
Free-holds [ ]: Sites of safety, but still dangerous to heroes due to assassins, traitors, etc. Dangerous site for minions of Sauron (e.g., Minas Tirith, Edoras, etc.).

181. The new site card represents the destination of the company and may be a site card played face down or a site that is face up on the table (i.e. a site already in play) [*MEBA,* 14].

Annotation 25: A company is considered to be at the site given by its site card at all times except from the moment their new site card is revealed during their M/H phase until their old site card is discarded during the same M/H phase. During this period a company is considered to be en route between sites and not at any site.

Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any M/H phase. This means a moving company is not at a site until the beginning of the site phase. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, General*; *ICE*, 111].

Border-holds [ ]: Sites of relative safety for heroes, but still dangerous due to bandits, assassins, traitors, etc. Relatively dangerous site for minions of Sauron (e.g., Bree, Lake-town, etc.).
Ruins & Lairs [ ]: Deserted sites often inhabited by dangerous creatures (e.g., the Lonely Mountain, Barrow-downs, etc.).
Shadow-holds [ ]: Relatively deserted sites often inhabited by dangerous creatures and Shadow-forces (e.g., Goblin-gate, Mount Gram, etc.).
Dark-holds [ ]: Very dangerous sites with heavy concentrations of Shadow-forces (Cirith Ungol, Cirith Gorgor, etc.).

There are three basic ways to move from one site to another. A company can use the site path on a site card (i.e., *starter movement*), **or** it can use region cards (or an appropriate map) as its site path to a specific site card (i.e., *region movement*),[182] **or** it can use *underdeeps movement*.

Clarification: A "company's site path" during its movement/hazard phase is the site path between its site of origin and its new site. Events can alter both a site's site path (see below) and a company's site path [*CRF, Rulings by Term, Site Path*].

A company commits to moving by placing a *new site card* (face down) during its organization phase. A company does not have to move during a given turn (i.e., it does not place a new site card).[183]

At the beginning of its movement/hazard phase, a moving company current site card becomes its *site of origin*—the company is considered to be in route to its new site card (i.e., the company is moving).

At the end of a moving company's movement/hazard phase (before players return to their hand sizes), its site of origin is removed (discard if tapped; otherwise, return it to your location deck) and the new site card becomes the company's current site card.[184]

Clarification: To summarize movement process:
- Except for a moving company during its movement/hazard phase, each company is always at a specific site, called its current site.
- A company wanting to move to a new site places a new site card face down beside its current site card by the end of its organization phase.
- At the beginning of its movement/hazard phase, a moving company's new site card is revealed and its current site card becomes its site of origin.
- At the end of its movement/hazard phase, the site of origin is removed and the moving company's new site card becomes the company's current site card.

Clarification: Some cards can interrupt this process by forcing a company to return to its site of origin. See pages 48 & 68 for more information.

Clarification: When a company is moving, cards are drawn. See page 90 for more information.

Any company may declare as its new site a site already on the table. That site will remain on the table at least until the end of that company's movement/hazard phase.[185]

Effects that are played during the organization phase, and depend on the site or site path of a moving company, create an effect which is not declared until the new site is revealed.[186] If the site or site path is not of the appropriate type when the effect resolves, the resource has no effect. If the company has multiple movement/hazard phases on the same turn, the card applies separately to each phase, having an effect only if the correct conditions are met.[187]

If a company moves twice in one turn, resources played during the organization phase, like *Secret Passage*, are reapplied to the company at the beginning of each of their movement/hazard phases, if the conditions of the card are met.[188]

182. If both players have access to region movement, then neither player may be stopped from using region movement. Access includes region cards or an appropriate map [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, General*].
183. A non-moving company's current site is considered its new site for card play [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, General*].
184. See footnote 181.
185. [*CRF, Turn Sequence Rulings, Organization Phase, Choosing a New Site*].
If you wish to move a company to a site that is face down on the table (for another company), tell your opponent which site the company is moving to [*MEBA*, 14].
When a player declares that one or more of their companies will move to a site already in play, they must also verbally declare which site card in play will be the destination site for each of those companies [*CRF (CoE), Turn Sequence Rulings, Organization Phase, Choosing a New Site*; *CoE*, 200].
186. If two or more companies move on the same turn, then each company does not have to determine the site path to its new site until the beginning of it's M/H phase [*CRF, Tournament Rulings, Movement*].
187. [*CRF, Turn Sequence Rulings, Organization Phase, Choosing a New Site*].
188. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, General*].

Starter Movement

Site's Site Path

A *site's site path* is the sequence of regions between a site and its nearest Haven. Each non-Haven site card has a site path printed on it[189]. When a card refers to the site's site path, it always refers to the site path given on the site card, regardless of how the company got to that site. However, each region in the sequence is only indicated by its type, not by its name. Some events can alter both a site's site path and a company's site path.[190]

Each hero or minion Haven site card has one or two site paths, but each of those paths gives the sequence of regions between the Haven and one of Havens nearest to it.

Clarification: On non-Haven site cards, the site path is provided on the top left border. On Haven cards, the site path to each of the adjacent Havens is provided in the card text.

Clarification: When using the starter movement, site paths do not direct the movement process. The site path is used to determine which hazard creatures your opponent may play against your moving company.

Suggestion: To help decide where a company should move, look at the resource cards in your hand. Then decide to which of your available sites to move. For example, if you have a major item, go to a site where a major item can be played.

Moving from a non-Haven site

If the company's site of origin is a non-Haven site, the new site card *must* be the Haven listed as the nearest Haven on the site of origin card (i.e., the company can move back to its nearest Haven).

Moving from a Haven site

If the company's site of origin is a Haven, the new site card must meet one of the following requirements:

- If the new site card is not another Haven, it must list the site of origin as its nearest Haven[191] (i.e., the company can move to any site that has the site of origin as the company's nearest Haven).
- If the new site card is another Haven, it must give a site path to the site of origin (i.e., the company can move to one of two adjacent Havens; each Haven is adjacent to one or two other Havens).

For the purposes of playing hazards, the company's site path using starting movement is defined by the region symbols printed on the new site card played (i.e., the site's site path).

Neither fallen-wizard companies, nor balrog companies may not use starter movement, but they may use any other form of movement.[192]

Clarification: With starter movement, a company can only move: from a non-Haven site to its "Nearest Haven", from a Haven site to one of its "adjacent Haven", or from a Haven site to a non-Haven site that lists that Haven as its "Nearest Haven".

189. With the exception of Under-deeps sites. See more about this on page 69.

190. [*CRF, Rulings by Term, Site Path*].

191. The Hero players companies cannot use starter movement to or from sites in Gorgoroth [*CRF, Tournament Rulings, Movement*].

192. [*CRF, Rulings by Term, Fallen-wizard*; *MEBA*, 3].

Clarification: With starter movement, a company only can move from a Haven to any other site and vice versa. First, if necessary, the company moves to the nearest Haven. Then, if necessary, it moves to another Haven. Finally, it moves from that Haven to the destination site. Subsequently, the company must return from this site to its nearest Haven.

Region movement is not necessary to play this game but just gives you more options; i.e., with region movement a company need not move to a Haven every other turn. Region cards are included only in *METW* starter decks.

Example: Jessica's hero company is in Bree (i.e., its current site) and wants to go to Thranduil's Halls to try and bring the *Wood-elves* (hero) faction into play. Bree's nearest Haven is Rivendell, while Thranduil's Halls nearest Haven is Lórien.

First, it takes one turn to move from Bree to Rivendell using the site path ⛰⛰, indicated on the Bree site card. Jessica just plays the Rivendell site card as her new site card during her organization phase, and she removes the Bree site card at the end of her movement/hazard phase.

During the next turn, the company may move from Rivendell to Lórien using the site path ⛰⛰🚶⛰, indicated on both the Rivendell and Lórien site cards. Jessica places the Lórien site card during her organization phase, and she removes the Rivendell site card at the end of her movement/hazard phase.

Finally, the company takes one turn to move from Lorien to Thranduil's Halls using the site path ⛰🚶🚶, indicated on the Thranduil's Halls site card. Jessica places the Thranduil's Halls site card during her organization phase, and she removes the Lórien site card at the end of her movement/Hazard phase.

Region Movement

To use region movement, place a new site card (face down) and a series of **up to four regions** (face down) that connect the company's current site with the new site[193] (i.e., the company moves). Any single *site path* cannot have more than one copy of a particular region card.[194] The same region (as in region card) may not occur twice in a single site path.[195]

A series of regions "connects" two sites if:

- The current site (i.e., site of origin) is located in the first region, **and**
- That region card is adjacent to the next region card played, **and**
- That region card is adjacent to the next region card played, ..., **and**
- Finally, the last region card played is the region that the new site card is located in.

A region is adjacent to another region if and only if each region lists the other region on its card.[196] The only exception to this is that **Udûn is adjacent to Dagorlad for Minion players**.

For the purposes of playing hazards, the company's site path using region movement is defined by the region types of the region cards played.

A company that contains a Ringwraith or *The Balrog* cannot use region movement.

Clarification: Region movement can be more dangerous to use tan normal movement—certain creatures can be played keyed to specific region cards.

Clarification: To use region movement for a company, the region cards played must include the region containing the company's current site and the region containing the new site. If both the current site and the new site are in the same region, only that region card need be played.

Clarification: If two sites are separated by more than four regions, a company may not travel directly between them in one turn (unless some special resource card is used, e.g., *Bridge*, *Shadowfax*, etc.). The company must first travel to interim sites (one per turn) until it reaches a site that is within four regions of the destination site.

Clarification: Certain regions may appear to be adjacent on the maps, but turn out not to be adjacent upon examination of the lists on their cards. For example, Dagorlad and Rohan appear to be adjacent on the maps, but they are really separated by the Anduin River.

193. For region movement, a company's site path is determined by the regions moved trough.

If Hero players are using region movement, their companies can only move to or from sites in Gorgoroth from a site in Imlad Morgul, specific region movement that passes through Nurn or Udûn, Under-deeps movement or using special movement resources like *Gwaihir* or *Mountains of Shadow* [*CRF, Tournament Rulings, Movement*].

See "Under-deep Site Movement" on page 69.

194. [*CRF, Turn Sequence Rulings, Organization Phase, Choosing a New Site*].

195. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, General*].

196. Lebennin and Ithilien are not adjacent, even though they look that way on some maps [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, General*].

Movement Limitations

Normally, a company moving with region movement may lay down a maximum of four region cards. If a company moving with region movement is using effects that allow additional region cards to be laid down, **no more that six regions may be used.**[197]

Example: Lets look at our previous example for movement (on the previous page). Jessica's company in Bree (in the Arthedain region) wants to move to Thranduil's Halls (in the Woodland Realm region) in order to bring the *Wood-elves* faction into play. If she does not use region movement, this takes three turns: Bree to Rivendell, Rivendell to Lórien, and Lórien to Thranduil's Halls. Using region movement, she can do it in 2 turns.

The shortest number of region cards required for this move is 5 and there are two possible routes:

- Arthedain, Rhudaur, High Pass, Anduin Vales, Woodland Realm.
- Arthedain, Angmar, Gundabad, Anduin Vales, Woodland Realm.

Jessica decides on the first, less dangerous route. However, it is more tan 4 regions long, so her company must first move to another site along the way. Jessica looks at her hand and sees that she has a *Precious Gold Ring*, so she decides move to Gladden Fields (in the Anduin Vales) to try and get the ring on her way to Thranduil's Halls (why waste a turn).

On her first turn, she moves to the Gladden Fields by playing the Gladden Fields site and the following regions: Arthedain, Rhudaur, High Pass, Anduin Vales.

On her second turn, she moves to Thranduil's Halls by playing the Thranduil's Halls site and the following regions: Anduin Vales, Woodland Realm.

During the organization phase, you can decide move two or more companies to the same non-Haven site, but one of the following cases must apply:

- One company may already be at the site. In this case the other companies moving to the site must state that its new site card is already in play (the current site card for the non-moving company). This site card remains in play until at least the end of these companies' movement/hazard phase.[198]
- Two or more companies moving to the site must state that the same face down site card is their new site card.[199]

In both cases, the two companies must face hazards separately and are then combined at the end of the movement/hazard phase. If two companies end up at a site and combining those companies would violate the limitations on company composition (see page 60), one of these companies must return to its site of origin. Similarly, an effect that causes such a violation is cancelled.[200]

Note: This means that your Ringwraith's company may not move to the same non-Darkhaven site as one of your other companies, since this would result in your Ringwraith joining with other characters.

Moving Fallen-wizard Companies

Fallen-wizard companies **must use region movement.**[201] When one of your fallen-wizard companies moves to a site, you and your opponent draw cards based on the site being moved to. This applies even if moving to one of your Wizardhavens. The hero Havens (i.e. Grey Havens, Rivendell, Lórien, Edhellond) and Darkhavens (i.e. Minas Morgul, Dol Guldur, Carn Dûm and Geann a-Lisch) are not considered to be havens for a Fallen-wizard player. The following exceptions[202] for using sites can be modified by the play of certain hazards[203] and stage resources:

- A fallen-wizard's non-overt companies must use hero sites for sites that are not Ruins & Lairs.
- A fallen-wizard's companies may freely use either minion or hero Ruins & Lairs sites on a site per

197. [*MEAS*, 2].

198. See footnote 185.

199. [*MELE*, 61]. Including Hero companies [*CRF (CoE), Turn Sequence Rulings, Movement/Hazard Phase, Movement, General*].

200. If the new site of a company is revealed and the movement is illegal for any reason, the movement is considered ineffective and the entire company does not move. It is as if the player had not declared movement at all. A movement/hazard phase is still played for that company just like any other company that wasn't moving [*CRF (CoE), Turn Sequence Rulings, Movement/Hazard Phase, Movement, General; CoE*, 200].

201. [*MEWH*, 4].

202. Idem.

203. If you play a hazard forcing a Fallen-wizard to change site alignments, and he does not have the other version of the site he is moving to, you must provide it for him. After that it is his responsibility to provide sites [*CRF, Tournament Rulings, Sites*].

site basis (subject to the restriction below).

- If your hero (or minion) version of a site is in play or in your discard pile, you may not use you minion (or hero) version of the same site.
- The play of certain cards can change the type of sites that your companies may use (e.g., *Plotting Ruin*, *Heart Grown Cold*, etc.). When this happens, immediately exchange any affected site cards already in play with the corresponding site cards of the proper type.[204]

Moving Ringwraith Companies

A company containing a Ringwraith may freely move from Darkhaven[205] to Darkhaven and from a non-Darkhaven site to a Darkhaven. However, in order to move from a Darkhaven to a non-Darkhaven site, a Ringwraith must have a special resource card: a *Black Rider* card, a *Fell Rider* card, or a *Heralded Lord* card (i.e., the Ringwraith must be in Black Rider mode, in Fell Rider mode, or in Heralded Lord mode).

A company that contains a Ringwraith cannot use region movement. A Ringwraith may not use a site path that contains Coastal Sea regions [🌊].

> ***Note:*** Ringwraith must use starter movement because of their difficulties with crossing water. It is assumed that the site paths used in starter movement represent known and well traveled routes so that the Ringwraiths can use them to avoid water barriers that do not have fords, bridges, or ferries.

> ***Example:*** Suppose *Ren the Ringwraith* is at Barad-dûr and wants to move to The Lonely Mountain. On his first turn, he moves to Minas Morgul—he does not need a special card because he is moving from a non-Darkhaven site to a Darkhaven. On his second tum, he moves from Minas Morgul to Dol Guldur—he does not need a special card because he is moving from a Darkhaven to a Darkhaven. On his third tum, he plays a *Black Rider* card in order to move from Dol Guldur (a Darkhaven) to The Lonely Mountain (a non-Darkhaven).

Returning to Site of Origin

Certain hazards force a company to return to its site of origin.

- If a company returns to its site of origin, its site path immediately disappears, and its movement/hazard phase immediately ends.[206]
- An effect that returns a company to its site of origin may not be declared in the middle of an attack.[207]
- If a company returns to it's site of origin, it may do nothing during it's site phase. A company failing it's underdeeps movement roll is not effected by this rule.[208]
- A company that gets sent back to its site of origin is not considered to have moved to that site this turn.[209]

204. When a site is replaced with a site of the opposite alignment, the new site comes into play in the same orientation as the other site [*CRF, Rulings by Term, Fallen-wizard*].

205. Ringwraiths may not move from one Darkhaven to another with non-Ringwraith characters. Neither may a Ringwraith company and a non-Ringwraith company move from the same Darkhaven to the same Darkhaven on the same turn. [*Middle-earth: The Lidless Eye, 62*].

206. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, Returning to Site of Origin*].

207. Idem. See "Limitations on Company Composition" on page 60.

208. [*CRF, Rules Errata*]. See "Limitations on Company Composition" on page 60.

209. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, Returning to Site of Origin*].

The Under-deeps Movement

Note: Created by streams of molten rock and expanded by geothermal eruptions of super-hot gas, the Under-deeps are a result of a combination of natural and supernatural forces. The hand of Morgoth joined what was once a collection of sundered cavern complexes. His greater servants used this maze of tunnels and chambers to travel surreptitiously throughout Endor.

Although Endor changed during the Elder Days, the core of the Under-deeps survive. Travel between the underground sites is now difficult, if not impossible, for all but the greatest (and luckiest) explorers. Blocked or twisting away from their original course, the Under-deeps seem broken. Junctions and stronghold seem lost. Many appear as simple caves or side passages. Others lie hidden behind veils of rock. Nearly all are still there, though, awaiting discovery—as is their creator.

An Under-deeps site card has "Under-deeps" in the section that normally gives a site's region, and its name contains "...-deeps" or "Under-...". An Under-deeps site is just like any other site with the following exceptions:[210]

- Unlike other sites, each Under-deeps site is not considered to be in a region—instead it is located below another site, called the Under-deeps site's surface site.[211]
- Instead of a nearest Haven, each Under-deeps site lists all of its «Adjacent Sites». Each Under-deeps site is adjacent to its one surface site and a number of other Under-deeps sites. The first adjacent site listed is always the Under-deeps site's surface site.
- *Eagle-mounts* and *Gwaihir* cannot be used to move to or from an Under-deeps site.
- A company moving to and/or from an Under-deeps site has no site path. So, hazards may only be played keyed to the company's new site.
- An environment card that changes site type (e.g., *Choking Shadows*, *Quiet Lands*, etc.) cannot be used to change the site type of an Under-deeps site.
- Unless you are a Balrog player, you may not consider marshalling points associated with a company at an Under-deeps site for the purposes of calling the Council.[212]
- Normally, when you successfully play an item, faction, ally, or information at a site, the site card is tapped and another character may tap to play a minor item. At an Under-deeps site, you can play any item playable at the site instead of this minor item.[213]
- For the purposes of playing hazards, a Free-hold is never considered to be the surface site of an Under-deeps site.
- With the addition of the sites in *The Balrog*, **The Wind Throne is now always the surface site** of an Under-deeps site.[214]

Example: Azog taps and plays *High Helm* (a major item) at The Gem-deeps and the site taps. Then, a Hill-troll in Azog's company could tap to play a minor item at a non-Under-deeps site. But The Gem-deeps is an Under-deeps site, so the Hill-troll can tap to play any item playable at The Gem-deeps: a minor item, a major item, or a gold ring. He taps and plays *A Little Gold Ring*.

Under-deep Site Movement

One of your companies that begins its turn at the surface site of an Under-deeps site can move normally *or* it can move to its adjacent Under-deeps site (i.e., the company moves to an Under-deeps site from its surface site). One of your companies that begins its turn at an Under-deeps site may only move to one of the adjacent sites listed on the Under-deeps site card.[215]

210. [*MEBA*, 4].

211. A Wizardhaven is not considered to be adjacent to an Under-deeps site unless Deep Mines has been played on it [*CRF, Rulings by Term, Wizardhaven; ICE*, 549].

For non-specific Under-deeps sites, like Ancient Deep-hold, it is only a surface site if the Under-deeps site is in play [*ICE*, 551].

212. [*MEBA*, 4].

Marshalling points with companies at or moving from an Under-deeps site do not count for the purposes of calling the Free Council. They do count at the Council. This includes hero, minion and fallen-wizard companies. [*CRF, Rulings by Term, Under-deeps*].

213. At an Under-deeps site, after a successful rescue attempt, a character can tap for a minor item only [*CRF, Rulings by Term, Under-deeps*]. See "Taking Prisoners" on page 110.

214. [*CRF, Rulings by Term, Under-deeps*].

215. [*MEBA*, 5].

Each adjacent site is followed by a number in parentheses-this number indicates how difficult it is to move from the Under-deeps site to the adjacent site. When a company's site of origin is an Under-deeps site and the company reveals a new Under-deeps adjacent site at the start of its movement/hazard phase, the company is declaring it will make a roll (2D6) to determine if the movement was successful.[216] No cards can be played between the site being revealed and the roll except for *The Reach of Ulmo*.[217] If the result is greater than or equal to the number in parentheses following the adjacent site as listed on its site of origin, the movement/hazard phase proceeds normally. Otherwise, neither player draws cards[218] and the movement/hazard phase proceeds as if the company had not moved.[219]

Ringwraiths may not move from a non-Darkhaven site to another non-Darkhaven site unless they are using *Dwar Unleashed*. This means a Ringwraith may not move to Under-deeps sites that do not have a Darkhaven for a surface site.[220]

216. A company moving from a surface site to its Under-deeps site does not need to make a roll. As an exception to this, a balrog company mov-ing between the Blue Mountain Dwarf-hold and the The Drowning-deeps (or between the Iron Hill Dwarf-hold and the The Rusted-deeps) must roll the number given on the Under-deeps site, which is normally 13 and impossible to roll [*MEBA*, 5]. Movement between an Under-deeps site and its surface site is not affected by modifications that affect movement *between* adjacent Under-deeps sites. Modifications to movement *to* adjacent Under-deeps sites do apply [*MEBA*, 5].

217. [*CRF, Rulings by Term, Under-deeps*].

218. Idem.

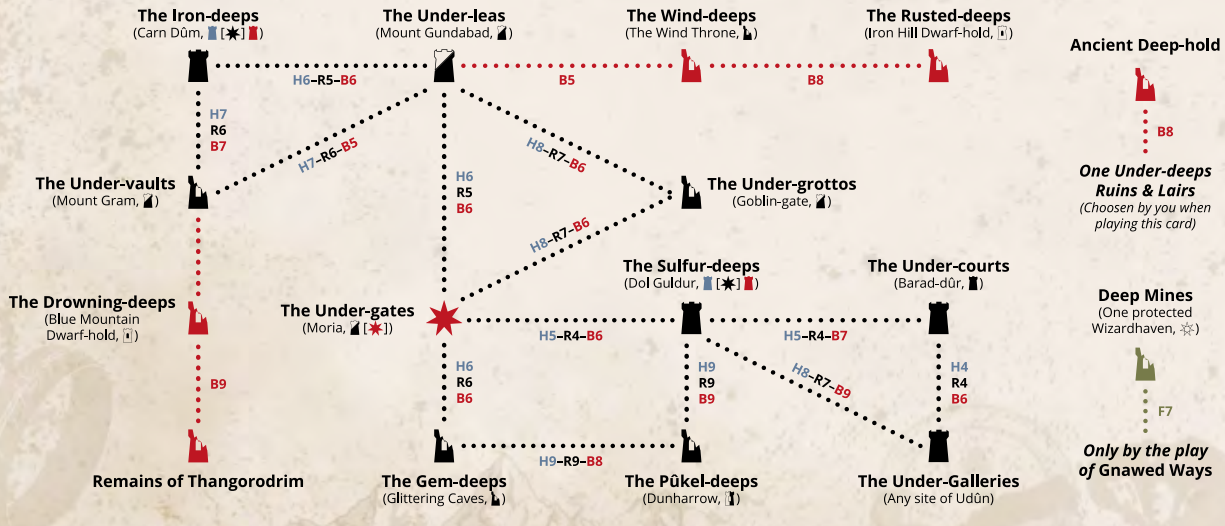
219. [*MEBA*, 5].

220. [*CRF, Rulings by Term, Ringwraith*].

Example: A minion company at Carn Dûm can move normally or it can move to The Iron-deeps—The Iron-deeps lists Carn Dûm as an adjacent site. Similarly, a minion company that starts at The Iron-deeps may attempt to move to any adjacent site listed: Carn Dûm (0), The Under-leas (6), or The Under-vaults (7). However, after committing to movement, the moving player must roll a 6 or better to successfully move to The Under-leas or a 7 or better to successfully move to The Under-vaults.

Example: A company is moving from The Under-grottos to Goblin-gate with *Long Winter* in play. *Long Winter*'s effect of returning a company to the site of origin has no effect, since it depends on the company's site path, and the company has no site path. *Long Winter*'s effect of tapping a site will work, since that effect depends on the site's site path, which still exists. Finally, creatures can only be played keyed to the Shadow-hold of Goblin-gate.

UNDER-DEEPS SCHEME



Explore

KHAZAD-DÛM

ANYTHING IS POSSIBLE IN MORIA

DO NOT MISS THE LAST DAYS OF THE DURIN'S BANE. BALROG-FREE SPACE SINCE THE FOURTH AGE!

Caves can be exciting and beautiful

(Seriously, is a cave. But do not speak to a Dwarf). Please, don't disturb the orcs.

COMBAT

Combat normally occurs when one of the following happens:

- When a creature hazard is played on a company.
- When an agent is played on a company and his controller decides to attack with him (certain requirements must be met).
- When a company at a site with an *automatic-attack* decides to attempt to play a resource card for that site (i.e., decides to attempt to enter and explore the site).[221]
- When a company controlled by a player decides to attack an opponent's company (certain requirements must be met).
- When any other card indicates that a company must face an attack.

Attacks & Strikes

Combat consists of one or more *attacks* that must be resolved one at a time[222]. An attack 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, the attacker may allocate the excess strikes as -1 modifications (i.e., a -1 modification for each unallocated strike) to the prowess(es) of whichever target(s) he chooses. See "The Strike Sequence" on page 77.
- You and your opponent must play any cards that modify the number of strikes before you assign the 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. All strikes of an attack must be assigned before any are resolved.[223]

Clarification: Against a given attack, a character may only defend against one strike.

Clarification: If the text on a creature card states that the "attacker chooses defending characters," any characters in the defending company may be chosen (by the attacker) as the targets of the attack's strikes.

Clarification: All of an attack's strikes must be assigned to the characters in the defending company or as modifications to the strikes assigned. The attacker may **not** choose to not apply strikes. Any strike in excess of the number of characters in the company becomes a -1 modification to prowess of one character taking a strike (the attacker chooses). Only those strikes that are assigned need be defeated for the creature's marshalling points to be received by the defender.

If an attack states all characters in a company face a strike, then effects which allow a character to face more than one strike have no effect against the attack. Similarly, effects that change the attack's number of strikes have no effect. As an exception, effects which reduce the number of strikes to a specific number do work.[224]

Any effect that would change the number of strikes for an attack may not be played after strikes are assigned. This includes cards that have other additional effects, and cards that only indirectly change the number of strikes.[225]

You must play card(s) that allow your character to face multiple strikes before strikes are assigned.[226]

There are three levels of cards which reassign strikes. *Alatar* is the top level, and overrides any other conflicting card which changes the assignment of strikes. Cards which say they «always»

221. Automatic-attacks added to a site are faced after the normal automatic-events for the site. Multiple automatic-attacks are faced in the order listed and/or resolved [*CRF, Turn Sequence Rulings, Site Phase, Automatic-attacks*].
When facing an automatic-attack, you may play resources that directly affect the attack or assignment of the attack's strikes. The same applies for facing attacks created by cards with multiple actions (see page 77) [*CRF (CoE), Turn Sequence Rulings, Site Phase, automatic-attacks*; *ICE*, 9 & 71 & 91 & 532].
Affecting a character's prowess is considered affecting the automatic-attack [*ICE*, 21].

222. *Annotation 15:* An attack must be the first declared action in a chain of effects; i.e., a creature card may not be played in response to another card in the same chain of effects. Revealing an on-guard creature is an exception [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].
Any card that has the potential to immediately create an attack is considered an attack for purposes of interpreting Annotation 15 [*CRF (CoE), Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].

223. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, General*].

224. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].

225. Idem.

226. [*CRF (CoE), Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].

or "in all cases" change the assignment of strikes are the next level, and override any other conflicting effects except *Alatar*. Cards which say they change the assignment of strikes "regardless of..." certain factors are the third level, and are overridden by all other effects from conflicting cards. If two effects on the same level conflict, the resource overrides the hazard.[227]

Between an attacks declaration and the assigning of the strikes there is time for multiple chains of effect. Thus you could for example make two attempts to cancel the attack or your opponent could use *Hoarmûrath of Dír* for an extra strike, recycle him and add another strike.[228]

Strike Modifications

There are a number of standard modifications to strikes:

- Each *unwounded*, *tapped*[229] character must modify his prowess by -1.
- Each *wounded*[230] character must modify his prowess by -2.
- Normally a character that is the target of a strike is tapped after the strike is resolved. However, a character that is the target of a strike may choose to take a -3 modification to his prowess to avoid being tapped. If so, the character is not tapped after the strike is resolved (he may still be wounded).

227. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].

228. [CRF (*CoE), Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].

229. Prowess modifications due to tapped and wounded status apply only during the strike sequence [*CRF, Rulings by Term, Character*].

230. Wounded characters only suffer a -2 prowess. In general, wounded characters are not considered tapped [*CRF* (*CoE), Turn Sequence Rulings, Movement/Hazard Phase, Combat, The Strike Sequence*].

T-3.7 Condition and Modifications to Target's Prowess	
Unwounded, tapped character*	-1
Wounded character*	-2
Untapped character decides not to tap*	-3
For each unused strike allocated (i.e., each extra strike)*	-1
Up to one resource card that requires skill	varies
Other resource cards	varies
Hazard cards	varies

*These prowess modifications are applied for a given strike and then are removed immediately after the strike is resolved. That is they do not carry over from strike to strike.

- An *untapped* character that is not the target of a strike may tap to support a character in the same company that is the target of a strike. The target's prowess is modified by +1 for each supporting character.
- If an attack has more strikes than the company has characters, the attacker may allocate the excess strikes as -1 modifications to the prowesses of whichever target(s) he chooses. See "The Strike Sequence" on page 77.
- The target's prowess may also be modified due to the play of certain resource[231] and hazard cards. Only one resource card requiring skill may be played against a given strike.

Note: Ignore effects that modify the number of strikes for an attack that states that "every character in the target company faces one strike" (unless an effect reduces the number of strikes to a specific number, e.g., *Veils of Shadow*).

Clarification: If a character is assigned a strike from an attack, he may not tap to support a character that is facing a strike from the same attack. An ally may tap to give a +1 prowess modification in this manner.

Example: A *Cave Drake* (two strikes, 10/–) attacks your hero company which consists of the untapped characters: Bilbo, Balin, Bofur, Beretar, and Beregond.

You opponent assigns the two strikes to Bilbo and Balin. You play a *Halfling Stealth* to cancel the strike against Bilbo. Balin is carrying *The Arkenstone*, so you really want to keep him alive. You tap Balin to face the attack, and you tap Bofur and Beregond to support him. You would also like to tap Bilbo for support, but you cannot—he was assigned a strike, so he is still a target of this attack.

Balin has a prowess of 6 versus this attack: 4 (his own prowess) + 1 (Bofur's support) + 1 (Beregond's support).

Resolving Strikes

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 (see "The Strike Sequence" below). 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 *fails*. Such a strike is defeated if its *body attribute* is "–" or if it has a body attribute and fails a body check. To make such a body check, the defender makes a roll (2D6); if this value is greater than the strike's body attribute, the strike is defeated (see below).

231. Non-item prowess bonuses are applied in the order the player controlling the character decides [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, The Strike Sequence*]. Using alternative stats in place of a character's prowess does not cancel the tapping/not-tapping prowess modifiers [*CRF (CoE), Turn Sequence Rulings, Movement/Hazard Phase, Combat, The Strike Sequence*].

- If this result is equal to the strike's prowess, the strike was *ineffectual*. Notthing happens (i.e., a "tie" means that the strike is avoided but not defeated).
- Otherwise, the strike was *successful* (i.e., the character was defeated). A successful strike against a character is synonymous with that character being wounded; i.e., inverting a character card on the playing surface is not a separate action from the successful strike.[232]

If the attack was a "detainment" attack, an untapped target is tapped (see page 79). Otherwise, the target character is wounded (i.e., his card is rotated 180° from an untapped position) and must make a body check.[233]

Example: *Smaug* has a prowess of 17 and a body of 8. He normally has two strikes when he attacks. If one of his strikes against a character fails, the defender makes a body check. If the resulting roll is greater than 8, that strike is defeated. However, both of *Smaug*'s strikes must be defeated in order for him to be eliminated—this would require at least two body check rolls greater than 8.

Characters Facing Multiple Strikes

Certain effect allow a character to be assigned more than one strike from a given attack. Such a character must face a strike sequence for each strike he is assigned to face. If a character is tapped or wounded following one of these strike sequences, he must then accordingly modify his prowess for any following strike sequences. If a character is eliminated or otherwise removed from play before he has faced all of his assigned strikes, those strikes he has yet to face are then considered to be successful[234] (but they have no further effect).

Body Checks

If a non-detainment[235] strike against a character is successful, the character is *wounded* and must make a *body check*. To make a body check, **the attacker** makes a roll (2D6); if the character was already wounded before this strike, the body check's roll is modified by +1:

- If the modified body check roll is greater than the character's body attribute, the character is eliminated. Side effects of losing a char-

232. *Annotation 21.* [*CRF, Turn Seq. Rulings, Movement/Haz-ard Phase, Combat, The Strike Sequence*].

233. *Annotation 19:* Following each successful strike or failed strike, a body check must be rolled (unless the failed strike has no body). However, if the strike calls for any special actions to follow it (e.g., a character wounded by *"William" (Wûluag)* may be required to discard his items), these special actions are resolved before the body check. The body check is the first declared action in a nested chain of effects that immediately follows the strike dice-roll and special actions resulting from the strike. Other actions may be declared in response to a body check, in the same chain of effects, but these are limited to those actions that directly affect the body check dice-roll. E.g., *Tookish Blood* could not be declared in response to the body check caused by *Giant Spiders* wounding a Hobbit. No action may be declared in response to a special action resulting from a strike unless the special action is a dice-rolling action, i.e., a special action is generally considered synonymous with the strike dice-roll. If the special action is a dice-rolling action, an action may be declared in response to it if the action directly affects the dice-roll.

Annotation 16: When a wounded character becomes unwounded, he is considered in his history to have been wounded and must face any special actions the wounding strike presented him. [*CRF (CoE), Turn Seq. Rulings, M/H Phase, Combat, The Strike Seq.*].

234. [*MEAS, 2; CRF (CoE), Turn Seq. Rulings, M/H Phase, Combat, The Strike Sequence*].

235. See page 79.

acter are resolved immediately after the character is lost, before other characters resolve their strikes.[236]

- Otherwise, nothing further happens (i.e., the character is just wounded).
- When the text on a characters' cards states: "Discard on a body check result of # or #", you must discard the character if the modified body check roll is equal to either of these numbers. These characters are usually Orcs and Trolls. This effect represents the target running or slinking away from the attack. Effects that modify a character's body also modify the number an Orc or Troll would be discarded on. A maximum to body applies equally to the discard number.[237] If an Orc or Troll could be discarded and eliminated by a result, discard them instead of eliminating them.[238]

Clarification: If a character was already wounded before a strike wounds him again, the resulting body check modification is always +1 (regardless of how many times a character is wounded).

Clarification: If a strike against a character is successful, a body check must be resolved for the character before anything else happens. For example, cards like *Healing Herbs* or *Foul-smelling Paste* may not be used to heal such a character until after the body check is resolved (of course, if the character is eliminated, the *Healing Herbs* resolved for the character before anything else happens. For example, cards like *Healing Herbs* or *Foul-smelling Paste* may not be used on him at all).

Defeating an Attack

An attack by a hazard creature is defeated if it is not a detainment attack **and** all of its strikes directed against (i.e., assigned to) a company are defeated.[239]

If a hazard creature has multiple attacks, each **must** be defeated in order for the defender to receive the marshalling points.[240]

If even one of the strikes was canceled[241] or ineffectual, the attack is **not** defeated. If the attack is canceled, the attack is **not** defeated.[242] A canceled attack has no effect on the defending company (though the company is considered in its history to have faced it).[243] A detainment attack from a creature is never defeated and the creature's card is always discarded after the attack is resolved.[244]

Example: Lagduf is untapped with a prowess of 5 and a body of 8. He is facing a strike from a *Huorn* (only has one strike) with a prowess of 10 and a body of "–". Lagduf could decide not to tap against the strike; in which case his prowess would only be 2 (his normal prowess of 5, minus 3 for not tapping) against this strike. However, Lagduf decides to tap to face the strike.

Lagduf rolls an 8. 8 plus his prowess of 5 is greater than the Huorn's prowess of 10. Therefore the strike fails and the Huorn attack is defeated (it only has one strike and its body attribute is "–").

Next Lagduf has to face a *Slayer*, which has two attacks against the same character, each with one strike at 11 prowess. Lagduf is tapped, so he now has a -1 to his prowess (i.e., his prowess is 4). Against the first attack's strike Lagduf rolls a 7. His total is 11 (=7 + 4) which ties the strike's prowess of 11. Therefore the strike is ineffectual and nothing happens.

Against the next attack, Lagduf rolls a 3. His total of 7 (= 3 + 4) is less than the strike's prowess of 11. Therefore the strike is successful. Lagduf is immediately wounded and must make a body check. His opponent rolls the dice for the body check. If he rolls a 9 or more, Lagduf will be eliminated and removed from play. Lagduf's opponent actually rolls an 8 and is not eliminated. However, Lagduf is discarded because his card states that he is discarded on a body check result of 8.

Defeating an Event

Certain hazard events indicate that they give "kill" marshalling points (e.g., Dragon "Ahunt" and "at Home" cards, the *Spawn* hazards from *MEBA*, etc.). Each of these cards has an attack associated with it. If such an attack is defeated, treat the associated card as a defeated creature.

236. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, General*].
237. [*CRF, Rulings by Term, Body Check*].
238. Idem.
239. Excess strikes applied as -1 modifiers do not have to have their body defeated. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].
240. See page 78.
241. In order to cancel an attack or to directly affect an attack, the character doing so must be in the company facing the attack. Note that the region/site type a hazard creature was keyed to can be affected otherwise.
If an attack can not be cancelled, strikes from the attack may still be cancelled [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].
242. *Annotation 13:* An attack may not be cancelled once its strikes have been assigned. A strike may not be cancelled once the dice-roll for the strike has been made.
Annotation 14: A cancelled attack has no effect on its target company, except that the company is considered in its history to have faced the attack [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].
243. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].
244. *Annotation 12*: An attack is considered to be resolved and concluded when the final strike, all special actions resulting from the final strike, and the associated body check are resolved [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].

Creatures as Automatic-attacks

Any hazard creature you play as an automatic-attack is discarded if defeated—it is not placed in your opponent's marshalling point pile.[245]

Automatic-attacks that allow the revealing of creature cards are not stopped by *Stealth* or *Secret Entrance*. Creatures revealed as automatic-attacks do not count as creatures.[246]

The Strike Sequence

The "strike sequence" is the time from when a player declares that one of his characters will resolve a strike until the strike dice roll is made and any associated body checks are made.

Strikes are resolved one at a time as decided by the defending player[247] (i.e., he chooses a strike to resolve, the strike is resolved, he chooses the next strike to resolve, the strike is resolved, etc.).

All of the factors affecting a strike must be decided during the strike sequence before making the roll (2D6). Cards that do not affect the strike may not be played during the strike sequence. Address these factors in the following order:

1. The attacker may play hazard cards that affect the strike (these count toward the hazard limit against this company).[248]
2. The attacker may decide to use any or all of his remaining (if any) -1 modifications due to unallocated strikes (i.e., strikes in excess of the defending company's size).
3. A target untapped character may take a -3 modification so that he will not automatically tap following the strike sequence.
4. An untapped defending characters that is not (and has not been) himself the target of a strike from the same attack may tap to support a defending character. The defending character's prowess is modified by +1 for each supporting character.
5. The defending player may play resource cards that affect the strike (but only one that requires a skill). Getting rid of an event that boosts the strike's prowess is affecting the strike, as per *Annotation 18*.[249]

If a character is facing two strikes, and the first strike kills the character, the second strike is considered successful.[250]

There is time between the strike sequences to take actions that are otherwise legal.[251]

Note: You and your opponent must play any cards that modify the number of strikes before you assign the strikes.

Clarification: **The prowess modification and maximum for a weapon is applied to a character before any other modifications. For example, Beorn has a base prowess of 7 and a *Sword of Gondolin* (+2 prowess to a maximum of 8)—he starts with a prowess of 8 before any other modifications are applied.**

Similarly, the body modification and maximum for a shield or armor is applied before any other modifications.

245. [*MEAS*, 2].

246. [*CRF, Rulings by Term, Under-deeps*].

247. *Annotation 17:* The only actions that may be declared during a strike sequence are those outlined in Annotation 18.

Annotation 18: When a defending player chooses to resolve a strike against a character, the only actions that may be taken by either player until the strike dice roll is made are the following: playing hazard cards that affect the strike, the attacker may decide to use any or all of his remaining -1 modifications due to strikes in excess of the company's size, a target untapped character may take a -3 modification so that he will not automatically tap, and the defending character may play resource cards that affect the strike. An action that has the condition that a target character tap, but which otherwise has an effect not outlined here, may not be declared at this point. This is true even if the recipient of the strike would be the target character tapping and thus receive -1 to his prowess.

Interpret «may play resource cards that affect the strike» in annotation 18 as «may initiate resource/character effects that affect the strike».

Annotation 20: If more than one special action is to follow a strike, the defending player decides the order they are resolved [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, The Strike Sequence*].

248. Cards only modify attacks if they say they specifically mention attacks [*CRF, Turn Sequence Rulings, M/H Phase, Combat, Attack*].

249. [*CRF (CoE), Turn Sequence Rulings, M/H Phase, Combat, The Strike Sequence*].

250. [*CRF, Turn Sequence Rulings, M/H Phase, Combat, The Strike Sequence*].

251. Idem.

EXAMPLE OF COMBAT

(In this example, the notation "#/#" is used. The first number is the character's prowess; the second is his body)

You control Bróin (3/8), Threlin (4/7) and his follower Dôgrib (4/7) with *Foul-smelling Paste*, Jerrek (5/8), and Nevido Smôd (4/8) (with a *Shadowcloak*). They are en route from Cam Dûm to Geann a-Lisch. There are 5 characters in the company, meaning the hazard limit is 5.

Your opponent plays *Orc-raiders*. He keys this hazard creature to one of the Wilderness [🌲] in your company's site path. Bróin, a scout, taps and plays *A Nice Place to Hide* to cancel the attack. *Orc-raiders* is discarded.

Your opponent next plays *Orc-warband* (second hazard). He states it is keyed to a Wilderness [🌲] in your company's site path, because the *Orc-warband* becomes a detainment attack if he keys it to a Shadow-land [◪] (note that this company is a server company). It's a (4/-) Hazard creature with 5 strikes that receives +3 to prowess against a company that has faced an Orc attack in the same turn. Even though Bróin canceled the Orc-raiders, the company is still considered to have faced them, so the Orc-warband will be (7/–). There are 5 strikes and 5 characters, so each character will face one strike (no decisions on strike allocation can be made). Bróin elects to face his strike first. His opponent plays *Weariness of the Heart* (third hazard) on Bróin to give -1 to his prowess. This modification to his prowess is in addition to the -1 Bróin suffers for being tapped. No other effects are played to affect the strike and Bróin rolls the dice. The result is a 4. Bróin's prowess of 1 plus the dice roll is less than the prowess of the *Orc-warband*'s strike against Bróin, so Bróin is wounded. Your opponent rolls the body check. It's a 7—Bróin lives!

Nevido Smôd faces the next strike. Nevido Smôd taps and rolls a 2, falling to a successful strike. Your opponent rolls the body check, but only gets a 4 so Nevido Smôd lives. Dôgrib chooses to face his strike next. He chooses not to tap and therefore gets a -3 modification to his prowess. He rolls a 6 which ties the prowess of the *Orc-warband* strike. The strike is ineffectual. Threlin resolves his strike next, taps, and defeats it by rolling a 7. Jerrek resolves the final strike, taps, and defeats it by rolling a 3. *Orc-warband* is discarded.

Your opponent sees that one character, Dôgrib, is untapped. He plays an *Elflord Revealed in Wrath* (15/9) (a fourth hazard) keyed to the Shadow-land [◪] (*Doors of Night* is not in play) and reasons that Dôgrib will have to take its one very powerful strike with little chance of canceling it. (After all, if you give up the option of assigning the one strike to your untapped character, namely Dôgrib, the opponent will be able to choose from all 5 characters which will take the strike). Your opponent does not see what Dôgrib sees. Before assigning the strike, Dôgrib discards his *Foul-smelling Paste* to heal and untap Nevido Smôd, who then announces he is taking the strike. The *Elf-lord* is keyed to the Shadow-land [◪], so Nevido Smod taps his *Shadow-cloak* to cancel its single strike. The *Elf-lord* is discarded.

The opponent announces he will play no more hazards and the company breathes a sigh of relief. Bróin will be able to heal at the start of the next turn since his company will be at Geann a-Lisch, a Darkhaven.

252. [*CRF, Turn Seq. Rulings, Site Phase, Automatic-attacks*].
253. Automatic-attacks are not keyed to their site [*ICE*, 88].
254. [*ICE*, 91; *CRF (CoE), Turn Seq. Rulings, Site Phase, Automatic-attacks*.
255. You may not recieve kill MPs from a card you played [*CRF, Turn Sequence Rulings, End-of-Game*].
256. If a hero player defeats a creature with an * next to its MPs, not receive marshalling points for eliminating it. The creature must be placed in the out-of-play pile of the person who played the attack.
257. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*]. See footnote 263.
258. Idem.

Canceling an Automatic-Attack

Any character at one of his home sites may tap to cancel one automatic-attack at that home site.[252] This does not apply if a character's home site is not a specific site (e.g., an Orc with an "Any Dark-hold" home site may not cancel an attack in this fashion).

A card that can cancel an attack can cancel an automatic-attack[253], and this counts as facing the automatic-attack. When facing an automatic-attack, you may play resources that directly affect the attack or would otherwise be playable during the strike sequence. The same applies for facing attacks created by cards with multiple actions.[254]

Marshalling Points[255]

Hero players only receive creature marshalling points for defeating a creature without an * next to its marshalling points.[256]

Minion players only receive creature marshalling points for defeating a creature with an * next to its marshalling points. In this case, use the creature's card as a trophy card (see below) **or** you may place the card in your marshalling point pile.[257]

If a minion player defeats a creature that does *not* have an * next to its marshalling points, **not** receive marshalling points for eliminating it. The creature must be placed in the out-of-play pile of the person who played the attack. They may still be taken as a trophy (see below), but place it in the appropriate out-of-play pile if the trophy is discarded.[258]

Fallen-wizard players not receive marshalling points for defeating a creature with * next to its marshalling points.[259] Normally, defeat other creatures only worth 1 marshalling point each to a Fallen-wizard (regardless of their printed value).[260]

Note: A Hero player does not receive marshalling points for defeating a creature with an * next to its marshalling points.

Note: You do not receive marshalling points if the creature you defeat has been played by yourself [*CRF, Rulings by Term, Marshalling Point Pile*].

Trophies

If one of your minion companies defeats a creature, you may place the creature's card under the control of any Orc or Troll character that faced a strike from the creature's attack.[261] This card is called a *trophy* and is treated as a minor item with zero corruption points. A trophy may not be transferred or stored.[262] If a trophy that is *not* worth kill marshalling points to you is discarded, it is placed in your out-of-play pile. If a trophy that is worth kill marshalling points to you is discarded, it is placed in your marshalling point pile.[263]

Trophies give a character bonuses based upon the total number of marshalling points indicated by the creature cards). One and **only one** of the following sets of bonuses applies to a character with trophies:

- If a character's trophies have 1 marshalling point, the character receives + 1 to direct influence.
- If a character's trophies have 2 marshalling points, the character receives +1 to direct influence and +1 to prowess (to a maximum of 9).
- If a character's trophies have 3 marshalling points, the character receives +2 to direct influence and +1 to prowess (to a maximum of 9).
- If a character's trophies have 4 or more marshalling points, the character receives +2 to direct influence and +2 to prowess (to a maximum of 9).

Note: You may not use one of your own cards as a trophy.

"Detainment" Attacks

Certain attacks detain targets rather than wound them. When a strike from a detainment attack is successful, an untapped target is tapped[264] instead of being wounded. This represents the target being stopped and questioned. The following types of attacks are detainment attacks:

- Card text will sometimes state that an attack is a detainment attack.[265]
- Any Nazgûl or agent[266] attack against a minion company is a detainment attack.
- Any attack keyed to Dark-domain, Shadow-hold, Dark-hold, or Dark-haven[267] against a minion company is a detainment attack.
- Any Orc, Troll, Undead, or Man attack keyed to Shadow-land against a minion company is a detainment attack.

The parameters above apply if the attack is keyed to the region symbol or site symbol (by type) **or** if keyed to a region or site by name which happens to be of the appropriate type (i.e., has the appropriate symbol).

Attacks that have special effects when they wound a character do not have that effect when they are detainment attacks. This is because detainment attacks never wound a character.[268]

259. [*ICE,* 25].
260. [*MEWH,* 2]. See footnote 263.
261. Defeated Dragon manifestations can be used as trophies, including Dragon factions.
Characters may not be taken as trophies [*CRF, Rulings by Term, Trophies*].
262. [*MELE,* 62].
Trophies can be discarded to satisfy "thieving" attacks, and count as items for all other effects [*CRF, Rulings by Term, Trophies*].
263. Creatures whose marshalling points are listed with an * give marshalling points while used as trophies.
Trophies in fallen-wizard companies give prowess and influence bonuses based on the MPs printed on the card [*CRF, Rulings by Term, Trophies*].
264. [*CRF, Rulings by Term, Detainment Attacks*].
265. Automatic-attacks are not detainment attacks unless specifically stated on the site card [*Middle-earth: The Lidless Eye Companion,* 61].
266. [*CRF, Rules Errata*].
267. [*CRF, Rules Errata*].
268. Idem.

COMPANY VS. COMPANY COMBAT (CvCC.)

During your site phase, one of your companies[269] may attack one of your opponent's companies if all of the following conditions are met:

- Both companies are at the same site.
- Your company has faced the automatic-attack (if any).
- You have not already made an influence attempt against your opponent this turn (see page 87).
- Hero and fallen-wizard companies may attack minion companies and vice versa.[270] However, non-overt fallen-wizard companies and wizard companies may not attack each other (overt fallen-wizard companies may attack any company controlled by another player). See *Table 3.7* on page 60 for the company types according the different alignments.

This attack is declared and enacted **following all other actions** your company takes during the site phase.

Note: Hazards may not be played during company vs. company combat.

Note: Cards that affect the number of strikes of an attack have no effect on company vs. company combat.

Note: Hazards that affect attacks have no effect on company vs. company combat.

Resolving Combat with Another Company

When one of your companies is attacked by another company during your opponent's site phase, you are considered to be the defending company.[271] Your opponent's company (the attacking company)[272] is considered to be making a single attack with one strike corresponding to each of the characters[273] in his company:

- Each strike can target one and only one character in the defending company.
- Each character can be the target of only one strike from a given attack.
- If an attack has more strikes than the defending company has characters, the attacker may allocate the excess strikes as -1 modifications (i.e., a -1 mod. for each unallocated strike) to the prowess(es) of whichever target(s) he chooses (see page 77, "The Strike Sequence").

This combat is handled like any other combat with the exceptions noted in this section.

Canceling an Attack From a Company

You can cancel an attack from a company just like you would cancel any other attack. Certain cards and abilities only cancel attacks with specific race types (e.g., *Not Slay Needlessly* only cancels attacks by Elves, Dwarves, Dúnedain, and Men). Such a card can be used to cancel an attack from company only if each character in the company has one of the race types that the card can cancel.[274]

Note: If this attack is canceled, the site phase is over for the attacking company and play proceeds normally.

Example: In order to cancel an attack from a company, a scout in the defending company may tap to play *A Nice Place to Hide*.

Orc Quarrels normally cancels an Orc, Troll, or Man attack. So it can be used to cancel an attack from a company if that company consists of only Orcs, Trolls, and Men.

269. Each player may initiate at most 1 CvCC per turn [*CoE*, 115].

270. Minion and hero companies can attack each other. Hero companies may not attack each other. A Fallen Wizard covert company is considered a hero company [*CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].

271. Only the defender is considered to be facing an attack, but all characters are considered to be facing strikes [*CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].

272. The defender may take actions that affect the attack or any of the strikes. The attacker may only take actions that affect individual strikes [*CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].

273. Allies can take combat related actions, and count as characters for cards which directly affect combat [*ICE*, 114].

274. *True Fána* and *Sacrifice of Form* cannot be used in company versus company combat [*CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].

Assigning Strikes

For company vs. company combat, the process for assigning strikes differs slightly from normal combat:

1. First, the defender chooses which *untapped* characters will be the targets of given strikes.
2. Then, the attacker chooses which other defending characters not yet assigned a strike will be the target of any remaining unassigned strikes corresponding to his *untapped* characters.
3. Finally, the defender assigns any remaining strikes to his characters that have not been assigned strikes.[275]

A Strike's Prowess

Each strike's prowess is based upon the attacking character corresponding to the strike.

- The base prowess for each of the attack's strikes is equal to the corresponding character's prowess.
  - » A *wounded* attacking character's prowess is modified by -2.
  - » A *tapped* attacking character's prowess is modified by -1.
  - » An *untapped* attacking character that does not tap has his prowess modified by -3.
- If an attack has more strikes than the company has characters, the attacker may allocate the excess strikes as -1 modifications to the prowesses of whichever defending characters(s) he chooses (see "The Strike Sequence on CvCC" on the page 224 of this rulebook).
- A strike's prowess may also be modified due to the play of certain resource cards.[276] Either player may play resources that affect the combat. However, only the defender may play cards that affect the attack as a whole.[277] Each player may only play one resource card requiring skill on a given strike.[278]

Resolving Strikes

For company vs. company combat, *The Strike Sequence* are resolved similar to normal combat:[279]

1. The attacking player may play resource cards that affect the strike (up to one card that requires skill).
2. The attacker may decide to use any or all of his remaining (if any) -1 modifications from extra strikes.
3. An attacking untapped character may take a -3 modification to prowess so that he will not automatically tap.
4. A defending untapped character may take a -3 modification so that he will not automatically tap. An already tapped character gets -1 to prowess, and a wounded character gets -2 to prowess.
5. An untapped defending characters that is not (and has not been) himself the target of a strike from the same attack may tap to support a defending character. The defending character's prowess is modified by + 1 for each supporting character.
6. The defending player may play resource cards that affect the strike (up to one card that requires skill).

To resolve a strike, the attacker rolls (2D6) and adds his modified prowess —this is the strike's final prowess.

Then, the defender makes a roll (2D6) and adds his modified prowess:

- If this result is greater than the strike's final prowess, the strike *fails*. The attacker character is wounded and must make a body check.
- If this result is equal to the strike's final prowess, the strike was *ineffectual* (i.e., a "tie" means that the strike is avoided but not defeated).
- Otherwise, the strike was *successful* (i.e., the defending character was defeated). The target character is wounded and must make a body check.

275. Tapped defending characters choose their strikes after untapped attacking characters have assigned their strikes [*CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].

276. See also *Card Specific Errata & Rulings, Swarm of Bats*.

277. Resource cards which affects the number of strikes (e.g. *More Alert than Most*, etc.) cannot be used in CvCC.

Swarm of Bats only works for the defender [*ICE*, 565].

278. Hazard effects in play that affect attacks have no effect on company vs. company combat [*CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].

This means that if a hazard effect directly affects an attack, it has no effect on CvCC. So, if the hazard says, "All orc attacks have +1 prowess", it would have no effect. On the other hand, if the hazard says, "All orcs have +1 prowess", it will have normal effect.

279. [*MEBA, 18*].

EXAMPLE OF COMPANY vs. COMPANY COMBAT

(In this example, the notation "#/#" is used. The first number is the character's prowess; the second is his body)

Jennifer's hero company at Moria consists of the untapped Beorn (7/9, Warrior/Ranger) and the wounded Frodo (1/9, Scout/Diplomat). Nick moves his minion company to Moria. It consists of the untapped Carambor (5/8, Warrior/Scout/Ranger), the untapped Ciryaher (2/7, Scout/Sage), and the tapped Gulla (5/8, Warrior/Ranger). During the site phase he declares he is facing the automatic-attack. Ciryaher taps and plays *A Nice Place to Hide* to cancel the automatic-attack.

Since he has faced the automatic-attack, Nick's company may now attack Jessica's company. First, because Beorn is untapped, Jessica gets to assign the strike to Beorn—she assigns Ciryaher's strike to Beorn. Then, because Frodo is not untapped, Nick then assigns the untapped Carambor's strike to Frodo. He cannot assign Gulla to Frodo since Gulla is tapped. Since all the defending characters have been assigned a strike, Gulla's strike becomes a -1 modifier that Nick can assign later.

Beorn does his strike sequence first. Nick plays no resources and decides to save his -1 modifier for Frodo. Beorn decides not to tap, so his prowess is 4 (=7-3). Ciryaher is tapped, so his prowess is 1 (=2-1). Jennifer decides to play *Risky Blow* (+3 prowess and -1 body to a Warrior facing a strike), so Beorn's prowess is back up to 7. Finally, the dice are rolled. Nick rolls a 6 and Jennifer rolls a 3. The attacks final prowess is 7, and Beorn beats this easily with his prowess plus his roll equal to 10. Now Jennifer gets to roll a body check against Ciryaher, and she rolls a 4. Ciryaher ends up wounded but not eliminated.

Next Frodo does his strike sequence. Nick plays a *Bold Thrust* and assigns the -1 modifier (from Gulla) to Frodo. Carambor then taps for his full prowess, plus 3 for the *Bold Thrust*, for a total of 8. Frodo has a -2 modifier because he is already wounded and a -1 modifier from the extra strike, so his prowess is a -2. Nick rolls for the final prowess of the strike and gets a 2, making the prowess 10. Frodo rolls and gets an 11, but unfortunately his -2 prowess drops this to a 9 and the strike succeeds. Nick rolls the body check and gets a 9. Normally this would not eliminate Frodo, but he was already wounded. So, he has a -1 body for this body check—Frodo is eliminated and removed from play and Nick receive 2 "kill" marshalling points.

Strikes are resolved one at a time as decided by the defending player. When you choose a strike to resolve, determine always all of the factors affecting the strike before the roll is made.

Body Checks

Body checks for both defending and attacking characters are resolved normally.

If a defending character is eliminated, the attacking player receives "kill" marshalling points as indicated on the character's card.[280] If an attacking character is eliminated, the defending player receives "kill" marshalling points as indicated on the character's card.

If you can initiate company vs. company combat, you can obtain kill points from it.[281]

Note: Even though it is not his turn, the defending player may play resource cards that affect the resolution of strikes.

280. Both the defender and the attacker can always receive kill points from defeating characters or allies in CvCC [*CoE*, 117]

281. [*CRF (CoE), Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].

CORRUPTION

As characters adventure in Middle-earth, they are subject to temptations. A character run the risk of becoming corrupted and leave his initial cause to pursue his own nefarious schemes (i.e., a corrupted character leaves play, a corrupted Wizard loses the game).[282]

Note: In *The Lord of the Rings*, Saruman was corrupted by power, Radagast was corrupted by the lure of nature, Alatar and Pallando succumbed to unknown corruption and disappeared into the East. The lure of The One Ring was grew stronger in Boromir while Sméagol (Gollum) ended up completely succumbing to its power.

Each character has a corruption point total. This starts at zero, but certain cards and activities will increase and decrease this total during play. Most cards that affect a character's corruption are kept under the character's card until they are discarded. Only one corruption card (a hazard card that gives corruption points) may be played on a given character each turn.

Note: Minion characters are not completely subjected to Sauron will. If they were, they would be of little use—independent, but loyal, servants can accomplish much more than slaves. So, minion characters can be corrupted by having their own individual desires and temptations conflict with the goals of their masters. A corrupted minion character has decided that it is in his own best interest to make himself scarce and head for parts unknown. Ringwraiths cannot be corrupted—they already suffered the ultimate corruption when they became Ringwraiths.

Corruption Cards

For these purposes, a "corruption card" is a *hazard* card that gives a character corruption points. Cards that force a corruption check but do not give corruption points (e.g., *Weariness of the Heart*, *Ren the Unclean*, etc.) are not "corruption cards." A corruption card is limited as follows:

- A character may have more than one corruption card, but only one may be played on him each turn.
- Certain corruption cards state: "Cannot be duplicated on a given character". So, a given character may only have one of each such corruption card.
- Corruption cards that may not be played on Dwarves may also not be played on Orcs.[283]
- Corruption cards may not be played on Ringwraiths and *The Balrog*.

Corruption cards must always start a chain of effects.[284]

282. Actually, eliminating an avatar does not end the game. An eliminated avatar is placed in the out-of-play pile, and gives -5 MP to the final total. That player may not reveal another avatar. This includes Wizards who fail corruption checks [*CRF, Tournament Rulings, Victory Conditions*].

283. [*MELE*, 35].

284. [*CRF, Rules Errata*].

Corruption Points

A character's corruption point total can be determined at any time by summing the corruption point values of the corruption cards under his card **and** any other cards he controls (e.g., usually items).

Corruption points given on all non-item stage resource cards apply to Fallen-wizard avatars.[285]

Corruption Checks

When a card or other effect indicates that one of your characters must make a corruption check, you must make a roll (2D6) and add any appropriate modifications[286]. One of the fol- lowing results:

- **Nothing Happens**— If the modified result is greater than the character's corruption point total, nothing happens.
- **The Character Taps** (*only for non-avatar minion characters & Fallen-wizard avatars*)—[287] If the modified result is equal to the character's corruption point total or one less than the character's corruption point total, the character is very tempted but does *not fail* the corruption check. If the character is untapped, tap the character.
- **The Character is Discarded** (*only for hero characters*)— If the modified result is equal to the character's corruption point total or one less than the character's corruption point total, the character *fails* the corruption check and you must discard the character along with any non-follower cards he controls.[288] In this case, if the character is a Wizard, you immediately lose the game.[289]
- **The Character is Eliminated**— If the modified result is less than character's corruption point total by two or more, the character *fails* the corruption check and is eliminated[290] (i.e., remove him from play) and you must discard any non-follower cards he controls. In this case, if the character is a Wizard or Fallen-wizard, you immediately lose the game.[291]

Ringwraiths and The Balrog never make corruption checks. Additionally, a corruption check for any character in their companies is modified by +2.

Before the roll is made for a corruption check, you may tap other characters in the same company as the character making the check. The corruption check is modified by +1 for each such character tapped. The resolution of a character tapping to give +1 to a corruption check happens when the corruption check itself resolves.[292]

Clarification: A character discarded due to a corruption check is not removed from play. He may be played again either by you (e.g., if you exhaust your play deck and draw that character) or by your opponent (e.g., if he has that character in his hand). In this case, the character stops working for the cause of the Free Peoples (at least for a while)—much as Radagast was corrupted by the physical nature of Middle-earth (i.e., he went "native").

Clarification: A character eliminated due to a corruption check is removed from play. He may not be played again by either you or by your opponent. In this case, the character is permanently lost for your cause—much as Saruman was corrupted in *The Lord of the Rings*.

Clarification: If more than one character in a company is forced to make a corruption check, the corruption checks are resolved one at a time in an order chosen by the player controlling the characters. Each character tapped may only give a +1 modification to one corruption check, **not** to all of the corruption checks.

Clarification: When the Council is called, a character may only tap to give a +1 corruption check modification to another character in the same company.

285. [*MEWH*, 4].
286. Characters with 0 corruption points must still make corruption checks [*CRF, Rulings by Term, Corruption*].
287. [*MELE*, 36; *MEWH*, 4].
288. If an effect is in play that prevents a character from being discarded, the character is not considered to fail his corruption check if a result is achieved that would discard him. A Wizard would not be eliminated and his player would not lose the game [*CRF, Rulings by Term, Corruption*].
289. Note that a corruption check that would normally discard a Wizard eliminates him [*ICE*, 97]. See T-3.1 "Victory Contitions" on page 29.
290. *Annotation 23:* When a character fails a corruption check, the standard effects of this (i.e., the character being discarded or eliminated and his items being discarded) are implemented immediately and are considered synonymous with the failed check. A card causing the corruption check may modify the standard effects of a failed check (e.g. *The Precious*), but this timing would not be changed. Certain cards, e.g., *Traitor*, which do not cause a corruption check, but specify an action that results from the passive condition of a failed corruption check, take effect as the first declared action in a chain of effects immediately following the chain of effects that contains the corruption check [*CRF, Rulings by Term, Corruption*].
291. See T-3.1 "Victory Contitions" on page 29.
292. [*CRF, Rulings by Term, Corruption*].

Example: Your minion company consists of the untapped characters Gorbag, Snaga, Muzgash, Ufthak, and an Orc Veteran. *A Weariness of the Heart* is played on Gorbag, requiring him to make a corruption check.

Gorbag is carrying *The Iron Crown* (5 corruption points), so you tap Ufthak and Muzgash to help him with his corruption check. Gorbag has a corruption total of 5, but his roll is modified by +2 (+1 for Ufthak and +1 for Muzgash). He cannot fail and will tap only on a 3 or less.

Corruption Checks Modifiers

Certain characters receive modifications to corruption checks, and certain cards may give modifications to a corruption check. Modifications to corruption checks are printed in the lower right of the appropriate card. A plus or a minus sign indicates a **modifier** to any corruption checks a character makes (rather than corruption points).

Clarification: There are two different values that affect corruption checks:

- Corruption check modifications always have either a plus (+) sign or a minus (–) sign (e.g., as noted on many character cards). The sum of all such applicable modifications are added to the corruption check roll.
- Corruption point values never have a plus or minus sign. The sum of all such values is the character's corruption point total for the purposes of a corruption check. Both values appear in the lower right of certain cards.

Example: (CP = Corruption Points) Using the MeCCG terms, lets take a look at Frodo at several points in *The Lord of the Rings* during his travel between the Shire and Lórien. Frodo has a special ability: he has a corruption check modifier of +4 (as provided in the bottom right corner of his card).

When Frodo, Sam, Merry, and Pippin flee the Shire, Frodo only has one item: *The One Ring* hero item (it gives Frodo 6 corruption points and one additional according the card text, i.e. 7 in total). Suppose Frodo has to make a corruption check (roll 2D6) in this situation: if a 2 or 3 is rolled, the modified roll is 6 (2+4 for his special ability) or 7 (3+4 for his special ability) respectively, and Frodo is discarded. Any other roll would have no effect on Frodo.

When Tom Bombadil rescues Frodo and company in the Barrow Downs, Frodo receives a *Dagger of Westernesse* (1 CP). So Frodo's CP total becomes 8. He would be discarded if he makes a corruption check roll of 3 or 4 (if there are no other modifications).

On the way to Rivendell, Frodo is wounded by a *Morgul-knife* (4 CPs)—his CP total is now 12. If forced to make a corruption check, he is discarded on a roll of 7 or 8 and he is eliminated on a roll of 6 or less.

Finally, he reaches Rivendell and the *Morgul-knife* card is removed, dropping his CP total back to 8. However, he is then affected by *Lure of the Senses* (a hazard card giving 2 CPs and requiring a corruption check each untap phase at a Haven). So during his next untap phase, he must make a corruption check with a CP total of 10—he is discarded on a roll of 5 or 6 and is eliminated on a roll of 4 or less.

Next, Frodo gets rid of the *Lure of the Senses* (by rolling greater than 6) and he loses his *Dagger of Westernesse*. In addition, Bilbo gives him: *Sting* (1 CP) and *The Mithril-coat* (2 CPs). So Frodo's CP total is 10 (7+1+2). If forced to make a corruption check, he is discarded on a roll of 5 or 6 and is eliminated on a roll of 4 or less.

Fortunately, the Fellowship of the Ring is formed (see the company in the example on page 55)—we will assume that two *Fellowship* cards (+1 to prowess and corruption checks for all characters in the company) are played initially.

So Frodo leaves Rivendell with a CP total of 10 and corruption check modifiers totaling +6 (+4 normal +2 for *Fellowship*). Thus, if forced to make a corruption check (without other modifications), he will be discarded on a roll of 4 or 3, and eliminated on a roll of 2.

Removing Corruption Cards

A character may choose to ignore the restriction that he tap to remove a corruption card (as printed on a corruption card), and suffer a -3 penalty to the dice roll to remove it. This means a character can remain untapped and still attempt to remove a corruption card (the roll is modified by -3), or that he can attempt to remove a corruption card even if he is already tapped or wounded (the roll is modified by -3).[293]

Each turn, a character may only make one removal attempt for each corruption card if he uses the -3 modifier.[294]

Example: At the beginning of his organization phase, Tarcil has three corruption cards: *Lure of Nature*, *Lure of Expedience*, and *Lure of the Senses*. He taps and rolls to attempt to remove the *Lure of the Senses*; his roll is an 8, so the card is removed (greater than 6 was required). If instead, Tarcil has not tapped to attempt to remove *Lure of the Senses*, he would have failed (he would have needed to roll greater than a 9).

He then rolls to attempt to remove *Lure of Nature*; his roll is a 6 modified by -3 for a net result of 3, so the card is not removed (greater than 4 was required). Finally, he rolls to attempt to remove *Lure of Expedience*; his roll is a 9 modified by -3 for a net result of 6. This is greater than the 5 that is required, so the card is removed.

INFLUENCE

You have a pool of *general influence*. Your characters and avatar have direct influence. These two forms of influence can control and affect characters (see page 52) and factions.[295]

Your *unused general influence* is equal to 20 minus the sum of the mind attributes of your non-follower characters in play (i.e., do not count your followers).

All Minon players have a +5 unused general influence at all times. This bonus general influence can never be used to control characters.[296]

A character's *unused direct influence* is equal to his direct influence attribute minus the sum of the mind attributes of his followers. All characters have a direct influence attribute of at least zero, so any character has unused direct influence of at least zero.

Note: General and direct influence can be used to attempt to interfere with your opponent's control of his characters, followers, factions, allies, and items (see page 87).

Bringing a Faction Into Play

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 attempt. Make a roll (2D6), add your character's unused direct influence, any *standard modifications* for the character's race (heroes) or other factions in play (minions), and any other modifications for other cards played. All influence check modifier cards must be played before making the roll (2D6).

If the modified result is greater than the value required on the faction card, tap the site[297] and place the faction in

293. [*METD*, 4]. A character attempting to remove a corruption card on another character may ignore the tapping requirement and receive -3 to the roll [*CRF, Rulings by Term, Corruption*].

294. [*METD*, 4]. You can not attempt to remove a corruption card without tapping if you have attempted to remove that card already this turn. You may not tap to remove a corruption card that you tried to remove without tapping already this turn [*CRF, Rulings by Term, Corruption*].

295. They typically requires an influence attempt which is resolved through an influence check. Therefore, the terms "influence check" and "influence attempt" are not synonymous. In general, any card that modifies an attempt will affect whatever dice-roll is made in that attempt. A card that affects a check or roll will only modify checks or rolls of the appropriate type. [*CRF (CoE), Rulings by Term, Influence; CoE*, 122].

There are currently five types of "attempts": *Burglary attempts*, *Flattery attempts*, Influence attempts, *Offering attempts*, and *Riddling attempts*. With the exception of the *Burglary* and the *Riddling attempts*, they all requires an influence check at the time of its resolution.

296. [*CRF, Tournament Rulings, General*].

297. Note that certains factions does not tap the sites or can be played at tapped sites (this is specified in their cards). See "Resource Card Types" on page 96".

your play area (it now counts towards your marshalling point total).[298] Otherwise, you discard the faction card.[299] 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.

Clarification: Once a faction is brought into play, it is not associated with any character. A faction plays no active role after it is brought into play.

Standard Modifications

Most faction cards list some "standard modifications" to the influence check based upon the race of the character that was tapped to make the influence check or upon what other factions are in play for both players.

Similarly, certain characters have special modifications to influence checks. Such a modification only applies if it belongs to the character that was tapped to make the influence check.

Influencing an Opponent's Resource

Influence is the only way that your characters can directly affect your opponent's resources. During your site phase, one and only one of your characters may tap to attempt to influence away one of your opponent's characters, followers, allies, factions, or items.[300] This may only take place if the influencing

298. The extra marshalling points due to factions played on a leader (e.g. *Ungol-orcs*) does not count to call the Council [*CRF, Turn Sequence Rulings, End-of-Game*]. See "The Council" on page 28.

Factions played with a leader are worth two extra MP per group of factions, not per faction [*CRF, Rulings by Term, Leader*].

Extra MP's of factions played with a leader are faction points [*CRF (CoE), Rulings by Term, Leader*].

299. And the site does not tap (see before).

character and the target of the influence are at the same site. If you successfully influence the target, it is discarded.[301] In some cases, you may reveal an identical card and attempt to play it[302] (i.e., he convinces the target to join his side).

Such an influence attempt may not be made on the first turn, and your avatar may not make such an attempt on the turn he is revealed.[303] This attempt is declared and enacted **following all other actions** your company takes during the site phase.[304]

Important: You may not attempt to influence any of the following from your opponent: his avatar, an ally or item controlled by his avatar, or a follower of his avatar [*MEBA*, 17; *CoE*, 117].

For a Fallen-wizard, the resource revealed must match the alignment of the site at which the attempt is taking place.[305]

Instead of revealing a card that is identical to the card being influenced, you may reveal a manifestation of that card or the same resource for the opposing side (e.g., if attempting to infuence away the *Hillmen* hero faction, you can reveal the *Hillmen* minion faction resource for full effect).[306]

Influencing an Opponent's Non-follower Character

To attempt to influence one of your opponent's non-follower characters[307] you must make an influence check. You make a roll (2D6) and:

- Add the influencing character's unused direct influence.
- Subtract your opponent's unused general influence points.
- Subtract the result of a roll (2D6) made by your opponent.
- Apply a -5 penalty if the influence attempt is made by a Hero or Fallen-wizard player against a Minion player, and vice versa[308] (i.e., its harder for evil characters to influence the Free Peoples and vice versa). A Fallen-wizard have a -5 penalty for influence attempts against a Minion player, but not against Hero players.[309]
- Add any other modifications (from cards and special abilities). All modification cards must be played before making the roll.

If the modified result is greater than the target's mind attribute, the target character card and all of the non-follower cards he controls are discarded. Otherwise, nothing happens.

If you reveal an identical character card from your hand before making the roll for the influence check, the target character's mind attribute is treated as if it were zero. If the attempt is unsuccessful, you must discard the character card you revealed. If the attempt is successful, the target character and his non-follower cards are discarded[310] **and** you may immediately play your character card at that site, regardless of his home-site.[311] In order to play this character, you must have enough unused general influence to control him or an influencing character at the same site must have enough direct influence.

Clarification: If you reveal an identical character in order to nullify the target character's mind attribute for an influence check, you must discard that character if you do not play him.

300. You may only make one influence attempt against your opponent's resources during each turn [*CRF, Turn Sequence Rulings, Site Phase, Influence Attempts*].

301. A successful influence attempt on an opponent's resource does not tap the site [*CRF, Turn Sequence Rulings, Site Phase, Influence Attempts*].

302. Revealing and playing an identical resource/character card does not tap the site [*CoE*, 70].

303. You may not make an influence attempt against your opponent if you have declared company vs.company combat this turn [*MEBA*, 17].

304. [*MELE*, 94].

305. [*CRF, Turn Sequence Rulings, Site Phase, Influence Attempts*].

306. In this case, the influence check is modified by -5 (see below).

307. You may influence a Hobbit if you are not at Bag End [*CRF, Turn Sequence Rulings, Site Phase, Influence Attempts*].

308. If you are influencing against your Fallen-wizard opponent, and he is at a Wizardhaven where you can not play cards that give MPs, you can reveal the card you are influencing against to reduce the number you roll against to 0, but you may not play that card afterwards (if it gives MPs) [*CRF, Rulings by Term, Wizard-haven*].

309. [*CRF, Rulings by Term, Fallen-wizard*].

310. [*Middle- earth: The Lidless Eye Companion, 45*].

311. [*MEBA*, 18].

EXAMPLE OF AN INFLUENCE ATTEMPT

(In this example, the notation "#•#" is used. The first number is the character's mind attribute [🧠]; the second is his direct influence (DI) [✋].)

Jessica and Jason each have one company organized as follows:

Jessica moves her company to the same site as Jason's company. During her site phase, Pallando attempts to influence Faramir. Jessica has 4 unused general influence, Jason has 3 unused general influence, and Pallando has 6 unused direct influence. Jessica rolls 2D6 and gets a 8, while Jason rolls 2D6 and gets a 7. So the modified result of the influence check is 4 = 8 (Jessica's roll) + 6 (Pallando's unused direct influence) - 3 (Jason's unused general influence) - 7 (Jason's roll). This result is not greater than Faramir's mind attribute of 5, so Faramir is not influenced and remains in play. If Jessica had rolled a 10 or higher, Faramir would have been discarded.

If Jessica had revealed a Faramir card from her hand before the rolls were made, his mind attribute would have been zero for the purposes of this roll. In this case, the influence check would have been successful—Jason would have discarded his Faramir card and Jessica would have played her Faramir card. He must be played as Pallando's follower because she only has 4 unused general influence.

In the case in which Faramir is influenced, Jessica should not celebrate too much. During his turn, Jason can shift Beorn to control by general influence and then use Radagast's 10 unused general influence points to attempt to influence one of Jessica's characters.

Influencing an Opponent's Follower Character

To influence an opponent's follower,[312] you must make an influence attempt as outlined above. However, the result is also modified by subtracting the "unused direct influence" of the follower's controlling character.

Influencing an Opponent's Ally

To influence an opponent's ally,[313] you must make an influence attempt as outlined above. However, the following exceptions apply:

- Instead of the controlling character's mind attribute, the influence check uses the ally's mind attribute.
- The result is also modified by the "unused direct influence" of the character controlling the ally.
- Revealing an identical ally card reduces the ally's mind attribute to 0 and allows you to play the card if the influence check is successful.

312. You may not attempt to influence a follower of your opponent's avatar [*MEBA*, 17; *CoE*, 117].

313. You may not attempt to influence an ally controlled by your opponent's avatar [*MEBA, 17; CoE, 117*].

Influencing an Opponent's Faction

To influence an opponent's faction, you must make an influence attempt as outlined above. However, the following exceptions apply:

- Instead of a mind attribute, the influence check uses the value usually required to bring the faction into play[314] (as given on the faction's card).
- The influence check is modified by any of the faction's aplicable modifications (as given on the faction's card).
- Revealing an identical faction card reduces the the value usually required to bring the faction into play to zero and allows you to play that card if the influence check is successful.
- You may only influence an opponent's factions if the influencing character is at the site where the faction was played.

Influencing an Opponent's Item

To influence an opponent's item, you must make an influence attempt as outlined above. However, the following exceptions apply:

- The mind attribute[315] of the character controlling the item is used.
- The result is also modified by subtracting the "unused direct influence" of the item's controlling character.
- You **must** reveal an identical item card in order to make an influence attempt on an item (i.e., you are attempting to convince the controlling character that the item would be more useful in your hands). If the influence check is successful, you may play your card with the character that made the influence check—if you choose not to play the item, discard it.

You may not make an influence attempt on an item with a permanent event on it.[316]

Clarification: The unused direct influence for an influence check against an item is affected by any direct influence modification that the target item gives its bearer.

PLAYING AND DRAWING CARDS

Drawing Cards

During your movement/hazard phase, both players draw cards when each company moves:[317]

- For the companies of Hero and Minion (non-Balrog) players that move to a non-Haven site, players draw cards depending on the site that the company is *moving to* (its new site). For the companies of Hero and Minion players that move to a Haven site, players draw card depending on the site that the company is *moving from* (its site of origin).
- For the companies of Fallen-wizard and Balrog players, players always draw cards depending on the site that the company is *moving to* (its new site).[318]

In all cases, at least one card must be drawn); your opponent does the same.

The number of cards drawn is specified in the lower left corner of each location card.[319] If one of your companies is moving, the number of cards you draw is in the lighter box. The number of cards your opponent draws in the darker box.

314. When influencing factions across alignments, you roll against the number on the card in play that you are trying to influence away [*CRF, Turn Sequence Rulings, Site Phase, Influence Attempts*].

315. It is not possible to influence an item away controlled from an avatar [*CRF, Turn Sequence Rulings, Site Phase, Influence Attempts; MEBA, 17; CoE, 117*].

316. [*MEDM,* 1].

317. *Annotation 25b*: Players drawing cards when a new site is revealed is synonymous with the resolution of the new site being revealed. It happens immediately, not in the following chain of effects [*CRF, Turn Sequence, Movement/Hazard Phase*].

318. [*MEWH,* 4; *MEBA,* 3].

319. When you draw cards for movement, you may continue drawing cards until you either want to stop, or have drawn the number of cards allowed for the movement [*CRF, Turn Sequence, Movement/Hazard Phase*].

Limits on Drawing Cards

During your turn, you may draw cards based on one of your moving companies only if the company contains your avatar or at least one character with a mind attribute of three or more.

Playing Cards

Playing a card is the process of bringing a card from your hand into play.[320]

You may only play hazard cards during your opponent's movement/hazard phase. Except for resource long-events, **you may play resource cards anytime during your own** turn unless specifically prohibited by the rules or the cards themselves.

Unless stated otherwise, **a card is playable only if its effect applies to an existing situation**, hazard, attack, etc. (i.e., you may not play a card just to discard it). A card cannot be played for no effect.[321] A card may be played if it has a potential effect.

Clarification: An automatic-attack at a company's new site may be targeted by a hazard during the company's movement/hazard phase (e.g., *Arouse Minions*, *Dragon's Desolation*, etc.). Such a hazard may be played even if the attack ultimately will not be faced (i.e., if the company decides not to face the automatic-attack during the site phase). Playing such a hazard does count against the hazard limit.

Using the Sideboard

Using your sideboard when you exhaust your deck

Each time you exhaust your play deck, you may exchange (before reshuffling) up to 5 cards (regardless of type) between your sideboard and discard pile. Each such card taken from your sideboard must be replaced by a card from your discard pile.

Using your sideboard when you tap your avatar

During your organization phase, you may tap your avatar to bring up to 5 resource and/or character cards from your sideboard into your discard pile.

Alternatively, if your play deck has at least 5 cards, you may tap your avatar to bring one resource card directly from your sideboard into your play deck (reshuffle).

Using your sideboard when you tap a Nazgûl hazard

During your opponent's movement/hazard phase, you may tap and **discard** one of your Nazgûl permanent-events in play to bring up to 5 hazard cards from your sideboard into your discard pile. The normal result of tapping a Nazgûl does not apply. Tapping a Nazgûl in this fashion does count against the hazard limit.

Alternatively, if your play deck has at least 5 cards, you may tap and **discard** a Nazgûl permanent-event to bring one hazard card directly from your sideboard into your play deck (reshuffle).[322]

320. [*CRF, Rulings by Term, Playing a Card*].

321 You may not play a card which has no effect on the game. Causing a dice roll is considered to be having an effect on the game [*CRF, Rulings by Term, Playing a Card*].

Specifically, a card may only be played if it meets at least one of the following criteria:

a. The card must have an immediate effect on the game.
b. The card is a long-event. Long-events can always be played, even if ultimately they will not affect play.
c. The card has a potential effect on play that could be triggered later. Most permanent-events fall into this category. Only those that are playable on or with a certain entity are restrictive. E.g., you cannot play a corruption card if no character exits that would be affected by it [*MELE, 87*].

322. Tapping a Nazgûl to bring cards in from the sideboard does not turn the Nazgûl into a short-event. It is discarded immediately upon declaration [*CRF, Rulings by Term, Sideboard*].

Using your sideboard when your opponent's avatar is in play

At the end of your opponent's untap phase, if your opponent's avatar is in play,[323] you may at this point bring up to five Hazard cards from your sideboard to your discard pile; **or**, if your play deck has at least 5 cards, you may bring one hazard card directly from your sideboard into your play deck (reshuffle).

If you move cards from your sideboard in this fashion, the hazard limit for each of your opponent's companies is reduced to half of normal for the rest of the turn (round up; e.g., a hazard limit of 2 becomes 1, a hazard limit of 3 becomes 2, etc.).[324]

Clarification: Your opponent may verify how many cards move to and from your sideboard, but you do not have to reveal what those cards are.

Clarification: Your combined play deck and sideboard cannot violate the 1 unique card and 3 non-unique card limit. However, there is no restriction on the mix of hazards, resources, and characters in your sideboard. That is, for the purposes of your sideboard, you can ignore the play deck restrictions: the limit of 10 characters and the equal mix of resources and hazards.

ACTIONS AND CARD PLAY

The various activities that you and your opponent can perform during play are called actions. Typical actions include playing or tapping a card, making a corruption or influence check, revealing a card, etc. The following general guidelines apply to resolving actions.

- You must give your opponent a chance to respond to every action, and vice versa. If you perform an action and move on to another action without giving your opponent a chance to respond, you must "back up" if he indicates that he wants to respond. **A series of declared actions made in response to one another is called a *chain of effects***. You always have the option of declaring the first action in a chain of effects during your turn. The actions in a chain of effects are resolved one at a time from last declared to first declared (i.e., the last declared action is resolved first, then the second to the last, etc.).[325]
- An action in a chain of effects is negated if the conditions required to perform it are negated by another action that is resolved before it in the chain of effects.
- If the play of a card requires other actions (e.g., corruption checks), the actions are resolved in the order in which they appear on the card.
- A required or declared dice roll is an action and can be the target of another action or effect declared later in the same chain of effects. Otherwise, a card cannot be targetted until it resolves.
- When the effects of a dice roll require further actions (e.g., a roll for a strike requires a body check), those actions become the first actions (any further rolls come first) in the next chain of effects after the roll.

Actions and Active and Passive Conditions

There are two types of conditions for actions in MeCCG: *active* and *passive*:

Active condition— An active condition must be in play or established when the action requiring it is declared.[326] Typical active conditions are tapping a card and discarding a card. For example, *Magic Ring of*

323. You may access your sideboard when your opponent plays *The Lidless Eye* or *Sauron* as if he had revealed his Ringwraith [*CRF, Rulings by Term, Sideboard*].

324. [*METD*, 4].

325. This type of procedure is referred commonly as LIFO (last in first out) order of resolution [*MEBA*, 20].

326. *Annotation 5:* If an action requires an entity to tap as a condition for the action's main effect, that entity must be untapped when the action is declared; else, the action may not be declared. Tap the entity at this point; this is considered synonymous with the action's declaration; i.e., it is not a separate action. When it comes time to resolve the action in its chain of effects, that entity must still be in play and tapped or the action is cancelled.

Annotation 6: If an action requires an entity to be discarded as a condition for the action's main effect, that entity must be discarded when the action is declared; this is considered synonymous with the action's declaration; i.e., it is not a separate action.

Annotation 7: If any other active condition for an action does not exist when the action is resolved, the action has no effect; if the action were playing a card from your hand, it is discarded.

Annotation 8: An action that requires a target is considered to have the active condition that the target be in play when the action is declared and when it is resolved. An action may not be declared if its target is not in play. However, dice-rolling actions may always be targeted by other actions declared later in the same chain of effects. [*CRF, Rulings by Term, Active Conditions*].

Stealth can cancel a strike against its bearer if two particular active conditions[327] are met: the bearer must be a scout and *Magic Ring of Stealth* must tap. These are called active conditions because a player actively decides to invoke the action they satisfy.

Active conditions serve as the price of an action. They are restrictions to the player invoking the action.[328] In the case of *Magic Ring of Stealth*, the player cancelling the strike must have provided a scout and he must tap the ring, which render the ring unable to be used again until his next turn.[329]

Your opponent's resources may be the active conditions for your resources, but may not be the targets for your resources.[330]

Hero items may not be used as conditions for minion resources, and minion items may not be used as conditions for hero resources. Note that a Fallen-wizard may play special ring items regardless of the alignment of the gold ring item tested.[331]

If an "alternative" or "additional" effect does not have any "playable..." conditions, then the "playable on..." conditions from the primary effect of the card apply. The following cards are exceptions to this rule: *Gloom*, *Good Sense Revolts*, *Half an Eye Open*, *Heedless Revelry*, *Here is a Snake*, *In the Name of Mordor*, *Inner Cunning*, *Nobody's Friend*, *Withdrawn to Mordor*, and *Wolf-riders*.[332]

Passive condition— A passive condition causes an action to happen as stated on a card already in play.[333] Typical passive conditions involve forcing corruption checks and forcing the effects of environmental long-events. These are called passive conditions because the actions they satisfy come into play only indirectly as the result of a decision made by a player.[334]

A card causing an action as a result of a passive condition must be in play when the action resolves, or else the action is canceled.[335]

Dice Roll Timing

Before a roll is made for combat or a check, cards may be played that will modify the result of the roll. However, once the roll is actually made, no further cards may be played that modify the dice roll result. This modified result is used to determine *effects* of the combat or check before any other actions are taken. When the effects of a dice roll require other actions (e.g., a successful strike requires a body check) those actions become the initial actions (any further rolls come first) in the next chain of effects after the roll.

Timing Rules

You and your opponent may both want to perform actions at the same time or actions that are sequenced with respect to other actions. This can happen during your movement/hazard phase (or during your site phase if your opponent has a card on-guard). Such actions often include playing a card, tapping a card already in play, and revealing an on-guard card.

Your opponent may always declare an action in response before your action is resolved. Then, you may respond to his action, and he can respond to your second action, and so on until neither player can (or wants to) perform an action.[336]

327. An action may have one or more active conditions [*Middle-earth: The Wizards Companion, 35*].

328. [*CRF, Rulings by Term, Active Conditions*].

329. [*Middle-earth: The Wizards Companion, 35*].

330. [*CRF, Rulings by Term, Active Conditions*].

331. Idem.

332. Idem.

333. [*CRF, Rulings by Term, Passive Conditions*].

Annotation 9: If a card specifies that an action is to occur as a result of some specific passive condition, this action becomes automatically the first action declared in the chain of effects to immediately follow the chain of effects producing the passive condition. The passive condition must exist when this resulting action is resolved in its own chain of effects, or the action is cancelled. Note that actions in the strike sequence follow a different set of rules.

Annotation 9a: If a card is required to be discarded by some passive condition, the card is discarded immediately when the condition resolves, not in the following chain of effects.

Annotation 10: If more than one action is required to be the first action declared in a chain of effects, the player whose turn it is chooses the order in which they are declared. No other actions may be declared in this follow-up chain until the multiple required actions have been declared.

334. [*The Wizards Companion, 35*].

335. [*CRF, Rulings by Term, Passive Conditions*].

336. The validity of an effect, including the hazard limit, is checked upon declaration and upon resolution [*CRF, Rulings by Term, Timming*].

You may follow one of your declared actions with another of your declared actions in the same chain of effects, so long as you give your opponent a chance to respond to your first action.[337]

Creature hazards and corruption cards[338] may not be played in response to other actions. They must always start a chain of effects (see page 92).

Example: One of your companies is moving with *Doors of Night* in play. Your opponent plays *Minion Stir* on the company. You think you can handle one extra strike and prowess, but not two, so you play *Gates of Morning* in response to get rid of *Doors of Night*. Your opponent plays *Twilight* in response, targeting your *Gates of Morning*. This is how it all works out:

1. *Doors of Night* in play
2. *Minion Stir* declared
3. *Gates of Morning* declared
4. *Twilight* declared targeting *Gates of Morning*. Normally you can't target a card that isn't in play (hasn't resolved) yet, but *Twilight* says it can be played on cards not yet resolved.
5. No more actions are declared, so actions start resolving.
6. *Twilight* resolves cancelling and discarding *Gates of Morning*.
7. *Gates of Morning* would have resolved here, taking out *Doors of Night*, but it was cancelled so nothing happens
8. *Minion Stir* resolves

It is your turn so you have the option of starting the next chain of effects. You play a *Marvels Told*, targeting *Minion Stir*. You would have like to have played it between 3. and 4., but *Minion Stir* was not in play at that time so you could not target it. Your opponent does not respond, so *Marvels Told* resolves and discards *Minion Stir*.

Cards with Multiple Actions

If a card specifies that more than one action occur when the card is itself resolved in a chain of effects, all of these actions are to be resolved in the card's chain of effects uninterrupted and in the order listed on the card. No actions may be declared to occur between these multiple actions. The actions listed on the card are considered to have been declared in the reverse order as they are printed. As an exception, in one of the effects of a card is an attack, cards may be played that affect the attack or that otherwise are playable during the strike sequence[339] —see "The Strike Sequence" on page 77.

EVENT CARDS

There are both resource events and hazard events. Each event falls into one of three classifications based upon how long it stays in play.

Short-event— A short-event's effects are implemented;[340] then, it is discarded. The effects of some short-events last for a specific period as stated on its card (e.g., some say: "until the end of the turn").[341]

Permanent-event — The effects of a resource permanent-event are immediately implemented. Its effects last until the card is discarded. Certain effects can cause a permanent-event to be discarded; these effects are given in the text of specific cards.

If one of your companies splits into 2 or more companies, you may place any resource permanent-events that were on the original company (as a whole) with any of the resulting companies.

Clarification: Hazard short-events and permanent-events can be played only during an opponent's movement hazard phase. Resource short-events and permanent-events can be played at any time during your turn—as limited by specific card text.

Long-event— The effects of a long-event are immediately implemented when it is played. Long-events last approximately two turns, one of yours and one of your opponent's.

337. [*Middle-earth: The Lidless Eye Companion, 47*].
338. [*CRF, Rulings by Term, Corruption*].
339. *Annotation 24.* [*CRF (CoE), Turn Sequence Rulings, Site Phase, Automatic-attacks*].
340. *Annotation 27:* If a card has optional effects, the player playing the card must choose which will take place. He must do this at the time the card is played, not when it is resolved in its chain of effects. When such a card is resolved, if any active conditions for the choice of effects do not exist, the card has no effect and is discarded. The player may not at this point choose to implement an alternative effect of the card [*CRF, Rulings by Term, Timming*].
341. Short-events are discarded when resolved in a chain of effects, not when declared. Thus, they can be targeted by certain special effects in the chain of effects [*CRF, Rulings by Term, Short-event*].

You may only play a resource long-event during your long-event phase. Its card and effects remain in play until your next long-event phase or until other-wise discarded.

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.

Clarification: The effects of many long-events and permanent-events affect both players because they can remain in effect during both players' turns. Remember, when you play a long-event hazard, it will remain in effect during your next turn. For example, *Awaken Denizens* increases the # of automatic-attack strikes at Ruins & Lairs for one turn for each player.

Example: One of Nick's companies with a hazard limit of six is moving from Minas Morgul to Dunharrow; its site path is . Jessica plays *Doors of Night* (a permanent-event) during Nick's movement/hazard phase. This causes all resource environment cards in play to be discarded and their effects canceled. This card will remain in play until it is discarded due to the play of *Skies of Fire*, *Twilight*, or another card that says it force the discard of *Doors of Night* or a hazard permanent-event.

Jessica then plays *Fell Winter* (a long-event). First it gives all Border-holds [] (including Dunharrow) an automatic-attack: Wolves — 3 strikes at 7 prowess. Since *Doors of Night* is in play it can do two more things: change all Border-lands [] into Wilderness [], making the site path ; and change all Free-domains [] into Border-lands [], making the site path . Unless it is discarded by another card, *Fell Winter* will stay in play until Wendy's next long-event phase (about two turns).

Finally, Jessica plays *Arouse Defenders* (a short-event), which allows her to add 3 to the prowess of one automatic-attack at a Border-hold []. She uses it on Dunharrow and chooses to add 3 to the Wolf attack from *Fell Winter*, making the prowess 10. *Arouse Defenders* is discarded, but its effect will remain until the end of the turn (unless canceled before then).

PLAYING RESOURCE CARDS (Non-events)

Certain resource cards may only be played if specific required conditions exist. A faction card, ally card, information card, or item card **must be played during your site phase**[342] and requires an untapped character and an untapped site[343] (unless stated otherwise on the card).[344] In addition, the company must face any automatic-attacks[345] located at the same site before such a card can be played. Resource events do not generally require an untapped site nor that the automatic-attack to be faced. This may vary based upon specific card text.

Clarification: A site taps when an item, ally, or faction card is played at that site. The play of certain other resource cards may tap sites—such a card will specifically state that playing it taps the site. Non-Darkhaven sites only normally un tap after being discarded and after your play deck is exhausted. So, each time through your play deck, only one such card may normally be played at a given non-Darkhaven site. Darkhaven cards, whether tapped or not, always return to your location deck untapped.

342. [*MELE, 42*].

343. Play of an ally, item, faction, or resource card which will normally tap the site must be after the company resolves all automatic, agent and on-guard creature attacks [*CRF, Turn Sequence Rulings, Site Phase, General*]

Unless explicitly stated otherwise you need an untapped site to play an item, ally or faction and successful play taps the company's site [*CRF (CoE), Turn Sequence Rulings, Site Phase, General*].

Note that certains allies, items, factions, or resource cards that give marshalling points does not tap the sites or can be played at tapped sites (this is specified in their cards).

"Does not tap the site" is not equal to "playable at a tapped site" [*CRF (Van), Turn Sequence Rulings, Site Phase, General*]

To untap a site (by a card effect played on a character), the character doing so must be at that site [*CRF, Rulings by Term, Site*].

344. There is no one resource card per site phase rule. However, the tapping of the site usually limits you to one card per site phase.

The site taps upon successful play of the resource that would tap it [*CRF, Turn Sequence Rulings, Site Phase, General*].

345. A company may not play any resource during the site phase until they have faced all automatic-attacks, unless that resource directly affects an automatic-attack. Removing an automatic-attack does not directly affect it, although cancelling does [*CRF, Turn Sequence Rulings, Site Phase, General*].

Resource Card Types

Allies— A character may tap during the site phase to play an ally card —after his company faces any automatic-attack, if it exist— if he is at the site specified on the ally card **and** the character meets the requirements indicated on the ally card. The ally card is placed under the character's card and that character controls the ally. After an ally is played at a site, the site card is tapped. See more about allies on page 59 ("Bringing an Ally into Play").

Factions— If one of your characters is at the site specified on a faction card, he may tap during the site phase —after his company faces any automatic-attack, if it exist—to make an influence attempt in order to play the faction card. If the character successfully influences the faction as indicated on the faction's card (see page 86, "Bring a Faction into Play"), the faction card is placed in your play area. After a faction is successfully played at a site, the site card is tapped.

Items— If a character is at an untapped site that indicates that a specific type of item card (gold ring, minor, major, or greater) is "playable", he may tap—after his company faces any automatic-attack, if it exist—to bring an item of that type into play. The item card is placed under the character's card. After an item is played at a site, the site card is tapped.[346]

A special item states at what sites and under which conditions it is "playable".

A character may control (i.e., bear) more than one *weapon* and/or more than one *shield* and/or more than one *armor* and/or more than one *helmet*.[347] However, only one of each type may be used at any given time.

If a character is discarded or eliminated by corruption, discard all of the items that he controls. If a character is eliminated due to failing a body check, one item can be immediately transferred to each unwounded character in his company; but, the rest of his items are discarded.

Usually, Ringwraiths and The Balrog (avatar) may carry items but may not use them (i.e., all items have no effect on in them or on his attributes and abilities).

For Fallen-wizard players, all non-Orc/non-Troll characters may freely use both hero and minion items (for more information, see on page 61 "Special Orc and Troll Rules").

346. Balrog players do not receive marshalling points for hero items played at their Darkhavens [*CRF, Rules Erratum*].
347. [*METD*, 1].

Clarification: An item only taps when used if its text states so. Thus, weapons and armor do not normally tap when used.

Clarification: A character may control (i.e., bear) any item, even if he cannot use its abilities.

Example: Certain card combinations are required to bring certain powerful items into play. Narsil was a mighty sword that was broken when Elendil fell fighting Sauron. *Narsil* can be played and used as a hero greater item (+1 direct influence, +1 prowess, 3 MPs, 2 CPs). However, a player can attempt to reforge *Narsil* so that it becomes *Andúril, the Flame of the West* (Aragorn II's weapon in *The Lord of the Rings*).

Two other cards are required. A *Reforging* card must be played at an "information site" and stored at a Haven—this represents gathering the resources required to reforge *Narsil*. Then, the *Andúril* card must be played at an "information site" and stored at a Haven—this represents gaining the knowledge of how to reforge *Narsil*.

Then, the *Reforging* card is discarded and the *Andúril* card is placed with the *Narsil* card—giving a total of +2 direct influence, +5 prowess, 7 MPs and 3 CPs from the combination of the two cards.

Minor Items— If a resource card that taps a site (e.g., ally, faction, item, information, etc. is successfully played at a site), one additional character may tap to play a minor item.[348] Such a minor item may be played even if the site does not specifically state that a minor item is playable at the site. For example, a minor item played when bringing an ally into play would simulate a gift from the ally.

Hoard Items— Certain items are hoard items. Such an item may only be played at a site that contains a hoard. Each site with a dragon automatic-attack (i.e., each Dragon's lair, see page 44) contains a hoard.[349] A hoard minor item may not be included with a starting company, and may not be played at a site that does not contain a hoard.[350]

Example: You can not play a hoard minor item at Mount Gram after successfully influencing the Orcs of Angmar like you can do with a normal minor item. Mount Gram does not contain a hoard.

Rings— One of the types of items that your characters can bring into play are rings. There are 7 types of rings: mind rings, gold rings, lesser rings, magic rings, Dwarven rings, spirit rings, and *The One Ring*.[351]

Clarification: A special item with the keyword *Ring* at the beginning of its text does not tap the character or the site when played.

348. You may only play a free minor item after playing an ally, faction, or item that taps the site [*CRF, Turn Sequence Rulings, Site Phase, General*].

349. A Dragon hoard is now defined as being at any site that had a Dragon automatic-attack at the begining of the turn [*ICE*, 122].

350. [*MEAS*, 2].

This minor item must be played immediately after playing the resource that taps that site (and only in the site phase) [*CRF (Van), Rulings by Term, Item & Minor Item*].

351. [*MELE*, 44].

Gold Rings

After your company faces the automatic-attack at such a site which specifies that a gold ring can be played, you just tap a character and the site to play a gold ring from your hand.

Clarification: A gold ring is a ring with unknown properties—it might be a lesser ring, a magic ring, a Dwarven ring, or even The One Ring. You will not know until you "test" it. There are 9 different gold rings in *MeCCG*: *A Beautiful Gold Ring*, *Fair Gold Ring*, *Precious Gold Ring*, *A Little Gold Ring*, *The Least of Gold Rings*, *Gold Ring that Sauron Fancies*, *Bright Gold Ring*, *Gleaming Gold Ring*, and *Perfect Gold Ring*. Each has a different probability of being a specific type of special ring.

Testing a Gold Ring

Once you have a gold ring, you can *test* it to determine what kind of special ring it is. When you test a gold ring, you make a roll and add any applicable modification (due to the test card used and other rules or cards). The gold ring card will indicate what special rings may be played based upon the modified roll.

If the roll indicates a special ring that you have in your hand, you may replace the gold ring with that ring and discard the gold ring.[352] Otherwise, you just discard the gold ring (i.e., it was not that special). If the roll indicates more than one special ring in your hand, you choose which to play.[353]

There are several ways to test a gold ring, depending on whether you are using a hero or minion deck, as shown on *Table 3.8* below.

Whenever a Fallen-wizard player tests a hero gold ring item, the roll is modified by -1.[354] Any ring test in a Ringwraith's or *The Balrog*'s company has a modification of -2.

Important: Only hero Rings can be played after testing a hero Gold Ring and only minion rings can be played after testing a minion Gold Ring.
Exception: When the test of a gold ring indicates that a specific type of ring may be played, a Fallen-wizard player may play either a hero or a minion ring of the appropriate type.

Clarification: Mind rings are minor items and are played as such. They are **not** special items.

Example: You have Tarcil and Pon Opar (a sage) in the same company. Tarcil has *A Little Gold Ring*. In your hand, you have a *Test of Fire* card and three ring cards: *Trifling Ring* (a *lesser ring*), *Magic Ring of Lies*, and *Dwarven Ring of Durin's Tribe*.

Because Pon Opar is a sage in the same company as a gold ring, you play your *Test of Fire* on Tarcil's gold ring at any time during your turn. You roll a 5 for the test, so you may play either your *Trifling Ring* (any result) or your *Magic Ring of Lies* (6 or less) with Tarcil. In either case, the gold ring is discarded. If you had rolled a 9 or higher, you would have had the choice of playing your *Dwarven Ring of Durin's Tribe* or your *Trifling Ring*.

352. When a gold ring item is tested, the ring is discarded and its marshalling points are lost whether or not you are able to play a special item [*CRF, Rulings by Term, Gold Ring Item*].

Some cards allow you to search your deck for a *Lesser Ring* after a ring test. You should shuffle your deck after searching it [*CRF, Rulings by Term, Ring Items*].

353. A successful ring test does not allow an on-guard card to be revealed [*CRF, Turn Sequence Rulings, Site Phase, On-guard Cards*].

354. [*MEWH*, 4].

T–3.8 WAYS TO TEST GOLD RINGS

For Hero players	For Minion players
• If you have a sage character in the same company as the gold ring, you can play a *Test of Form* or *Test of Lore* card.	• If you have a sage character in the same company as the gold ring, you can play a *Test of Fire* card.
• If you have a Wizard character (i.e. your avatar) in the same company as the gold ring, you can play a *Wizard's Test* card.	• If you have a sage character in the same company as the gold ring and the company is at a site where "Information" is playable, you can play a *Secret of Their Forging* card (you do not have to roll, you can just play any special item ring except *The One Ring*).
• If you have a sage character in the same company as the gold ring and the company is at a site where "Information" is playable, you can play a *Ringlore* card (you do not have to roll, you can just play any special item ring except *The One Ring*).	• Any gold ring in the Ringwraith's or *The Balrog*'s own company at the start of the end-of-turn phase is automatically tested. Any ring test in a Ringwraith's or *The Balrog*'s own company has a modification of -2*.
• If *Gandalf* is your avatar and is in the same company as the gold ring, you can test it.	• For a Ringwraith player, any gold ring in one of your companies at Barad-dûr at the start of the end-of-turn phase is automatically tested. Any ring test at Barad-dûr has a -3 modification*. Rings are not automatically tested for a Balrog player at Barad-dûr.
	• If you store a gold ring** at a Darkhaven, it is automatically tested with a modification of -2*.

*Due to the -2 and -3 modifications, these ring test methods given above have little chance of resulting in *The One Ring*. This reflects the influence of "fate" on Sauron's efforts to find The One Ring.

**Ring special items played as a result of storing a ring at a Darkhaven come into play stored [*CRF, Rulings by Term, Gold Ring Item*]. *The One Ring* may never be stored.

Note: Special cards as *Black Rain* also allows minion players to put a ring into play.

Note: A Ringwraith or *The Balrog* may carry a ring but may not use it (i.e. all items have no effect on a Ringwraith or on his attributes and abilities).

Targeting Site and Resource Cards for Fallen-wizards

For Fallen-wizards, a hero resource event card may not target/affect a minion site card or a minion resource card. A minion resource event card may not target/affect a hero site card or a hero resource card.[355]

In order to play a non-fallen-wizard resource that would normally tap a site, **either the site and the resource to be played must both be hero cards or they must both be minion cards**. For these purposes, a fallen-wizard specific site card (including Wizardhavens) is both a hero and minion site. This applies to all factions, allies, and items; as well as other cards played during the site phase that tap the site.[356]

The above restrictions do not apply to *Spells* and *Magic*.[357]

Stage Cards

Certain cards give a Fallen-wizard player stage points. Stage points reflect how far a Fallen-wizard has deviated from his original mission. You must keep track of your accumulated stage points. The number of stage points that a card gives is indicated by one of the following symbols: 1 2 3 4 5.

Such a stage resource card is actually a "fallen-wizard-only resource card"—only Fallen-wizard players may include them in their decks.[358] Most stage resource cards give stage points.

You may only play stage resource permanent-events during your organization phase (unless a specific card states otherwise)[359]. You may discard one of your stage resource cards in play during your organization phase. You may not discard such a card if it would reduce your stage points below 3.[360]

355. [*MEWH,* 5; *CRF, Rules Errata*].
A Fallen-wizard may use a minion resource to cancel the automatic-attack at a hero site, and viceversa.
You may use minion or hero resources to affect the automatic-attack at a site, regardless of the site's alignment [*CRF, Rulings by Term, Fallen-wizard*].

356. The "free" minor item played after another resource that taps a site must match the alignment of the site [*ICE,* 52].

357. [*MEWH,* 4].

358. [*MEWH,* 2].

359. [*MEWH,* 4].

360. Stored stage resources give stage points, and may be discarded normally [*CRF, Rulings by Term, Stage Resouces*; *ICE,* 86].

Marshalling points for stage resource cards are handled normally (i.e. as printed on the card). However, all other marshalling point cards are only worth 1 marshalling point each to a Fallen-wizard (regardless of their printed value). These marshalling points can not be modified by a hero or minion resource event (e.g. *Rumor of the One*, *Tribute Garnered*, *Sentinels of Númenor*, etc.). However, Fallen-wizard abilities and stage resource cards can modify the number of marshalling points certain cards give.[361]

If your opponent is playing the same Fallen-wizard as you, and reveals that Fallen-wizard first, you must discard any fallen-wizard specific stage resources that you have in play.[362]

Note: When the rules and cards refer to a Wizard, they apply to your Fallen-wizard. When rules and non-site cards refer to Havens and Darkhavens, they apply instead to your Wizardhavens.

PLAYING HAZARD CARDS (Non-events)

Hazard cards represent evil forces and natural dangers in Middle-earth. Even if you play with minion characters and your Ringwraith or *The Balrog* are serving Sauron, the evil forces in the world will oftend attack you on purpose or by mistake—that's the nature of evil.

You may play hazard cards only during your opponent's movement/hazard phase.[363] Some hazard permanent-events allow you to tap or discard them for an effect, and this does not count against the hazard limit unless specified otherwise on the card.[364]

Note: Hazards that give bonuses to attacks do **not** give bonuses to characters and companies.

Creature Cards

You may use a creature card to *directly attack*[365] one of your opponent's companies. Such an attack can occur only if one of the following criterion is met:

- The company's new site or current site (i.e., if the company did not move) is a specific site at which the creature's card text says it can be played.
- The company's uses basic movement and his site of origin or new site is in a region where the creature's text says it can be played.[366]
- At least one of the site symbols on the creature's card matches the site that the company moved to (i.e., the new site) or stayed at (i.e., if the company did not move).
- At least one of the region symbols on the creature's card matches one of the region types the company moved through this turn (see below). If the creature's card has two or more region symbols of the same type (i.e., a deep Wilderness creature), then the company must have moved through at least the same number of symbols of that type.[367]
- The company uses region movement and moves through a region where the creature's text indicates they may be played.[368]

Note: The Geann a-Lisch site is a Darkhaven for minion players. However, as stated on its card, creatures keyed to Ruins & Lairs [⛰] may be played against a company that has Geann a-Lisch as its new site or as its current site if it did not move.

Clarification: Two Wilderness symbols are required in a site path to play a deep Wilderness creature. However, the two symbols need not be adjacent in the site path. For example, a deep wilderness creature may be played keyed to the site path: 🌲🌀🌀🌲. If a company travels with two Wilderness on its site path, the chance of encountering very dangerous Wilderness monsters has doubled, even if the two wildernesses are not adjacent.

361. None of a Fallen-wizards MPs may be modified by non-stage resources [*CRF, Rulings by Term, Fallen-wizard*].

362. [*CRF, Rulings by Term, Stage Resources*]. If your Fallen-wizard leaves play, discard all of your stage resource permanent-events in play that are specific for your wizard.

363. Hazards may only be played on a company whose movement/hazard phase is being resolved, or on the site they are moving to. Long-events and permanent-events may effect more than one company even though they are only played «on» one company [*CRF, Turn Sequence Rulings, M/H Phase, Movement, Playing Hazards*].

364. [*CRF, Turn Sequence Rulings, M/H Phase, Movement, Playing Hazards*].

365. Creature hazards may not be played in response to other actions. They must always start a chain of effects [*MELE*, 69].

366. If a company is moving from a surface site to an Under-deeps site, hazards may not be played keyed to the region of the surface site [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, Playing Hazards*].

367. If a card must be keyed to two or more instances of a region type, those region types do not have to be consecutive in the site path. *Angmar Arises*, In *Darkness Bind Them*, and *Reaching Shadow* may not be used to play creatures keyed to double shadow-lands. For the purposes of interpreting hazards, no Darkhaven or Haven has a site path except fo Geann a-Lisch [*CRF, Turn Sequence Rulings, M/H Phase, Movement, Playing Hazards*].

368. See fn. 366.

If a creature satisfies more than one of these conditions, you must choose (when you play the creature) one of these conditions that the attack is "keyed to".[369] The effects of certain cards are based upon the region or site type that a creature is keyed to.

The region types that a company moves through during a given turn are determined by the following criteria:

- If a company did not play a new site card, it did not move through any regions—so, no creature may be played based solely on region conditions.
- If the company was at a hero or minion Haven and has played a new non-Haven site card, the region types are indicated by the new site card's site path.
- If the company was at a hero or minion Haven site and has played a new Haven site card (but no region cards), the region types are indicated by the new Haven site card's "Site Path from" the old Haven site (i.e. the site path from the site of origin Haven).
- If the company was at a non-Haven site and has played a new hero or minion Haven site card (but no region cards), the region types are indicated by the site of origin's site path (i.e., the site path on the site that the company left).
- If the company used region movement, the region types of the site path are indicated by the region cards or an appropriate map (i.e., each region card has a region type).

Note: A creature played keyed to a specific region by name is not keyed to the specific region's type. For example, if Thranduil's Folk is played keyed to the Grey Mountain Narrows (a Shadow-land region [ ]), a target character with a *Shadow-cloak* can not use it to cancel a strike—the attack is keyed to the region by name, not by type.[370]

Clarification: The player that plays a hazard creature must specifically state the type of region or site that a creature is keyed to—it can affect the use of other cards.

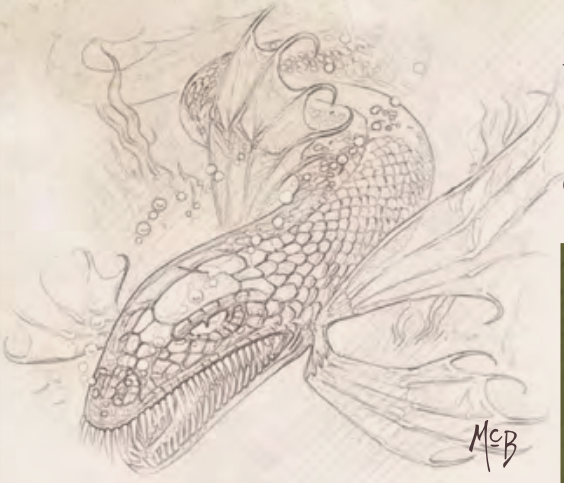
For example, if a hero character with an *Elven Cloak* faces a strike from a creature that has been played keyed to wilderness [ ], he can tap the cloak to cancel the strike. However, if such a strike is keyed to border-lands, he cannot use his cloak against it.

Example: Certain card combinations make creatures more powerful and allow it to be played more often. The hazard creature *Dire Wolves* has 4 strikes with a prowess of 8. However, if played in combination with a *Wake of War* card, *Dire Wolves* has 5 strikes with a prowess of 9. If played in combination with a *Wake of War* and a *Doors of Night*, *Dire Wolves* has 6 strikes with a prowess of 10.

369. A creature "played at" a site is the same as being "keyed to" the site. A creature "played at a site in" a region is the same as being "keyed to" the site by name.

Attacks created by events are not keyed to anything unless specifically stated as being keyed to something on the card [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, Playing Hazards*].

370. Attacks or strikes keyed by name to a region or site cannot be cancelled by effects which refer only to the type of the region or site [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, Combat, Attack*].



The Hazard Limit (HL)

During your opponent's movement/hazard phase, the number of hazard cards that you may play on one of your opponent's companies[371] is that company's *hazard limit*. The hazard limit is equal to two **or** the company's size, whichever is greater. A company's size is equal to the number of characters in it (including the avatar), with each Hobbit and Orc with explorer skill counting half (round up). For this purpose, allies do **not** count as characters.

The base hazard limit is determined (i.e., set) simultaneously at the moment a company reveals its new site or otherwise announces it is beginning its movement/hazard phase.[372]

A hazard limit can be modified by the play of certain cards.[373] Any cards which modify a company's hazard limit played before the hazard base limit is checked at the movement/hazard phase are then immediately applied in the order chose by the player controlling the company. With such modifications established, any cards played after determining the hazard base limit are interpreted in the order they are resolved. Any effects which modify the hazard limit against a company during its site phase are ignored. Any reduction in the hazard limit during a movement/hazard phase does not affect cards already announced and played.[374]

When a card modifying the hazard limit leaves play or no longer has its conditions met, the hazard limit reverts to what it would have been without that effect being applied.[375]

Tapping a Nazgûl permanent-event *does* count against the hazard limit.

Clarification: For the purposes of calculating hazard limits, each company's size is determined for each company at the beginning of the movement/hazard phase (i.e., it remains fixed). So, if a character is eliminated during his company's portion of the movement/hazard phase, his company's hazard limit does not change.

Placing a Card On-guard

During the movement/hazard phase of your opponent's turn, you may place one card *on-guard*[376] for each of your opponent's companies. This card is played face down next to the company's new site or next to its current site if it did not move. Any card can be placed on-guard (i.e., it does not have to be a hazard, you can bluff). Such a card does count against the hazard limit for the company it is placed on.[377]

The card will remain on that site until one of the following occurs[378]:

1. *The company decides to face the site's automatic-attack.*[379] If the on-guard card is a hazard creature keyed to the company's site or a hazard that can modify the automatic-attack, it may be revealed before the automatic-attack is resolved.[380] If it is a hazard creature, it will attack after the automatic-attack is resolved.
2. *The company plays a card that potentially taps the site.* If the on-guard card is a non-creature hazard, it may be revealed if it is a hazard that directly affects the company or a character in the company[381] (e.g., a hazard that forces all characters to make a corruption check).

371. If you say you are done playing hazards and your opponent plays a resource before the M/H phase ends, you may then resume playing hazards, assuming you have not yet reached the HL [*CRF, Turn Seq. Rulings, M/H Phase, Movement, Playing Hazards*].

372. [*METD*, 3]. You check the hazard limit at declaration and resolution. At declaration there must be less hazards already declared than the HL. At resolution there must be no more hazards declared than the HL [*CRF, Turn Seq. Rulings, M/H Phase, Movement, Playing Hazards*].

373. Hazard limit can be decreased below zero [*ICE*, 65 & 88].

374. [*METD*, 3].

375. [*CRF (CoE), Turn Seq. Rulings, M/H Phase, Movement, Playing Hazards*].

376. A card on-guard is not considered to be in any player's hand [*CRF, Turn Seq. Rulings, Site Phase, On-Guard Cards*]. Placing a card on-guard can always be done in response as long as there's enough HL, and that card can be revealed normally during the site phase [*CRF (CoE),Turn Seq. Rulings, Site Phase, On-Guard Cards*].

377. If the HL is reduced to the point where the on-guard card couldn't be played, the card is returned to the player's hand [*CRF (CoE),Turn Seq. Rulings, Site Phase, On-Guard Cards*].

378. You can reveal any number of cards if the conditions exist for their legal revealing as on-guard cards [*CoE*, 12].

379. The on-guard card must be a creature keyable to the site, or affect the automatic-attack [*ICE*, 123].

380. Creatures may only be revealed on-guard if there is an automatic-attack at the site [*CRF, Turn Sequence Rulings, Site Phase, On-guard Cards*].

EXAMPLE OF PLAYING CARDS ON-GUARD

After visiting Gondmaeglom, Nick's company moves to The Lonely Mountain. During his movement/hazard phase, Jessica places a card on-guard. The card is *Awaken Denizens*, but since it is face down, Nick does not know that. This card doubles the number of strikes for an automatic-attack at a Ruins & Lairs site.

During his site pase, Nick states that her company will face the Lonely Mountain's automatic-attack (a Dragon, 1 strike with a prowess of 14). Jessica reveals her on-guard card and the automatic-attack becomes 2 strikes with a prowess of 14 each. Nick's company must face this attack.

On the next turn Jessica's company moves to Dimrill Dale. Nick plays a *Cave-drake* on-guard. Jessica declares he will face the automatic-attack (Orc, 1 strike at 6 prowess). Nick reveals the Calve-drake, and Jessica will have to face it after the automatic-attack.

Next, Nick's company moves to the Dead Marshes. Jessica plays a *Weariness of the Heart* on-guard. Nick faces the automatic-attack and then plays an item. In response to the item being played, Jessica reveals the *Weariness of the Heart* and forces one of Nick's characters to make a corruption check.

Finally, Jessica's company moves to Mount Gundabad. They face several creatures along the way and barely make it there in one piece. Additionally, Nick places *A Nice Place to Hide* on-guard. Since it is a resource she will never be able to reveal it. Jessica does not know this, and is worried about what the card might be, so he decides not to enter the site this turn. The site phase ends and *A Nice Place to Hide* returns to Nick's hand.

3. *The site phase ends*. Return the card to your hand.[382]

In cases 1 and 2, the card is handled as if it had been played during the movement-hazard phase[383] (i.e., short-events are discarded, long-events last until your opponent's next long-event phase, etc.).

If the site an on-guard card is played upon leaves play before the site phase, the on-guard cards at that site are returned to their owner's hand.[384]

Important: A on-guard card **may not be revealed** in the second case above if it: returns the company to its site of origin, taps the site or a character in the company, forces the company to do nothing during the site phase, or potentially removes a character from the company (outside of combat or forcing a corruption check).

A card that potentially removes an ally from the company can be revealed, so long as it otherwise is legal [*CRF, Turn Sequence Rulings, Site Phase, On-Guard Cards*].

PLAYING AGENTS AS HAZARDS

An agent (from *MEDM*) is a hazard that represents an individual that has been sent on a covert mission by the Dark-lord or one of his Dark Lieutenants. However, not all agents are minions. The two agents on the normal hazard template are "non-Minion agents": *My Precious* and *Lobelia Sackville Baggins*.

Note: Agent cards can be played as hazards or as characters. See page 56, "Bringing Characters Into Play" to learn more about this. While in play, agents played as hazards may not become characters, and agents played as minion characters may not become hazards [*CRF, Rulings by Term, Agents*].

Note: Agents, when played as hazards (i.e. not as characters), are hazards and effects caused by them are hazard effects [*CRF (CoE), Rulings by Term, Agents*].

An agent has the same attributes as a character: race, skills, direct influence, prowess, body, mind, marshalling

381. Only declared or on-going cards and effects can be considered when determining the validity of revealing an on-guard card. Potential effects that have not been triggered cannot be considered.

A revealed on-guard card retroactively takes effect as though it were both declared and resolved immediately prior to the chain of effects during which it was revealed.

A successful ring test does not allow an on-guard card to be revealed.

You may reveal a card in response to an influence attempt against a faction even if the on-guard card only has an effect if the attempt is successful. You may also reveal a card in response to such an attempt that affects the actual influence attempt.

If two companies are at a Haven, on-guard cards played on one company can only be revealed against that company, and can only affect that company (unless the hazard states it affects all versions of the site).

When an on-guard card is revealed, it immediately ceases to be considered an on-guard card [*CRF, Turn Sequence Rulings, Site Phase, On-guard Cards*].

On-guard cards target nothing until they are revealed [*CoE,* 101].

382. Unrevealed on-guard cards always returns to its owner's player hand [*ICE,* 1 & 110].

383. An on-guard card may only be revealed if it could have also been played during the movement/hazard phase. This means all targets of the card must have existed during the movement/hazard phase in order for the card to be revealed [*CRF, Rules Errata*].

384. [*CRF, Turn Sequence Rulings, Site Phase, On-Guard Cards*].

points, and special abilities. During play, each agent played as hazard must be in one of the following states: face-down and untapped, face-down and tapped, face-up and untapped, face-up and tapped, or face-up and wounded.

An agent can be thought of as a hazard[385] that acts as a creature with the following special effects:

- It normally remains in play until it is eliminated.
- For the purpose of the minimum number of creatures requirement in a play deck, each agent only counts as half a creature[386] (but only in hero and balrog decks, see *Table* 3.2, "Deck Construction Rules" on page 38).
- The total of the mind attributes of all of your agents in your play deck and sideboard may not exceed 36.

An agent is always located at a site. Once an agent has been revealed or has moved to a site that is not one of its home sites, one of your site cards must be used for this purpose. A face-up agent's site card must always be face-up. Agents move and operate alone (i.e., they do not move and operate in «companies»).[387]

385. Minion agents in play as hazards are not characters. They are still minions [*MEDM*, 5 & *CoE*, 35].
Agents included in a Minion's deck count as characters for the purposes of meeting deck requirements. However, during play, each minion agent may be played as either a character (i.e., as a minion character) or as a hazard (i.e., as an agent).
Minion agents included in a Wizard's deck count as hazards for the purposes of meeting deck requirements [*MELE*, 85].
386. [*MEDM*, 4].
387. Idem.
388. Idem.
389. Agent hazards require the use of sites for movement, and your agent hazards must still use sites from your location deck [*MELE*, 85].
390. Revealed agents may return to their home site, even if they are at one of their home sites [*CRF, Rulings by Term, Agents*].

Note: Agent hazards (from MEDM) require the use of sites for movement, and your agent hazards must still use sites from your site deck.

Each agent is unique—all normal rules apply. If a specific agent is in play face-up and a second, identical agent is turned face-up (i.e., it is revealed), the second agent is immediately discarded.

Untapping an Agent

Each of your agents untaps during your untap phase.[388]

Playing an Agent as Hazard

To play an agent as hazard, place it face-down (and untapped) during your opponent's movement/hazard phase (counts as one against the hazard limit). The agent is assumed to be at any one of its home sites (no site card is required).

Agent Actions

Each of your agents who was already in play at the beginning of your opponent's turn may take **one and only one** of the following actions each turn.

- A tapped or untapped agent may move to a non-Haven, non-Under-deeps site in the same region or in an adjacent region (see below). The agent taps if not already tapped.[389]
- An agent may return to its home site (i.e., remove all of the site cards on the agent). Revealed agents may return to their home site, even if they are at one of their home sites.[390]
- An agent may tap to make certain creatures playable at its current site (see page 106).
- A wounded agent may heal (i.e., move from wounded status to tapped status).

- A tapped agent may untap (i.e., move from tapped status to untapped status).[391]

Note: This rule does not appear in the rules insert with the booster packs. This rule is correct and should be considered as though it were printed in the rules insert.

- An untapped, face-up agent may be turned face-down along with its site card.[392]

Performing any one of these actions with an agent counts as one against the hazard limit. **These actions may only be taken during your opponent's movement/hazard phase.**[393]

Note: Certain cards allow an agent to take more than one action during a given turn.

Moving an Agent *(Agent Action)*

When one of your agents moves, tap it[394] and place its new site card[395] on top of the agent and any other site cards already on the agent (face-up if the agent is face-up, face-down if the agent is face-down). If the agent is face-up, return to your location deck all site cards other than the new site card. Thus, the top site card on an agent indicates its current site.

Alternatively, you may remove the top site card on a face-down agent (i.e., it moves back to its previous site).[396]

Agents may not move to any version of a hero Haven, unless they have a special ability allowing them to. Only Elven agents can move to a site that is a Wizardhaven.[397]

If you are a Ringwraith player, your agents may move as if Dagorlad and Udûn are adjacent.[398]

Note: If you are not using region movement, agents may not move.

Revealing an Agent

You may turn any of your face-down agents face-up (i.e., reveal them) at any time during your opponent's movement/hazard phase. This doesn't count as an agent action as outlined above and it doesn't count against the hazard limit.

Alternatively, you must reveal an agent when it attacks, when it makes an influence attempt, or when certain cards are played. Only face-up agents are considered for uniqueness purposes.[399]

Note: Certain hazard cards specify that an agent must tap for the card to take effect. A face-down agent that taps in this fashion must be revealed (i.e., turned face-up).

If one of your agents is revealed before it has moved, you must immediately choose which home site it is at—place the appropriate site card with the agent.[400] If you do not have such a site card in your location deck, discard the agent at the end of the current turn.[401]

If one of your agents is revealed after it has moved, the first site card that

391. [*CRF, Rules Errata*].

392. Cards played on an agent remain face up when the agent turns face down.

When you flip an agent face down, leave it's current site face up with the agent. That now counts as a legal first card "played" for when you reveal the agent again [*CRF, Rulings by Term, Agents*].

393. [*MEDM,* 4].

394. A tapped agent can move. Tapping is not condition of agent movement, it is an effect of agent movement [*Middle-earth: Dark Minions Player Guide*, 14].

395. When moving an Agent hazard, a Fallen-wizard player must use hero site cards. If the minion version of a site card is in play or in your discard pile, your agents may not use or reveal the hero version of that site [*MEWH*, 5].

396. This rule do not apply to revealed agents, since they refer to the first site card played, which is discarded when the agent is revealed the first time [*CRF, Rulings by Term, Agents*].

397. [*CRF, Rulings by Term, Agents*].

Remember, nor will it move to an underdeeps site [*MEDM*, 4].

398. Idem.

399. Idem.

400. An agent revealed without site card is considered to be at one of its home sites, but it is discarded at the end of the turn [*MEDM,* 115].

401. [*MEDM,* 5].

Multiple Agents can be revealed at the same site, but the one's without a site card will be discarded at the end of the turn [*ICE,* 512]..

was played must be one of its home sites **or** it must be in the same region as one of the agent's home sites **or** it must be in a region adjacent to a region that contains one of the agent's home sites. Any site card other than the first site card must be in the same region as the previous site placed on the agent **or** it must be in a region adjacent to the region that contains the previous site placed on the agent.[402]

If one of your agent's series of sites indicating its travel is illegal, the agent has no effect. In addition, it is immediately discarded and any site cards associated with the agent are returned to your location deck.

When one of your agents and its site cards are revealed, all site cards other than the agent's current site card are returned to your location deck (after verifying that the path of movement was legal). Only the revealed agent's current site will be affected by environment cards.[403]

Playing Creatures at an Agent's Site *(Agent Action)*

If one of your agents and one of your opponent's companies are both at the same Ruins & Lairs [], Shadow-hold [], or Dark-hold []—or if a company is moving to the same Ruins & Lairs, Shadow-hold, or Dark-hold where the agent is located—[404] you may tap the agent and then attack that company with any non-unique hazard creatures (regardless of what they are keyed to) of the same creature type as the site's automatic-attack.

If one of your agents is at his home site and one of your opponent's companies is at or moving to that site you may tap the agent and then attack that company with certain hazard creatures (regardless of what they are keyed to) based upon the site type:

- You may play Men, Dwarves, Elves, Dúnedain, and Hobbits at Free-Holds [].
- You may play Orcs, Nazgûl, Men, Dwarves, Elves, Dúnedain, and Hobbits at Border-Holds [].
- You may play Orcs, Nazgûl, and Trolls at Ruins & Lairs [].
- You may play Orcs, Nazgûl, Undead, and Trolls at Shadow-Holds [].
- You may play Orcs, Nazgûl, and Trolls at Dark-Holds [].

In either case, if a creature is played in this manner,[405] the agent is revealed (if it was not already revealed).[406]

Attacking with an Agent

During your opponent's site phase, each of your agents may attack a company if the following conditions are met:

- The agent is at the same site as the company.
- The company decides to enter the site.

An agent may only attack once per site pase.[407] This attack is declared and enacted at the start of the site phase immediately following any automatic-attack. If face-down, turn the agent face-up.

Agents are not creatures and agent attacks are not keyed to anything.[408]

> ***Note:*** Certain cards (e.g., *Cunning Foes*, *To Get You Away*, etc.) allow an agent at a company's new site to attack a company during the movement/hazard phase.

402. [*MEDM*, 5].
403. [*CRF, Rulings by Term, Agents*].
404. An agent may tap to play creatures at a site if the company is moving to the site [*CRF, Rules Errata; Middle-earth: Dark Minions Player Guide*, 14].
405. A creature «played at» a site is the same as being «keyed to» the site [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Movement, Playing Hazards*].
406. Idem.
407. [*CRF, Rulings by Term, Agents*].
408. Idem.

Resolving Combat with an Agent

When one of your agents attacks[409] it is considered to be the attacker and it has one strike unless modified. Combat with an agent is handled like any other combat with the following exceptions:

- The prowess for each of the agent's strikes is modified by a roll (2D6)—a separate roll is made for each strike.[410]
- A wounded agent's prowess is modified by -2.
- If the agent is face-down when the attack is declared, one of the following applies:
  - » If at his home site, his prowess is modified by +5 for that attack **and** his body is modified by +1 **and** the attacker chooses defending characters.
  - » If not at his home site, his prowess is modified by +2 for that attack.
- If a face-down agent attacks as the result of the play of a card, the agent is considered to be face-down when the attack is declared.
- If the agent is face-up at his home site when the attack is declared, his prowess is modified by +2 for that attack **and** his body is modified by +1.
- After the combat, the agent remains in play **and** it must be face-up and tapped *or* face-up and wounded.

Agent attacks against minion companies are consider always detainment.[411]

Note: Agents played as hazard are not characters—you may not play resource cards to modify an agent's prowess (e.g., a *Bold Trust* will not affect an agent's prowess). Hazard cards affect an agent attack normally.

409. Playing a card that makes an agent attack is considered the attack's declaration [*CRF, Rulings by Term, Agents*].

410. Rolls made by agents during combat are done simultaneously with rolls made by characters during combat, after step 5 of the strike sequence (see page 77) [*CRF, Rulings by Term, Agents*].

411. [*CRF, Rulings by Errata*].

EXAMPLE OF COMBAT WITH AN AGENT

During your opponent's movement/hazard phase (M/H phase), you play Gisulf, counting as one against your hazard limit. He is placed face-down and is considered to start at any of his home sites: Woodmen-town, Lake-town, or Dale (your choice whenever he is initially revealed). Gisulf may not take an action this turn-he was just played. However, if one of your opponent's companies were to move to one of Gisulf's home sites this turn, Gisulf could attack it during its site phase.

During your opponent's next M/H phase, his main company moves to Lórien. You decide to move Gisulf to a site in the Anduin Vales so that he is closer to more sites reachable from Lórien. He can do this because Woodmen-town is in Western Mirkwood, which is adjacent to Anduin Vales. One of your own company's is at Eagle's Eyrie and Framsburg is in your discard pile, so those cards are not available for Gisulf to use. Thus, Gisulf can only move to Gladden Fields or Beorn's House. You move him to Gladden Fields (counts one against the hazard limit), tapping him and placing that site card (his current site) face-down on top of Gisulf. Maybe your opponent will try to get a ring next turn.

Gisulf untaps during your untap phase. During your opponent's next M/H phase, his main company reveals that it is moving to Goblin-gate. Since Goblin-gate is in High Pass and High Pass is adjacent to Anduin Vales, you move Gisulf to Goblin-gate-tapping him and placing your Goblin-gate site card (his current site) face-down on top of him.

At this point Gisulf is at the company's new site and you could play certain hazard cards: e.g., *Seek Without Success* (returns the company to its site of origin). Unfortunately, you don't have any of these cards in your hand.

During the site phase, the company enters Goblin-gate and faces the automatic-attack. Then, you decide to attack them with Gisulf. He is turned face-up and the site cards on Gisulf are revealed and checked. He traveled from Woodmen-town (his chosen starting home site) in Western Mirkwood to Gladden Fields in Anduin Vales to Goblin-gate in High Pass. Each of these regions is adjacent to the previous one played, so Gisulf moved legally. The Gladden Fields site card is returned to your location deck and Goblin-gate is left face-up with Gisulf.

Gisulf's prowess for this attack is 7 (5 normal, +2 because he was face-down when the attack was declared). Elladan is untapped and is in the target company, so your opponent chooses him to take the attack. Elladan's prowess is 5 (his normal prowess of 5 because he decides to tap). You (Gisulf) roll an eight for a total of 15, while your opponent rolls a six for a total of 11—Elladan is wounded.

Marshalling Points from Agents

Only your opponent can receive marshalling points by defeating an agent that you played. If you defeat an agent that you played, it is removed from the game and no one receives its marshalling points.[412]

Marshalling points from defeating an agent count as kill points, **not** as character points.[413]

Influencing With an Agent

During your opponent's movement/hazard phase, certain cards and special abilities allow your agents to attempt to influence allies, factions, followers, and characters. After an influence attempt, the agent remains face-up and in play.

To influence an ally, follower, or character,[414] the agent must be at the new site for the target or at the target's current site if the company did not move. To influence a faction, the agent must be at the site at which the faction is playable.

To attempt to influence in this manner, your agent must make an influence check as outlined on pages 87-90 of this rulebook. However, the following exceptions apply:

- Your agent's unused direct influence and any other modifications are used[415] (i.e., the agent is doing the influencing, not a character).

412. To wound an agent you only need to defeat the prowess of one strike. To eliminate an agent you must defeat the prowess and body for all strikes [*CRF, Rulings by Term, Agents*].

413. [*MEDM,* 6].

414. Agents not played as characters are hazards, and any effects produced by them are hazard effects. For this reason, agents cannot make influence attempts during the movement/hazard phase against a character/ally when a different company is moving [*CoE,* 48].

415. Agents do not get the -5 penalty for influencing across alignments [*CRF, Rulings by Term, Agents*].

T-3.9 SPECIAL RULES FOR AGENTS ACCORDING THE DIFFERENT ALIGNMENTS

For Minion (non-Balrog) players	For Fallen-wizard players
Ringwraith players can use agents like characters* (see page 56). As hazards, agents operate as outlined with the following exceptions: • Agents included in a Ringwraith's deck count as characters for the purposes of meeting deck requirements. However, during play, each agent may be played as either a character (i.e., as a minion character) or as a hazard (i.e., as an agent). • Agent hazards require the use of sites for movement, and your agent hazards must still use sites from your location deck.	Fallen-wizard players can use agents like characters* (see page 56). As hazards, agents operate as outlined with the following exceptions: • Agents included in a fallen-wizard's deck count as characters for the purposes of meeting deck requirements. However, during play, each agent may be played as either a character (i.e., as a hero character) or as a hazard (i.e., as an agent). • When moving an Agent hazard, a Fallen-wizard player must use hero site cards. If the minion version of a site card is in play or in your discard pile, your agents may not use or reveal the hero version of that site.

*Agents played as characters are not affected by cards that target agents [*CRF, Rulings by Term, Minion Characters*].

- If your agent is at his home site his direct influence is modified by +2.
- You can't use resources cards to help the attempt (e.g., you may not reveal an identical resource card, you may not use a *Muster*, etc.).
- If the target character (or follower) has the same home site as the agent, treat the character's (or follower's) mind attribute as zero and your agent's roll is modified by +2.
- If the target ally is playable at the agent's home site, treat the ally's mind attribute as zero and your agent's roll is modified by +2.
- If the target faction is playable at the agent's home site, treat the number required to bring the faction into play as zero and your agent's roll is modified by +2.[416]

PLACEMENT OF CARDS "OFF TO THE SIDE"

Certain cards and effects require other cards be placed "off to the side" (e.g., *Sack Over the Head*). Cards placed "off to the side" are placed on the playing surface, usually "off to the side" of the normal area of play. Such cards are kept with their host permanent-event that caused this effect. Any such card placed "off to the side" absolutely cannot be targeted or otherwise affected by the game except by cards that specifically affect cards placed "off to the side".[417] Host cards (see below) of cards "off to the side" can be targeted normally.[418]

Cards placed "off to the side" are in play for the purposes of uniqueness. Unless stated otherwise, when a host permanent-event is removed from the playing surface, any cards placed "off to the side" under it are discarded. Usually the host card will state some mechanic that affects the cards placed "off to the side" with it. Unless stated otherwise on its host card, a

416. [*MEBA*, 4]. Agents may influence a faction with more than one playable site at any site where the faction could have been played [*CRF (Van), Rulings by Term, Agents*].
417. [*MEAS*, 1].
418. [*CRF, Rulings by Term, Off to the Side*].

card placed "off to the side" will give its marshalling points to its owner.[419] As a major exception, "taking prisoners" cards (primarily from *MEDM*) yield negative marshalling points for characters taken prisoner.[420]

Taking Prisoners

Certain hazard permanent-events cause a character[421] to be taken prisoner—these are called hazard hosts. A character taken prisoner immediately leaves his original company and is placed under its hazard host "off to the side". Additionally, the player playing the hazard host must take a site card from his location deck and place it with the hazard host-this is called the rescue site. Playing a rescue site is governed by the following rules:[422]

1. Any restrictions listed on the hazard host must be observed (e.g., it must be a Ruins & Lairs, must have an Orc automatic-attack, etc.).
2. If the hazard host is played on a character moving with region movement, the rescue site must be a site located in a region in which the character was moving or in a region adjacent to a region in which the character was moving.
3. If the hazard host is played on a character moving with starter movement, the rescue site must be located in the region containing the site of origin or the new site.
4. If the hazard host is played on a character not moving, the rescue site must be located in the same region as the character's site.
5. If the hazard host is played on a character moving to a new site that is an adjacent site of an Under-deeps site, the rescue site can be that Under-deeps site.[423]
6. If a rescue site is not available within these rules, the hazard host cannot be played!
7. When removed from the play surface, rescue sites always return to the location deck.

When taken prisoner, a character cannot take any actions (including healing or untapping) and cannot be affected by any cards except for those that specifically affect characters taken prisoner. A character taken prisoner is not controlled (i.e., does not use any influence), and all of his followers revert to general influence (which must be legally reconciled during his player's next organization phase). Any items, allies, or events controlled by a character are discarded when the character is taken prisoner unless the hazard host states otherwise. As an exception, a ring born by an imprisoned character stays with the character.

While a prisoner, a character yields negative character marshalling points equal to the marshalling points he normally would give.[424] If eliminated while imprisoned, the character yields these negative character marshalling points permanently (place the character's card in your marshalling point pile).[425]

419. [*MEAS*, 2].
420. [*MEBA*, 4].
421. Allies cannot be targeted to be taken prisoner, and otherwise cannot be taken prisoner. They can still face strikes from prisoner-taking attacks but they won't be tapped or wounded by them [*CRF (CoE), Rulings by Term, Ally*].
422. [*MEDM*, 3].
423. You cannot take prisoners from a company stationary at an Under-deeps site (using that same Under-deeps site as the Rescue Site) [*CRF (CoE), Rulings by Term, Prisoners*].
424. *MEDM*, 3].
425. Idem.

Rescue and the Rescue-attack

Hazard hosts that cause a character to be taken prisoner require a company controlled by the player of the imprisoned character to rescue the character in order to return him to a normal status of play. Alternatively, if the hazard host is discarded by a non-rescue mechanism (e.g., by *Marvels Told*), the character forms his own company at the rescue site. At any point outside of the initial attack or conditions by which a hazard host is played, the hazard host is discarded if there are no imprisoned characters are under it. Whenever, the hazard host is discarded, the rescue site always returns to the location deck.

To rescue a character, the company must be at the rescue site during the site phase and must face any automatic-attacks at the site as normal. The site can be tapped or untapped. The company must next face any rescue-attacks at the site. Rescue-attacks are not considered automatic-attacks. Following the rescue-attack, an untapped character in the rescuing company can tap, and all characters taken prisoner under the hazard host immediately join the company under general influence (which must be legally reconciled during the player's next organization phase)—the rescue attempt is successful. The company's site then taps (if untapped), and one minor item may be played with an untapped member of the rescuing company.[426]

Note: If he has one available, a player must use a site from his own location deck to rescue imprisoned characters. If he does not have the site or if the site is in his discard pile, the copy with the hazard host can be used to show the rescuing company's movement (if the rescue attempt is successful, the site would remain in play until the company leaves the site). In this case the site is not available for the rescuing player to use for any purpose (other than to rescue prisoners and play one minor item) until the company leaves the site and his play deck is exhausted.

DISCARDING CARDS

When a card leaves active play (discarded, eliminated, returned to owner's hand, etc.), discard all cards played on it.[427]

Whenever a character is discarded, all non-follower cards played with that character are also discarded.[428]

If your Fallen-wizard leaves play, discard all of your stage resource permanent-events in play that are specific for your wizard (e.g. if you are Alatar and play *Sacrifice of Form*, you must discard all of your stage resource permanent-events that say "Alatar specific"). As is normally the case, all hazard permanent-events on such a wizard are discarded.[429]

Cards discarded from a player's hand[430] must be discarded one at a time. This is mainly to allow a Pallando player to see each card as it is discarded.[431] Cards in the discard pile do not remember how they were played.[432]

STORING CARDS

During your organization phase, you may *store* any of your items that are at a Haven site. The controlling character must make a corruption check before an item can be stored,[433] and if he does not fail, the stored item is placed in your marshalling point pile and still counts for marshalling points.

Once an item is stored it may not be unstored and brought back into play.[434] *The One Ring* may never be stored.

Some items and resource cards[435] state that they can be stored when at a specific site[436] (e.g., the hero version of *Book of Mazarbul* can be stored at a Dwarfhold)—other cards may not be stored. Such an item or resource card is still placed in the marshalling point pile and cannot be brought back into play.

426. [*MEDM,* 3].
At an Under-deeps site, after a successful rescue attempt, a character can tap for a minor item only [*CRF, Rulings by Term, Under-deeps*].

427. [*MEBA,* 4].
If a card leaves active play, including being returned to a player's hand, it immediately ceases having an effect on play [*CRF, Rulings by Term, Discard*].

428. [*CRF, Rulings by Term, Discard*].

429. [*MEWH,* 5].

430. Discarding a card is not playing it, thus cards that allow you to play other cards as if they are in your hand do not allow you to discard such card as if they are in your hand. This means for example that a ring on *Rumours of Rings* cannot be discarded for *Rolled Down to the Sea*, nor can a dragon be discarded from *Summons from Long Sleep* to satisfy *Dragon Feuds* [*CRF (CoE), Rulings by Term, Discard*].

431. [*CRF, Rulings by Term, Discard*].

432. Idem.

433. Non-avatar minion characters who roll equal to or one less than their accumulated corruption when storing an item are only tapped and the item still successfully stored/transferred [*CRF, Turn Sequence Rulings, Organization Phase, Storing and Transferring Items*].

434. Stored cards are not considered to be in play, except for uniqueness purposes [*CRF, Rulings by Term, Stored Cards*] and to calculate the total amount of stage points [*ICE*, 86].
Stored cards get no bonuses based on which character bears them [*CRF, Rulings by Term, Stored Cards*].

435. For resource cards, no corruption check is required. unless otherwise specified on the card [*MEBA,* 14]

Fallen-wizard players not receive marshalling points for cards stored at non-Wizardhaven sites.[437] A Balrog player may not store anything at Barad-dûr.[438]

Important: When minion players store a gold ring, it is automatically tested (see page 99).

Clarification: A character bearing a certain type of card cannot untap until the card is stored (as stated in the card's text). After storing such a card, the character does not untap until the untap phase of his player's next turn.

Clarification: Unless stated otherwise on the card, the marshalling points for a card that can be stored apply regardless of whether or not the card is stored.

TRANSFERING ITEMS

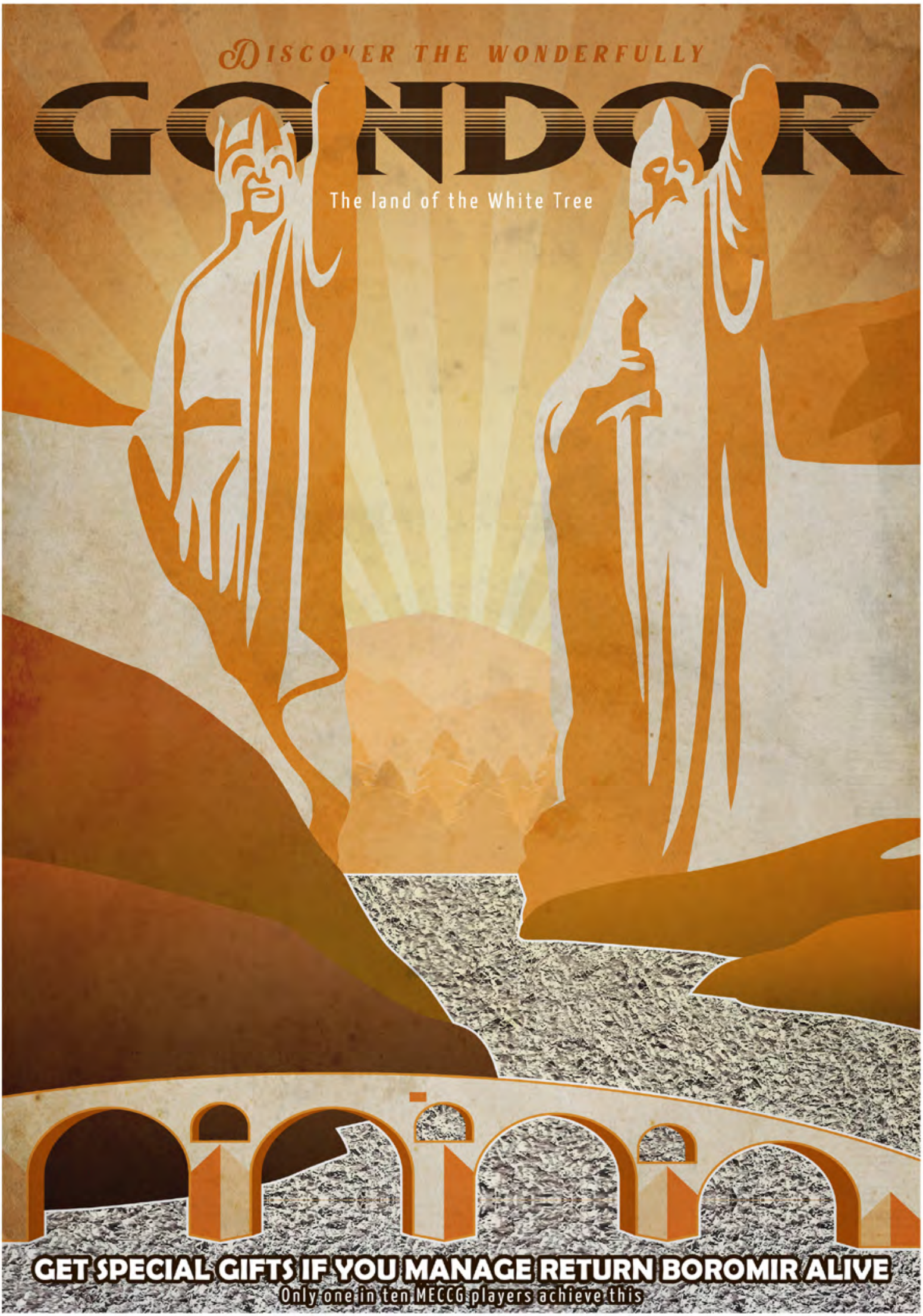
During your organization phase, you may transfer items between characters at the same site.[439] The controlling character must make a corruption check[440] before an item can be transferred. If the character does not fail the corruption check, the item may be moved to another character.

Clarification: A character that fails the corruption check has decided not to follow his avatar's commands and influence concerning the item's use (i.e., the item is discarded and the character is either discarded or eliminated).

Normally, when a character leaves active play (e.g., is discarded or eliminated), all non-follower cards[441] controlled by him are discarded. There are two major exceptions to this:

- Sometimes, the card that causes the character to leave play allows him to transfer an item(s) (e.g., *Call of Home*, *Skin-changer*, *Pilfer Anything Unwatched*).
- If a character is eliminated due to failing a body check, one item can be immediately transferred to each unwounded character in his company; but, the rest of his items are discarded[442]. Reassigning of the eliminated character's items is considered to be synonymous with his failed body check (i.e., no action may take place between the failed check and reassigning the items). Unassigned items are then discarded.[443]

436. Stored items at a specific site are considered at that site for purposes of playing another cards [*ICE*, 90].
437. [*MEWH*, 2]. You can store cards at sites made into Wizardhavens (e.g., *Hidden Haven*, *Mischief in a Mean Way*, etc.). If you discard the card that creates the Wizardhaven, you still get the MPs of these stored cards. What matters is what the site was when they were stored, not what the site is later [*ICE*, 61].
438. [*MEBA*, 3].
439. [*MELE*, 48]. In order to transfer an item for one character to another, both characters need to be in the same site, but they can be in different companies [*CRF (CoE), Turn Sequence Rulings, Organization Phase, Storing and Transferring Items*] .
440. A non-avatar minion character who taps from a corruption check for transferring an item still successfully transfers that item [*CRF, Turn Sequence Rulings, Organization Phase, Storing and Transferring Items*].
441. [*CRF, Rulings by Term, Discard*].
442. [*Middle- earth: The Lidless Eye Companion, 35*].]
443. *Annotation 22* [*CRF, Rulings by Term, Body Check*].


DISCOVER THE WONDERFULLY
GONDOR
The land of the White Tree
GET SPECIAL GIFTS IF YOU MANAGE RETURN BOROMIR ALIVE
Only one in ten MECCG players achieve this

Ice Bay of Forochel
FOROCHEL
ANGMAR
NÚMERIADOR
ARTHEDAIN
RHUDAUR
LINDON
THE SHIRE
Gulf of Lhun
ARTHEDAIN
LINDON
HOLLIN
ELVEN SHORES
CARDOLAN
DUNLAND
REDHORN GATE
ENEDWAITH
GAP OF ISEN
OLD PÜKEL LAND
OLD PÜKEL GAP
ERIADORAN COAST
ANFALAS
ANDRAST
BAY OF BELFALAS
ANDRAST COAST
Bay of Belfalas
100
Miles from here you reach the Western Islands, with Tol Fuin in their midst.
1000
Miles from here lie the New Lands, as it is said, where once Valinor was.
An Artistic Rendition of the World Imagined by
J.R.R. TOLKIEN
0 50 100 150 200 250
miles

FORODWAITH
Northern Waste
GUNDABAD
GREY MOUNTAINS NARROWS
WITHERED HEATH
IRON HILLS
WOODLAND REALM
NORTHERN RHOVANION
HIGH PASS
HEARTH OF MIRKWOOD
ANDUIN VALES
WESTERN MIRKWOOD
DORWINION
SOUTHERN MIRKWOOD
SOUTHERN RHOVANION
Sea of Rhun
1000
Miles from here you reach Hildorien at the East Sea, beyond the Wild Forest, where Men awoke.
WOLD & FOOTHILLS
BROWN LANDS
ANGORN
DAGORLAD
HORSE PLAINS
ROHAN
UDÛN
ANÓRIEN
NURN
GORGOROTH
LAMEDON
ITHILIEN
IMLAD MORGUL
LEBENNIN
NURN
Sea of Nurnen
BELFALAS
Duath
HARONDOR
KHAND
MOUTH OF THE ANDUIN
haradwaith
Stand by the grey stone when the brush quiver, and the setting sun
with the last light of Durin's Day will shine upon the key-hole.
earth
CARD GAME

CHAPTER IV

Card Specific Errata & Rulings

'The Enemy, it is clear, thought that the Stone was in Orthanc — why should he not? And that therefore the hobbit was captive there, driven to look in the glass for his torment by Saruman. That dark mind will be filled now with the voice and face of the hobbit and with expectation: it may take some time before he learns his error.'

—LotR II

A Chance Meeting

METW || Hero resource || Short-event

1. You can't use *A Chance Meeting* to bring in Wizards.[444]

2. May be played on your turn during any phase when the company is at a site[445] (normally, the untap, organization, site and end-of-turn phases[446] and/or movement/hazard phase in a company that is not moving).

3. May be used to bring in an additional character during a turn.[447]

4. A Fallen Wizard may use this card to play agents at any site.[448]

A Lie in Your Eyes

MEAS || Hazard || Short-event

1. *Card Erratum:* Replace "... all cards he controls)." with "... all non-follower cards he controls)."[449]

A Malady Without Healing

MELE || Minion resource || Short-event

1. *Card Erratum:* Replace entire text with "*Magic. Shadow-magic.* ***Playable during the site phase on a non-Ringwraith, non-Wizard character at the same site as a shadow-magic-using character you control.*** Target character must make a corruption check modified by -1 followed by a body check (modified by +1 if tapped). If target character is a hero and is eliminated by these checks, you receive his kill marshalling points. Unless the shadow-magic-user is a Ringwraith, he makes a corruption check modified by -5. May target an opponent's character."[450]

2. A player cannot respond by playing resources to the corruption check caused by this card, since he is not on his turn.[451]

444. [*CRF (Van), Card Errata & Rulings*].
445. [*CRF (CoE), Card Errata & Rulings; Middle-earth: The Wizards Player Guide*, 95]].
446. [*Middle-earth: The Wizards Player Guide*, 95; *ICE*, 585].
447. [*CRF (CoE), Card Errata & Rulings*].
448. [*CoE*, 63].
449. [*CRF (CoE), Card Errata & Rulings*].
450. [*CRF (CoE), Card Errata & Rulings*].
451. [*ICE*, 582].

A Merrier World

MEWH || Stage resource || Permanent-event

1. Grants full kill marshalling points to hazards defeated before the card comes into play.[452]

2. Do not affect killed "Roused" Dragons or MPs gained from CvCC.[453]

A More Evil Hour

MEBA || Minion resource || Permanent-event

1. Can be duplicated. The 6-region limitation still applies.[454]

A Panoply of Wings

MEWH || Hero resource || Faction

1. The Radagast bonus applies if you have a character manifestation of Radagast in play, or if you have declared you are playing Fallen Radagast.[455]

2. The effect of discarding this card lasts till the end of the turn.[456]

3. Any of your characters receives the +3 modification although if you have declared yourself as Fallen Radagast or revealed Radagast as your avatar.[457]

A Short Rest

METD || Hero resource || Short-event

1. This card only allows the extra card draw for moving companies that actually have a site path. It cannot be used with Under-deeps movement, or special movement cards like *Belegaer* or *Eagle-mounts*.[458]

A Strident Spawn

MEWH || Stage resource || Permanent-event

1. *Card Erratum:* Add "*Unique*".[459]

2. Allows you to play Half-orcs without *Bad Company* in play.[460]

Abductor

METW || Hazard || Creature

1. Does not affect Ringwraiths.[461]

Adûnaphel

METW || Hazard || Creature *or* Permanent-event

1. As permanent-event, only can tap on current opponent's company's movement/hazard phase.[462]

2. The hazard player chooses wich character to tap.[463]

3. It is possible to tap the character in response to *Adûnaphel* for a different effect.[464]

"Ahunt" Dragons (all)

METD || Hazard || Long-event

1. *Card Erratum:* Remove "immediately" from the text.[465]

2. "Ahunt" Dragons can be played in response to another action.[466]

Akhôrahil

METW || Hazard || Creature *or* Permanent-event

1. *Card Erratum:* Replace "...gives -1 penalty to one..." with "...modifies any one character's body by -1 for the rest of the turn".[467]

Akhôrahil the Ringwraith

MELE || Minion character || Avatar

1. *Card Erratum:* Replace "As your Ringwraith, when he uses a magic card..." with "As your Ringwraith, when a magic card used by him has to be discarded..."[468]

452. [*CoE*, 97].
453. Idem.
454. [*ICE*, 581]. See page 67, "Movement Limitation".
455. [*CRF, Card Errata & Rulings*].
456. [*CRF (CoE), Card Errata & Rulings*].
457. [*CoE*, 21].
458. [*CRF, Card Errata & Rulings*].
459. [*CRF, Card Errata & Rulings*].
460. Idem.
461. [*CRF, Card Errata & Rulings*].
462. [*CoE*, 10].
463. [*CoE*, 50].
464. [*CoE*, 67].
465. [*CRF (CoE), Card Errata & Rulings*].
466. [*CRF (CoE), Rulings by Term, "Ahunt" Manifestations.*]
467. [*CRF, Card Errata & Rulings*].
468. [*CRF (CoE), Card Errata & Rulings*].

Alatar

METW || Hero character || Avatar

1. *Card Erratum:* Replace entire text with "*Unique*. The number of cards your opponent draws based on Alatar's company's movement is reduced by one (to minimum of 0). If at a Haven when a hazard creature attacks one of your companies, he may immediately join that company (discard allies he controls). Alatar must face a strike from that creature (in all cases). Following the attack, Alatar must tap (if untapped) and make a corruption check."[469]

2. When Alatar uses his special ability he must face a strike. Alatar overrides all other effects pertaining to the assigning of strikes.[470]

3. Alatar can use his "teleport" ability if he is wounded, tapped, or untapped. Alatar always faces a strike when he teleports, regardless of his wounded or tapped status.[471]

4. Alatar must teleport and declare he is facing a strike before any other strikes are assigned.[472]

Alatar

MEWH || Fallen-wizard character || Avatar

1. When Alatar uses his special ability he must face a strike. Alatar overrides all other effects pertaining to the assigning of strikes.[473]

2. Alatar must teleport and declare he is facing a strike before any other strikes are assigned.[474]

3. Allies Alatar controls are discarded when he teleports.[475]

4. If Alatar leaves the game for any reason, your player stops receiving full kill-points.[476]

5. You still cannot receive marshalling points from your own hazards.[477]

Align Palantír

METW || Hero resource || Permanent-event

1. *Card Erratum:* Replace entire text with "*Sage only.* ***Playable on a Palantír with a sage in the company.*** Bearer now has the ability to use the Palantír. If the Palantír is stored, this card is stored too. Discard *Align Palantír* if the company carrying the Palantír moves. Cannot be duplicated on a given Palantír."[478]

Alone and Unadvised

MEAS || Hazard || Permanent-event

1. Does not check the type of movement of the character's company, only the number of regions moved through.[479]

2. According the english version of *Alone and Unadvised*, all corruption checks made by the affected character are modified by the number of characters in his company.[480]

469. According to the reprinted version of this card in the Challenge Deck A.
470. [*CRF, Card Errata & Rulings*].
471. [*Middle-earth: The Dragons Player Guide*, 12].
472. Idem.
473. [*CRF, Card Errata & Rulings*]. See footnote 470.
474. Idem.
475. Idem.
476. [*ICE*, 81].
477. [*CoE*, 40]. See page 78, "Marshalling Points".
478. According to the reprinted version of this card in the Challenge Deck A.
479. [*CoE*, 16].
480. [*CoE*, 21].

An Unexpected Outpost

MEAS || Hazard || Short-event

1. *Card Erratum:* Replace entire text with "Bring one hazard from your sideboard or discard pile into your play deck and shuffle. If *Doors of Night* is in play, you may do this twice."[481]

An Unexpected Party

METD || Hero resource || Permanent-event

1. *An Unexpected Party* allows the player to play one non-Dwarf character and any number of Dwarves all in the same organization phase.[482]

Ancient Deep-hold

MEBA || Balrog site

1. *Ancient Deep-hold* remains always associated to the chosen Under-deeps adjacent site, even if the company fails to move there.[483]

Ancient Stair

MEDM || Hero resource || Short-event

1. Replacing the site card is considered movement without a movement /hazard phase.[484]

Anduin River

METW || Hero resource || Short-event

1. On this card, "otherwise" should be read as "alternatively".[485]

Angmar Arises

MEDM || Hazard || Permanent-event

1. May not be used to play creatures keyed to double shadow-lands.[486]

2. This card allows you to key creatures to the mentioned regions by name. It does not change the region type used to judge whether an attack is detainment or not.[487]

The Arkenstone

MELE || Minion resource || Greater item

1. *Card Erratum:* Replace "... (and all cards he controls)." with "... (and all non-follower cards he controls)."[488]

Armory

MEDM || Hero resource || Permanent-event

1. The three items must be under a give copy of *Armory* for that copy to give its marshalling points.[489]

Army of the Dead

METW || Hero resource || Special faction

1. *Card Erratum:* Add "May not be influenced by an opponent."[490]

Arwen

METW || Hero character

1. Arwen can only use her direct influence bonus for *Aragorn II*, not *Strider*. This is because a manifestation of an entity is not the same as that named entity.[491]

Ash Mountains

METW || Hero resource || Short-event

1. On this card, "otherwise" should be read as "alternatively".[492]

Assassin

METW || Hazard || Creature

1. *Card Erratum:* Gives 2 marshalling points, not 1.[493]

2. *Card Erratum:* Replace entire text with "*Man*. Three attacks (of one strike each) all against the same character. Attacker chooses defending character. One or two of these attacks may be canceled by tapping one character

481. According to the reprinted version of this card in the Challenge Deck A.
See pages 38 & 39, *T-3.2*, "Deck Construction Rules", to determine when agent cards are considered hazards based on different alignments.

482. [*CRF (CoE), Card Errata & Rulings*].

483. [*ICE*, 548].

484. [*CRF, Card Errata & Rulings*].

485. [*CRF, Card Errata & Rulings*].

486. [*CRF, Card Errata & Rulings*].

487. [*CRF (CoE), Card Errata & Rulings*].

488. [*CRF, Card Errata & Rulings*].

489. [*CoE*, 110].

490. [*CRF, Card Errata & Rulings*].

491. [*ICE*, 583]. See page 42, "Manifestations".

492. [*CRF, Card Errata & Rulings*].

493. [*CRF, Card Errata & Rulings*].

(not the defending character) in the defender's company for each attack canceled. This may be done even after a strike is assigned."[494]

3. You may decide to cancel one of the attacks after facing another attack.[495]

4. If an attack from *Assassin* is given more than one strike, each additional strike becomes an excess strike (-1 prowess modification) against the attacked character. An *Assassin* can never assign strikes to more than one character.[496]

5. All attacks are always assigned against the same entity. If *Assassin* must switch target (e.g. a target character with *Noble Hound*) and that new target is killed after the first or second attacks, remaining attacks fizzle.[497]

6. If a strike of the first attack is not assigned, the other two attacks fizzle.[498]

7. Once the creature card resolves successfully, further changes to the hazard limit do not affect the attacks.[499]

Asternak

MELE || Minion character

1. His bonus to direct influence does not consider where the faction is actually played, only where the faction is playable.[500]

Await the Advent of Allies

MEDM || Hero resource || Permanent-event

1. *Card erratum:* Replace entire text with "***Playable on a non-Wizard character with a mind of six or less at a non-Haven site***. The character's company may not move. Target character does not count against general influence and its marshalling points do not count. Discard this card when the character leaves play or becomes wounded, or when you play a resource that taps or requires the site (as an active condition of playing the resource itself). Cannot be duplicated on a given character."[501]

2. "Playing a resource at the site" means playing a resource that taps the site or a resource that requires the site.[502]

Awaken Defenders

MELE || Hazard || Long-event

1. Causes all applicable attacks to become non-detainment, even those created by other cards.[503]

Aware of their Ways

MEDM || Hazard || Short-event

1. Consider sites to be unique cards for the play of this card.[504]

2. Non-Haven sites are not technically considered "*unique*". But my ruling is that non-Haven sites could not be removed with *Aware of their Ways*.[505]

3. To sum up, non-Haven sites are supposed to be placed in your discard pile once they leave play tapped. Havens are never discarded. Therefore, non-Haven sites are eligible to be picked by the random selection of *Aware of Their Ways*. Non-Haven Sites are unique in that you may only have one of each in your site deck, but they are not "*unique*" in that they have the keyword "*unique*". My ruling is that since they are indeed "*unique*" without having the keyword, then they cannot be removed by *Aware of Their Ways*.[506]

Bad Company

MEWH || Stage resource || Permanent-event

1. Does not allow you to start with a character that says he cannot be in the starting company.[507]

Bade to Rule

MELE || Minion resource || Permanent-event

1. May only be played if you are playing an actual Ringwraith deck, not a fallen-wizard or balrog deck.[508]

2. If a Ringwraith declares movement, will be discarded at the start of that Ringwraith's movement/hazard phase.[509]

Baduila

MEDM || Minion character || Agent

1. On this card, "If Baduila is discarded" should be read as "If you choose to discard Baduila".[510]

494. According to the reprinted version of this card in the Challenge Deck D.
495. [*CRF, Card Errata & Rulings*].
496. Idem.
497. [*ICE*, 504]. *Editor's note:* "Fizzle" is not a specific term used in the original MeCCG rules. Perhaps the phrase "...remaining attacks are negated" would be a more accurate label. "Negate", "is negated"... they are mentioned in the MeCCG rulesbooks to state that an action cannot be taken successfully [e.g. *METW*, 63; *MELE*, 69; *MEBA*, 20].
498. [*CoE*, 25].
499. [*CoE*, 31].
500. [*CoE*, 63].
501. [*CRF, Card Errata & Rulings*].
502. Idem.
503. [*ICE*, 585].
504. [*CRF, Card Errata & Rulings*].
505. [*ICE*, 582].
506. [*ICE*, 583].
507. [*CRF, Card Errata & Rulings*].
508. [*CRF, Card Errata & Rulings*].
509. [*CoE*, 18].
510. [*CRF, Card Errata & Rulings*].

Bag End

MELE || Minion site

1. Site alignment restrictions on the play of greater items still apply to Fallen-wizards. You may not play minion versions of hero greater items.[511]

The Balance of Things

METW || Hazard || Long-event

1. Each character's controlling player must choose to have the corruption points received from one of the character's sources of corruption to double for that character. This choice may be changed immediately before the character makes a corruption check.[512]

2. If placed on-guard, this card may be revealed when a company containing a character with at least one corruption source attempts to play a resource that would tap the site.[513]

3. The resource player chooses which corruption source will be doubled for each corruption check he makes.[514]

The Balrog

MEAS || Minion resource || Ally

1. Makes a company overt.[515]

2. A Balrog player's opponent can't play this card. However, if at any time your opponent has this card in his hand, he may remove it from play and bring one card from his sideboard into his play deck.[516]

Balrog of Moria

METW || Hazard || Permanent-event

1. *Balrog of Moria* is a *Spawn*.[517]

2. A Balrog player's opponent can't play this card. However, if at any time your opponent has this card in his hand, he may remove it from play and bring one card from his sideboard into his play deck.[518]

3. You cannot get the marshalling points from a *Balrog of Moria* that you played[519].

4. Affects the auto-attack it creates.[520]

5. If Galadriel is not in play (including out of play), nothing happens to Lórien. *Balrog of Moria* will only change Lórien to a free-hold if Galadriel is in play and she is not at Lórien.[521]

6. "For the purposes of playing hazards" in the text of *Balrog of Moria* refers only to the actually playing of a card from your hand, not in the effect of hazards after they are played or to take account passive conditions or on-going effects.[522]

Bane of the Ithil-stone

METW || Hazard || Permanent-event

1. Cannot be played against a Ringwraith/Sauron player and these players may not be affected by any of their global effects.[523]

2. *Bane of the Ithil-stone* will only cancel effects outside of normal play as outlined in the rules.[524]

This card cancels any action that **literally** causes any player to search through or look at **any** portion of any play deck or discard pile outside the

511. [*CoE*, 31].
512. [*CRF (CoE), Card Errata & Rulings*].
513. Idem.
514. [*CoE*, 49].
515. [*CRF, Card Errata & Rulings*].
516. [*CRF, Rulings by Term, Card Effect Limitations*].
517. [*MEBA*, 3].
518. Idem.
519. [*CRF, Card Errata & Rulings*]. See page 78, "Marshalling Points".
520. [*CoE*, 19].
521. [*Middle-earth: The Dragons Player Guide*, 13].
522. Based on the ICE NetRep rulings for *The White Tree* [*ICE*, 97 & 547].
523. [*CRF, Rulings by Term, Card Effect Limitations*].
524. [*CRF, Card Errata & Rulings*].

normal sequence of play. E.g., this card cancels *Vilya*, which would otherwise allow Elrond's player to choose 5 cards from his discard pile and shuffle them into his play deck. This card does not cancel each player's card drawing option when a company reveals a new site, but it does cancel *Lucky Search*. This card does not affect an action which allows a player to bring cards from his sideboard into his discard pile or play deck. This card does not affect an action which otherwise only causes a player to reshuffle his play deck.[525]

3. If a card has multiple effects, *Bane of the Ithil-stone* will only cancel those effects that concern searching through decks and discard piles.[526]

4. *Bane of the Ithil-stone* would not affect *The Great Hunt*.[527]

5. *Bane of the Ithil-stone* doesn't stops hero Pallando's ability that forces the opponent to discard face-up.[528]

Barad-dûr

MELE || Minion site

1. A Ringwraith may not move to Barad-dûr without a mode card because Barad-dûr is not a Darkhaven in the organization phase, when movement is declared.[529]

Belegaer

METW || Region

1. *Card Erratum:* Read "Elven Coast" as "Elven Shores" (since Elven Coast region does not exist).[530]

Beorning Skin-changers

MEBA || Hazard || Creature or Short-event

1. *Beorning Skin-changers* can be played on any moving hero company anywhere.[531]

2. The warrior's modified prowess is used.[532]

"Bert" (Bûrat)

METW || Hazard || Creature

1. *Card Erratum:* Replace entire text with *"Unique. Troll.* One strike. If played against a company that faced *"William"* or *"Tom"* this turn, each character wounded by *"Bert"* discards all non-special items he bears."[533]

Bill the Pony

METW || Hero resource || Ally

1. *Card Erratum:* the body should be 10, not 6.[534]

2. *Bill the Pony*'s special ability may not be used at an Under-deeps site.[535]

3. Replacing the site card is considered movement, without a movement /hazard phase[536].

4. For a Fallen-wizard the nearest Haven is the site listed as the nearest Haven on the hero version of the site you are currently at.[537]

Biter and Beater!

MEAS || Hero resource || Short-event

1. *Biter and Beater!* increases the bonus the weapon gives, so maximums on the weapon still apply.[538]

Black Breath

METD || Hazard || Permanent-event

1. *Black Breath* may be played following a Nazgûl attack against minions.[539]

The Black Council

MEWH || Minion resource || Permanent-event

1. A Balrog player's opponent can't play *The Black Council*. However, if at any time your opponent has this card in his hand, he may remove it from play and bring one card from his sideboard into his play deck.[540]

525. [*Middle-earth: The Wizards Casual Companion*, 42].
526. Idem.
527. [*ICE*, 532].
528. [*CRF (CoE), Card Errata & Rulings*].
529. [*CoE*, 50].
530. [*CRF (CoE), Card Errata & Rulings*].
531. [*CoE*, 105].
532. Idem.
533. According to the reprinted version of this card in the Challenge Deck A.
534. [*CRF, Card Errata & Rulings*].
535. Idem.
536. Idem.
537. Idem.
538. [*CRF, Card Errata & Rulings*].
539. [*CoE*, 67].
540. [*CRF, Rulings by Term, Card Effect Limitations*].

The Black Enemy's Wrath

MEDM || Hazard || Long-event

1. Cannot be played against a Ringwraith/Sauron player and these players may not be affected by any of their global effects.[541]

Black Horse

MEAS || Minion resource || Ally

1. You may only play the followers enabled by the *Black Horse* during the organization phase.[542]

2. *Black Horse* may be duplicated on your Ringwraith or a Ringwraith Follower.[543]

3. Every Ringwraith in the company must control a *Black Horse* for the company to be in Black Rider mode through the effect of this ally.[544]

4. Is not playable at a tapped site.[545]

Black Rain

MELE || Minion resource || Short-event

1. A Fallen-wizard may use this to play a hero ring item, but a Ringwraith player may not.[546]

Black Rider

MELE || Minion resource || Permanent-event

1. This card does not allow Ringwraiths to use region movement..[547]

Black Vapour

MEBA || Hazard || Short-event

1. Does not cancel effects which would cause an attack/card to fizzle,[548] only effects which cancel the attack.[549]

Blackbole

MELE || Minion resource || Ally

1. May tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.[550]

2. Blackbole may attack in company vs. company combat, but he may not defend.[551]

Book of Mazarbul

METW || Hero resource || Special item

1. *Card Erratum:* Replace "...tap the bearer during the organization phase..." with "...you can tap *Book of Mazarbul* during your organization phase..."[552]

Bridge

METW || Hero resource || Short-event

1. Reset to hand size before moving to the second site.[553]

Bring Our Curses Home

MEDM || Hazard || Permanent-event

1. If played on the same attack as *Foes Shall Fall*, the hazard player may choose which event the creature's card is placed "off to the side" with.[554]

2. Refers to the creature's card, so it is legally playable on the attack created by a Dragon "Ahunt", but the "Ahunt" dragon would not be placed "off to the side" with this card.[555]

Burglary

METD || Hero resource || Short-event

1. If you fail the roll for *Burglary*, you cannot then play an item.[556]

2. For all other purposes, a burgling character is still part of his company.[557]

3. After a successful burglary attempt, another character may tap to play a minor item.[558]

4. The character who fails the burglary roll must face the automatic-attack as though he were a one-char-

541. [*CRF, Rulings by Term, Card Effect Limitations*].
542. [*ICE*, 585].
543. Idem.
544. Idem.
545. [*ICE*, 586].
546. [*CRF, Card Errata & Rulings*].
547. [*Middle-earth: The Lidless-Eye Companion, 61*].
548. See the footnote 497 about the term "fizzle".
549. [*CoE*, 19].
550. [*CRF, Card Errata & Rulings*].
551. [*CRF, Card Errata & Rulings*].
552. [*CRF, Card Errata & Rulings*].
553. [*CRF, Card Errata & Rulings*].
554. [*CoE*, 27a].
555. [*CoE*, 46].
556. [*CRF, Card Errata & Rulings*].
557. [*CRF (CoE), Rulings by Term, Burglary Attempts*].
558. [*CRF, Rulings by Term, Burglary Attempts*].

acter company. He can receive no combat support other than what he himself can provide.[559]

5. Revealing an on-guard card creature or attacking with an agent can be declared when a character plays *Burglary*. The creature or agent would attack the entire company after *Burglary* is resolved,[560] regardless of the success of the attempt.[561]

Bûthrakaur the Green

MEDM || Hazard || Creature

1. Any hazard creatures played using the ability of *Bûthrakaur the Green* need not be keyed to anything and are in fact not keyed to anything.[562]

By the Ringwraith's Word

MELE || Minion resource || Permanent-event

1. Can be used on a Ringwraith Follower.[563]

Call of Home

METW & *MELE* || Hazard || Short-event

1. *Card Erratum:* Replace entire text with "***Playable on a non-Ringwraith, non-Wizard character not bearing The One Ring.*** The character's player makes a roll. The character returns to his player's hand if the result plus his player's unused general influence is less than 10. Any one item held by the removed character may automatically be transferred to another character in his company (all other non-follower cards he controls are discarded)."[564]

2. Nothing is stopping you from transferring the one transferable item to a wounded character.[565]

Call of the Sea

METW || Hazard || Short-event

1. Besides the one item automatically transferrable, all other non-follower cards target Elf controls are discarded.[566]

Carn Dûm

MELE || Minion site || Darkhaven

1. Effects/abilities which allow the play of Ringwraith followers override the restriction on this card.[567]

Cast from the Order

MEWH || Hazard || Permanent-event

1. Prevents the play of *Refuge*.[568]

Cave Troll

MEBA || Minion resource || Ally

1. Makes a company overt.[569]

Caverns Unchoked

MEBA || Minion resource || Permanent-event

1. The newly adjacent sites become surface sites.[570]

Chambers in the Royal Court

MEWH || Stage resource || Permanent-event

1. Is not discarded if your opponent reveals Fallen Gandalf.[571]

Chance of Being Lost

MEDM || Hazard || Short-event

1. *Chance of Being Lost* will change your site path.[572]

2. You may play this card against any opponent who is using the same type of location deck (hero sites or minion sites) as yourself.[573]

Chill Douser

MEDM || Hazard || Creature

1. Does not receive benefits from itself, although it is affected by other *Chill Douser* cards played previously in the turn on the same company.[574]

Círdan

METW || Hero character

1. Only cancels creatures keyed by type, not name.[575]

559. Idem.
560. [*Middle-earth: Dark Minions Player Guide*, 14].
561. [*CRF, Rulings by Term, Burglary Attempts*].
562. [*CoE*, 5].
563. [*CoE*, 116].
564. According to the reprinted version of this card in the Challenge Deck A.
565. [*CRF (CoE), Card Errata & Rulings*].
566. [*Middle-earth: The Wizards Casual Companion*, 42].
567. [*CoE*, 119].
568. [*CoE*, 19].
569. [*CRF (CoE), Card Errata & Rulings*].
570. [*CoE*, 121].
571. [*CoE*, 179].
572. [*CRF, Card Errata & Rulings*].
573. [*CRF, Rulings by Term, Card Effect Limitations*].
574. [*CRF, Card Errata & Rulings*].
575. [*CRF, Card Errata & Rulings*].
In order to cancel an attack or to directly affect an attack, the character doing so must be in the company facing the attack. [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack*].
See page 76, "Defeating an Attack".

Clouds

METW || Hazard || Long-event

1. Has no playability condition, but has an effect that requires *Doors of Night*.[576]

Come at Need

MEAS || Hazard || Permanent-event

1. *Card Erratum:* Replace "***Playable if you have an ally in your hand.***" with "***Playable if you have an ally able to be attacked in your hand.***"[577]

2. Allies restricted from facing some kinds of attacks are still playable with *Come at Need* so long as they are capable of facing some attacks.[578]

Corpse Candle

METW || Hazard || Creature

1. If this attack is cancelled, the company does not have to make corruption checks.[579]

Corsairs of Umbar

METW || Hazard || Creature

1. *Card Erratum:* Add "May also be played at any sites in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin".[580]

Covetous Thoughts

MELE || Hazard || Permanent-event

1. The modification to the corruption check roll is not affected by *The Balance of Things*.[581]

Cracks of Doom

METW || Hero resource || Short-event

1. *Card Erratum:* Add "***Only playable during the site phase***." Remove "Otherwise, discard *The One Ring* and its bearer".[582]

2. *Pledge of Conduct* played on the bearer of *The One Ring* for this check will discard this card without effect.[583]

Creature of an Older World

MEAS || Minion resource || Ally

1. Makes a company overt.[584]

2. This card will not put a Ringwraith into Fell Rider mode if there are any other allies in the company.[585]

Crept Along Carefully

MEBA || Hero resource || Permanent-event

1. When duplicated the three movement restriction stays at the stated three regions and the hazard limit is once more reduced by one.[586]

2. The company have to move in order to have their hazard limit reduced.[587]

Crown of Flowers

MEDM || Hero resource || Permanent-event

1. *Crown of Flowers* is a card analogous to *Peril Returned* in *Doors of Night* decks. It can allow resources that require *Gates of Morning* to be played even if *Doors of Night* are in play.[588]

2. You can play first *Crown of Flowers*, and then wait to play a resource with it.[589]

Cruel Caradhras

METD || Hazard || Short-event

1. *Card Erratum:* Replace "Minas Morgul" with "Imlad Morgul".[590]

2. This card can be played on a company using region movement to leave a site in an affected region.[591]

3. Note also that *Cruel Caradhras* is no attack involved to cancel, and that the strikes themselves cannot be cancelled (like with *Halfling Stealth*).[592]

576. [*CoE*, 54].
577. [*CRF (CoE), Card Errata & Rulings*].
578. [*CoE*, 3].
579. [*Middle-earth: The Wizards Casual Companion*, 42].
580. [*CRF, Card Errata & Rulings*].
581. [*CRF (CoE), Card Errata & Rulings*]
582. [*CRF, Card Errata & Rulings*].
583. Idem.
584. [*CRF, Card Errata & Rulings*].
585. Idem.
586. [*CRF, Card Errata & Rulings*].
587. [*CRF (CoE), Card Errata & Rulings*]..
588. [*Middle-earth: Dark Minions Player Guide*, 39].
589. [*ICE*, 49]
590. [*CRF, Card Errata & Rulings*].
591. Idem.
592. [*Middle-earth: The Dragons Player Guide*, 72].

Deep Mines

MEWH || Fallen-wizard site

1. *Card Erratum:* Add "Cannot be duplicated on a given Wizardhaven".[593]

2. The stage points requirement is checked when Deep Mines is revealed as the new site. If it is not met the company does not move at all, much like missing the roll for moving to an Under-deeps site.[594]

3. You can move from a Deep Mines site to the surface Wizardhaven, and using *Bridge* to move down to another Deep Mines site only if the first Deep Mines is discarded.[595]

4. The Deep Mines have to be in play so that the Wizardhaven is considered a surface site of an Under-deeps.[596]

5. You can move to one copy of Deep Mines for each surface site you have in play that meets the Mines requirements.[597]

Deeper Shadow

MELE || Minion resource || Short-event

1. *Card Erratum:* This is a short-event, not a long-event.[598]

2. Can cancel hazards by reducing the hazard limit to the point where the hazard resolving is not possible. If this is done to an on-guard card, the card is returned to the player's hand.[599]

3. The character must be moving to the site to change the site type. This works even though the site is not technically part of the site path. The character must also be moving to lower the hazard limit.[600]

4. *Deeper Shadow* can be used to change an Under-deeps Ruins & Lairs to a Shadow-hold.[601]

5. Only targets the hazard limit for the current movement/hazard phase.[602]

Deftness of Agility

METD || Hazard || Short-event

1. The extra strike is dealt with in a separate strike sequence.[603]

Desire All for Thy Belly

MEBA || Hazard || Short-event

1. Does not exhaust the deck by revealing cards; you reveal either the maximum number or until the end of your play deck.[604]

Despair of the Heart

METW || Hazard || Permanent-event

1. *Card Erratum:* Replace entire text with "*Corruption.* ***Playable on a non-Hobbit, non-Wizard, non-Ringwraith character.*** Target character receives 2 corruption points and makes a corruption check each time a character in his company becomes wounded. During his organization phase, the character may tap to attempt to remove this card. Make a roll (drawing a #)—if the result is greater than 4, discard this card. Cannot be duplicated on a given character."[605]

2. The corruption check occurs before the body check.[606]

Despair of the Heart

MELE || Hazard || Permanent-event

1. The corruption check occurs before the body check.[607]

593. [*CRF, Card Errata & Rulings*].
594. [*CRF (CoE), Card Errata & Rulings*].
595. [*ICE*, 94].
596. [*ICE*, 549].
597. [*CoE*, 84]
598. [*CRF, Card Errata & Rulings*].
599. Idem.
600. Idem.
601. [*ICE*, 529].
602. [*CoE*, 72].
603. [*CRF, Card Errata & Rulings*].
604. [*CoE*, 21].
605. According to the *MELE* version of this card.
606. [*CRF, Card Errata & Rulings*].
607. [*CRF, Card Errata & Rulings*].

Dodge

METW || Hero resource || Short-event

1. *Card Erratum:* Replace "... his body check is modified by -1." with "... his body is modified by -1 for the resulting body check."[608]

Doors of Night

METW & *MELE* || Hazard || Permanent-event

1. Card Erratum: Replace entire text with "*Environment*. When *Doors of Night* is played, all resource environment cards in play are immediately discarded, and all resource environment effects are canceled. Cannot be duplicated."[609]

2. This card only cancels resource environment effects already in play when this card is played. It does not cancel resource environment cards and effects played after this card is resolved. This card cannot be played after strikes from an attack have been assigned, if this card would cause the number of strikes from the attack to change.[610]

Double-dealing

MEWH || Stage resource || Permanent-event

1. *Double-dealing* only allows play items as listed on the card in front of you, although they may be of the other alignment.[611]

2. *Double Dealing* allows you to play resource cards that are playable at the site (e.g. allies, items...), but not resource event cards that target or affect the site (e.g. *Houses of Healing*, *Look More Closely Later*, *Fireworks*...).[612]

Doubled Vigilance

MEDM || Hazard || Permanent-event

1. Can be revealed on-guard.[613]

2. The attack created by *Doubled Vigilance* could be canceled normally even if this card is revealed on-guard.[614]

Dragon Helm

METD || Hero resource || Special item

1. The canceling ability is also "*Warrior only*".[615]

Dragon's Blood

METD || Hazard || Short-event

1. If the body check forced by this card fails, the character is not wounded.[616]

2. Cannot be revealed as an on-guard, as it does not affect the automatic-attack, merely the results of a successful strike.[617]

3. You still roll the body check even in the case of *Sacrifice of Form*[618].

Dragon's Desolation

METD || Hazard || Short-event

1. Playing *Dragon's Desolation* to make a Dragon playable at a Ruins & Lairs does not necessarily require you to play a Dragon later in the turn.[619]

2. The second option of this card lasts until the end of the turn or until a Dragon is played with it. The second option must target a Ruins & Lairs [ ] site with the site path requirement. The site path to consider is the one given on the [ ] site card. This card can be used to attack a company that does not move and is at a [ ] site with the proper site path requirement.[620]

3. One dragon may be played using the effect of this card, but it does not prevent other dragons from being played using other effects.[621]

608. [*CRF, Card Errata & Rulings*].
609. According to the reprinted version of this card in the Challenge Deck A.
610. [*Middle-earth: The Wizards Casual Companion, 43*].
611. [*CRF, Card Errata & Rulings*].
612.. [*CRF, Card Errata & Rulings*].
613. [*CRF, Card Errata & Rulings*].
614. [*ICE*, 91].
615. [*ICE*, 582].
616. [*CRF, Card Errata & Rulings*].
617. [*CoE*, 55].
618. [*CoE*, 63].
619. [*CRF, Card Errata & Rulings*].
620. [*Middle-earth: The Wizards Casual Companion*, 43].
621. [*CoE*, 39].

4. May be played on moving companies.[622]

Dragon Feuds

METD || Hero resource || Short-event

1. Discard a card is not play a card, so *Summons from Long Sleep* cannot be used to satisfy *Dragon Feuds*.[623]

Dragon's Hunger

METD || Hero resource || Short-event

1. *Card Erratum:* Replace "Otherwise, the attack is canceled." with "Otherwise, the attack is canceled and the opponent must reveal his hand."[624]

2. This card can be played regardless of how much of the hazard limit is used up, and may also be played against an automatic-attack. The opponent must discard a hazard creature from his hand if he has one.[625]

Dragon's Terror

METD || Hazard || Short-event

1. May target the same character with its effect provided you discard another card.[626]

Drowning Seas

METW || Hazard || Short-event

1. *Card Erratum:* Remove "Cannot be duplicated."[627]

Durin's Bane

MEDM || Hazard || Creature

1. A Balrog player's opponent can't play this card. However, if at any time your opponent has this card in his hand, he may remove it from play and bring one card from his sideboard into his play deck.[628]

Dwar the Ringwraith

MELE || Minion character || Avatar

1. Tapping *Dwar the Ringwraith* to give a company +1 prowess/+1 body is considered playing a resource event for timing purposes.[629]

Dwar Unleashed

MELE || Minion resource || Short-event

1. Dwar must already be in a mode to use this card.[630]

Dwarven Rings (all hero)

METW || Hero resource || Special item

1. Give +7 to direct influence to a Dwarf bearer.[631]

Dwarven Rings (all minion)

MELE || Minion resource || Special item

1. Give +7 to direct influence to a Dwarf bearer.[632]

Dwarven Ring of Barin's Tribe

METW || Hero resource || Special item

1. The site has to be untapped to play the searched major item.[633]

Dwarven Ring of Barin's Tribe

MELE || Minion resource || Special item

1. The site has to be untapped to play the searched major or gold ring item.[634]

Dwarven Ring of Druin's Tribe

METW || Hero resource || Special item

1. One reshuffle is sufficient.[635]

Dwarven Ring of Thelor's Tribe

METW || Hero resource || Special item

1. *Card Erratum:* The prowess/body modifications should be read: "+2(4)/+1".[636]

622. [*CoE*, 105].
623. [*CRF (Van), Rulings by Term, Discard*].
624. [*CRF, Card Errata & Rulings*].
625. Idem.
626. [*CoE*, 29].
627. [*CRF, Card Errata & Rulings*].
628. [*CRF, Rulings by Term, Card Effect Limitations*].
629. [*ICE*, 21].
630. [*CRF, Card Errata & Rulings*].
631. [*CRF, Card Errata & Rulings*].
632. [*CRF, Card Errata & Rulings*].
633. [*CRF, Card Errata & Rulings*].
634. [*CRF, Card Errata & Rulings*].
635. [*CRF, Card Errata & Rulings*].
636. [*CRF, Card Errata & Rulings*].

Dwarven Ring of Thrar's Tribe

METW || Hero resource || Special item

1. *Card Erratum:* The prowess/body modifications should be read: "+2(4)/+1".[637]

Eagle-mounts

METW || Hero resource || Short-event

1. Cannot be used to move to or from an Under-deeps site.[638]

2. A company using *Eagle-mounts* is not considered to pass through any regions.[639]

Eärcaraxë

METD || Hazard || Creature

1. *Eärcaraxë* may be played with *Long Dark Reach* if *Doors of Night* is in play.[640]

2. May attack in conjunction with *Dragon's Desolation*.[641]

Echo of All Joy

METD || Hero resource || Permanent-event

1. Does not prevent the long-event from being discarded by effects such as *Many Sorrows Befall*.[642]

Echoes of the Song

MEWH || Hazard || Short-event

1. Cannot cause the discard of stage cards that state they may not be discarded.[643]

2. You must discard the stage card from play.[644]

Elf-path

METD || Hero resource || Short-event

1. The company's site path should only have two regions maximum, no Shadow-lands or Dark-domains at all.[645]

Elf-song

METW || Hero resource || Long-event

1. *Elf-song* will effectively stop influence attempts against characters.[646]

2. When *Elf-song* saves a character from being discarded it also saves that character's items.[647]

3. *Elf-song* prevents influence attempts against a player's characters from succeeding if those characters are at a Haven.[648]

Elven Cloak

METW || Hero resource || Minor item

1. Can cancel hazards keyed to double Wilderness or more.[649]

Emerald of the Mariner

METD || Hero resource || Greater item

1. *Emerald of the Mariner* is considered a source of 0 corruption points.[650]

Enchanted Stream

MEAS || Hazard|| Permanent-event

1. *Enchanted Stream* stops you from moving in the first place, so effects that keep your company from being returned to their site of origin do not stop it.[651]

637. [*CRF, Card Errata & Rulings*].
638. [*MEBA*, 4].
639. ICE's NetRep, 08th December 1997 [Source: *https://tinyurl.com/2sp8ha24*].
640. [*ICE*, 585].
641. [*CoE*, 15].
642. [*CoE*, 23].
643. [*CoE*, 24].
644. [*CoE*, 118].
645. [*CoE*, 67].
646. [*CRF, Card Errata & Rulings*].
647. Idem.
648. [*CoE*, 6].
649. [*CRF, Card Errata & Rulings*].
650. [*CRF, Card Errata & Rulings*].
651. [*CRF, Card Errata & Rulings*].

Ent-Draughts

METW || Hero resource || Minor item

1. *Card Erratum:* Replace "... as a minor item..." with "... in addition to an ally or faction which has been successfully been played at Wellinghall..."[652]

2. There is no limit to the number of this card that can be played.[653]

Éowyn

METW || Hero character

1. The body referred to in the text of Éowyn against Nazgûl is the body of the Nazgûl.[654]

2. Éowyn also get her combat bonuses against Ringwraiths[655] and The Balrog (character).[656]

3. If Éowyn faces an attack from a Nazgûl or Ringwraith with more than one strike, only the strike assigned to Éowyn gets its body halved.[657]

Escape

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with "***Playable on an unwounded character facing an attack.*** The attack is canceled and the character is wounded (no body check is required)."[658]

The Evenstar

METW || Hero resource || Short-event

1. *Card Erratum:* Replace "You should either draw numbers for the whole game or roll dice for the whole game." to "You roll dice for the whole game."[659]

2. *Card Erratum:* Replace "Does not affect attacks." to "Does not affect hazards."[660]

1. *The Evenstar* can be played even if there are no Wildernesses [(tree)] or Border-lands [(tower)] in play.[661]

Evil Things Lingering

MEBA || Minion resource || Ally

1. Makes a company overt.[662]

Exile of Solitude

METD || Hazard || Short-event

1. *Card Erratum:* Replace "... all cards he controls." to "... all non-follower cards he controls."[663]

Eye of Sauron

METW || Hazard || Long-event

1. With *Doors of Night* in play only gives +3 total to the prowess of automatic-attacks, not +3 in addition to the +1 listed at the start of this card.[664]

Face Out of Sight

MEDM || Hero resource || Long-event

1. Any on-guard is immediately returned to the hand of the player.[665]

2. Does not affect agents played as characters.[666]

Faces of the Dead

MEDM || Hazard || Short-event

1. The hazard player chooses the targeted character.[667]

2. *Promptings of Wisdom/Piercing All Shadows* will not prevent a character from being sent back unless *Faces of the Dead* is on that character, because *Faces of the Dead* splits the character off from the company first. In this case, the rest of the effect applies

652. [*CRF, Card Errata & Rulings*].
653. [*CoE*, 50].
654. [*CRF, Rulings by Term, Nazgûl*].
655. [*CRF, Rulings by Term, Ringwraith*].
656. [*ICE*, 579].
657. [*ICE*, 99].
658. According to the reprinted version of this card in the Challenge Deck B.
659. [*CRF, Card Errata & Rulings*].
660. Idem.
661. Idem; *Middle-earth: The Wizards Casual Companion*, 43].
662. [*CRF (CoE), Card Errata & Rulings*].
663. [*CRF (CoE), Card Errata & Rulings*].
664. [*Middle-earth: The Wizards Casual Companion*, 43].
665. [*CoE*, 77].
666. [*CoE*, 98].
667. [*CoE*, 7].

(i.e., the character still splits off into another company, he just doesn't go back to the site of origin), and so he's not with their company to face any more hazards.[668]

Farmer Maggot

MEAS || Hero resource || Permanent-event

1. There are currently no generic "teleportation" rules that would link the *Great-Road* movement rule to this use of *Farmer Maggot*.[669]

2. In a situation where *Farmer Maggot* is used to move a company from one site to another against an *Assassin* attack, the remaining attacks of the *Assassin* are not rekeyable to the new site. The remaining attacks are discarded without effect, but not cancelled, and the attack is still considered faced.[670]

3. If you teleport to a site with an automatic-attack, you must face that attack before playing any resources during the site phase.[671]

Fate of the Ithil-Stone

MEDM || Hero resource || Permanent-event

1. *Fate of the Ithil-stone* must be tapped before entering Barad-dûr in order to rotate it 180 degrees.[672]

Favor of the Valar

METW || Hero resource || Short-event

1. Requires you to draw eight cards, not to your hand size.[673]

Fear! Fire! Foes!

MEAS || Hazard || Short-event

1. *Card Erratum:* Replace «...playable on a detainment automatic-attack a minion company is facing. The attack becomes normal...» to «...playable on a detainment automatic-attack. Against a minion company the attack becomes normal..."[674]

2. Can be played on a site with no automatic-attack.[675]

Fell Beast

METW || Hazard || Short-event

1. This card can be played and resolved before any Nazgûl is played with it. A Nazgûl must be played as the first declared action in the chain of effects following the resolution of *Fell Beast*. If a Nazgûl is not played immediately following the resolution of this card, this card is returned to its player's hand. This card can be played on an existing Nazgûl attack, but the extra playability this card provides would not apply.[676]

Fell Rider

MELE || Minion resource || Permanent-event

1. This card does not allow Ringwraiths to use region movement..[677]

Fever of Unrest

METD || Hazard || Short-event

1. *Card Erratum:* Replace "...in her site path." with "...in its site path."[678]

2. The Dragon played is not considered keyed to anything.[679]

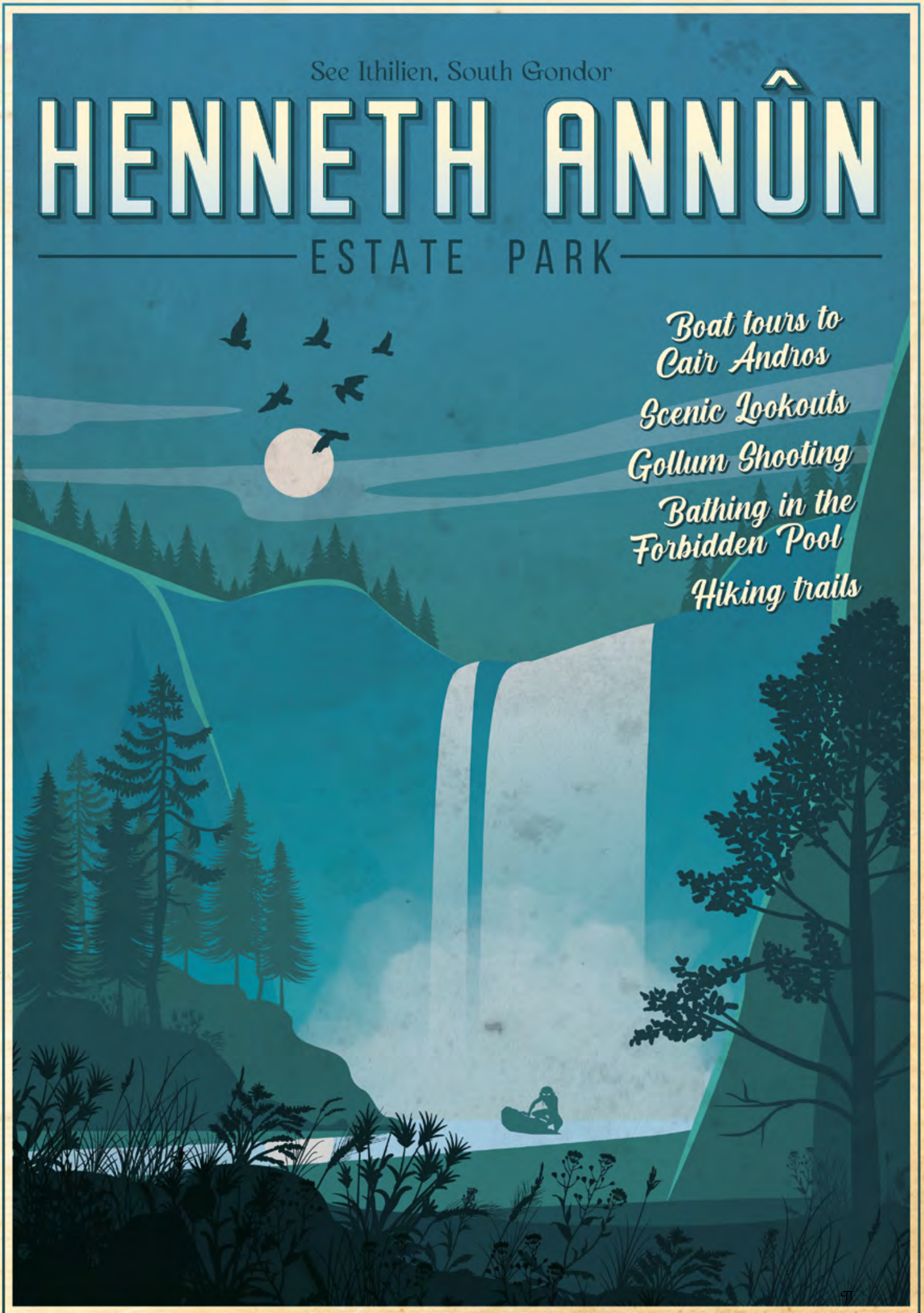
Flatter a Foe

METD || Hero resource || Short-event

1. Against attacks with two of the types listed, use the harder number.[680]

2. A direct influence bonus against the race of the hazard does apply

668. [*CoE*, 19]. See *Left Behind* on page 145.
669. [*CoE*, 6].
670. Idem.
671. [*CoE*, 116].
672. [*CRF, Card Errata & Rulings*].
673. [*CRF, Card Errata & Rulings*].
674. [*CRF (CoE), Card Errata & Rulings*].
675. [*CoE*, 23].
676. [*CRF, Card Errata & Rulings*; *Middle-earth: The Dragons Player Guide*, 13].
677. [*Middle-earth: The Lidless-Eye Companion, 61*].
678. [*CRF (CoE), Card Errata & Rulings*].
679. [*CRF, Card Errata & Rulings*].
680. [*CRF, Card Errata & Rulings*].


See Ithilien, South Gondor
HENNETH ANNÛN
ESTATE PARK
Boat tours to Cair Andros
Scenic Lookouts
Gollum Shooting
Bathing in the Forbidden Pool
Hiking trails

(e.g., *Dáin II* does get to use his +1 against Men when flattering a Men creature).[681]

3. An ally can satisfy the conditions for playing *Flatter a Foe*.[682]

4. Is *Flattery attempt* that requires an influence check. For this reason, the influence check is not affected by *Foolish Words*.[683]

5. Does not tap the character making the attempt.[684]

6. A character with a direct influence bonus against a race receives that bonus to the roll if available.[685]

Fled Into Darkness

MEBA || Hazard || Permanent-event

1. Affects the automatic-attack by affecting one of its strikes, and so may be revealed on-guard if the appropriate playability conditions are met.[686]

Flies and Spiders

MEDM || Hazard || Short-event

1. *Flies and Spiders* cannot be revealed as an on-guard card because no character is facing the appropriate strike during the movement/hazard phase.[687]

2. Since *Flies and Spiders* is playable on a character and can affect a strike, it can be played during the strike sequence.[688]

Focus Palantír

MELE || Minion resource || Short-event

1. Will not allow a Ringwraith to use a Palantír.[689]

Foes Shall Fall

MEAS || Hazard || Permanent-event

1. If *Foes Shall Fall is* played on the same attack as *Bring Our Curses Home*, the hazard player may choose which event the creature's card is placed "off to the side" with.[690]

2. Refers to the creature's card, so it is legally playable on the attack created by a Dragon "Ahunt", but the "Ahunt Dragon" would not be placed "off to the side" with this card. See also *Bring Our Curses Home*.[691]

Folco Boffin

METW || Hero Character

1. The ability of Folco Boffin can be done at anytime that a resource can be played normally.[692]

2. Overrides rules about the presence of an avatar at the site.[693]

Foolish Words

METD || Hazard || Permanent-event

1. *Card Erratum:* Replace entire text with "***Playable on a character.*** Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card. Make a roll—if the result is greater than 7, discard this card. Cannot be duplicated on a given character."[694]

2. *Foolish Words* only targets riddling rolls, offering attempts, or influence attempts, but no other attempts (e.g., flattery attempts).[695]

Forewarned Is Forearmed

MEDM || Hero resource || Permanent-event

1. Will be activated at any Underdeeps site with an extra automatic-at-

681. [*CRF (CoE), Card Errata & Rulings*].
682. Idem.
683. Idem.
684. [*CoE*, 7].
685. [*CoE*, 18].
686. [*CoE*, 17].
687. [*CoE*, 57].
688. [*CoE*, 58].
689. [*CRF, Card Errata & Rulings*].
690. [*CoE*, 27a].
691. [*CoE*, 46].
692. [*CRF (CoE), Card Errata & Rulings*].
693. [*CoE*, 16].
694. According to the *MELE* version of this card.
695. [*CoE*, 200]. See footnote 295.

tack that allows the play of a creature, since the hazard player need not play the creature for the second automatic-attack until the first automatic-attack is dealt with.[696]

2. For Fallen-wizards, *Forewarned Is Forearmed* does not affect minion sites.[697]

The Fortress of Isen

MEWH || Stage resource || Permanent-event

1. *Card Erratum*: Remove "A company moving to or from Isengard is not considered to be moving through Gap of Isen (including one less Borderland in their site path.)"[698]

2. *Card Erratum*: "Cards that give marshalling points are not playable at the site by your opponent in all cases." should be read "Cards that give marshalling points cannot be played at Isengard by your opponent in all cases."[699]

Fortress of the Towers

MEWH || Stage resource || Permanent-event

1. *Card Erratum*: Remove "A company moving to or from The White Towers is not considered to be moving through Arthedain (including one less Wilderness in their site path.)"[700]

2. *Card Erratum*: "Cards that give marshalling points are not playable at the site by your opponent in all cases." should be read "Cards that give marshalling points cannot be played at The White Towers by your opponent in all cases."[701]

Foul Fumes

METW || Hazard || Long-event

1. Cannot be played against a minion player and these players may not be affected by any of their global effects.[702]

2. Will tap all sites in play that meet the requirements.[703]

3. *Foul Fumes* will not continually keep sites tapped; it is only applied once to each site each turn.[704]

Free to Choose

MEDM || Hero resource || Permanent-event

1. Permanent-events would stay on the item if transferred, but not *Free to Choose*. When you transfer the item, you make a corruption check, and making a corruption check discards *Free to Choose*.[705]

Freeze the Flesh

MELE || Minion resource || Permanent-event

1. *Card Erratum*: Replace entire text with: "*Magic. Shadow-magic.* ***Playable on a character eliminated by a body check, that was eliminated this turn, if you have a shadow-magic-using character in play that was in the same company when the character was eliminated.*** Return the character to the shadow-magic-using character's company and tap him. Target character has -2 mind to a minimum of 1, -1 prowess, and -2 body. The character's company is now overt. Unless he is a Ringwraith, the shadow-magic-using character makes a corruption check modified by -4."[706]

2. If used on your Ringwraith or Fallen-wizard, it will remove the -5 MPs penalty for having them eliminated.[707]

3. *Only in casual games:* Cannot be used on your Ringwraith to prevent it from

696. [*CoE*, 31; *CoE*, 67].
697. [*MEWH*, 5].
698. [*CRF, Card Errata & Rulings*].
699. [*CRF (CoE), Card Errata & Rulings*].
700. [*CRF, Card Errata & Rulings*].
701. [*CRF (CoE), Card Errata & Rulings*].
702. [*CRF, Rulings by Term, Card Effect Limitations*].
703. [*CRF, Card Errata & Rulings*].
704. Idem.
705. [*ICE*, 92].
706. [*CRF (CoE), Card Errata & Rulings*].
707. [*CRF, Tournament rulings, Freeze the Flesh*].

being placed out of play (i.e., cannot be used on your Ringwraith to keep you from losing the game if that loss condition is being used).[708]

4. *Freeze the Flesh* will stop your opponent from gaining kill marshalling points from a character he eliminated in company vs. company combat.[709]

5. Can be duplicated on a character.[710]

6. A shadow-magic user may not prevent themselves from being eliminated with this card.[711]

Fury of the Iron Crown

METW || Hazard || Short-event

1. Orc and Troll characters may use a creature enhanced by *Fury of the Iron Crown* as a trophy[712].

2. A player only gains marshalling points from the creature if he would have received them normally.[713]

3. Even if the associated card is placed in the marshalling point pile, a player only receives marshalling points for that card if they would normally receive those marshalling points.[714]

Galadhrim

MEAS || Hazard || Creature

1. *Card Erratum:* Replace "Each character wounded by this attack..." with "Each character wounded by *Galadhrim*..."[715]

Galva

METW || Hero character

1. The body referred to in the text of Galva against Nazgûl is the body of the Nazgûl.[716]

2. Galva also get her combat bonuses against Ringwraiths[717] and The Balrog (character).[718]

3. If Galva faces an attack from a Nazgûl or Ringwraith with more than one strike, only the strike assigned to Galva gets its body halved.[719]

Gandalf

METW || Hero character || Avatar

1. Must be in the same company as the ring he tests.[720]

Gandalf

MEWH || Fallen-wizard character || Avatar

1. Must be in the same company as the ring he tests.[721]

2. Since Gandalf's untapping ability occurs at the end of the organization phase, the only thing he could then tap for in that same organization phase would be the condition of an effect occurring at the end of the organization phase. There is no time for other effects/actions.[722]

Gangways Over the Fire

MEBA || Minion resource || Permanent-event

1. A movement/hazard phase in which the Under-deeps movement failed is still a complete movement/hazard phase.[723]

2. Can be used as many times as you can manage the rolls.[724]

3. It's legal to *Gangways over the Fire* past a company that would violate company composition rules, because the companies don't join at that time.[725]

Gates of Morning

METW || Hero resource || Permanent-event

1. *Gates of Morning* discards hazard environments when it resolves, even if *Peril Returned* is in play.[726]

708. [*CRF, Card Errata & Rulings*].
See T-3.1 "Victory Contitions" on page 29.

709. [*CRF, Card Errata & Rulings*].

710. [*ICE*, 583].

711. [*CoE*, 18].

712. [*CRF, Card Errata & Rulings*].

713. Idem.

714. [*CoE*, 43].

715. [*CRF (CoE), Card Errata & Rulings*].

716. [*CRF, Rulings by Term, Nazgûl*].

717. [*CRF, Rulings by Term, Ringwraith*].

718. [*ICE*, 579].

719. [*ICE*, 99].

720. [*CRF, Card Errata & Rulings*].

721. [*CRF, Card Errata & Rulings*].

722. [*CoE*, 26].

723. [*CRF (CoE), Card Errata & Rulings*].

724. [*ICE*, 581].

725. [*CoE*, 67].

726. [*CRF, Card Errata & Rulings*].

2. Only cancels resource environment effects already in play when this card is played. It does not cancel resource environment cards and effects played after this card is resolved. This card cannot be played after strikes from an attack have been assigned, if this card would cause the number of strikes from the attack to change.[727]

Giant

METW || Hazard || Creature

1. *Card Erratum:* Add "*Giant.*"[728]

Girdle of Radagast

MEWH || Stage resource || Permanent-event

1. Does not affect the regions in starter movement, except for the starting and ending regions.[729]

Gloom

METW || Hazard || Short-event

1. The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.[730]

Glove of Radagast

MEWH || Stage resource || Permanent-event

1. The ally must still be able to be played (e.g., an untapped site/character are necessary).[731]

Goldberry

METW || Hero resource || Ally

1. *Card Erratum:* Replace entire text with "*Unique.* ***Playable at Old Forest.*** May not be attacked. Tap *Goldberry* to cancel an effect declared earlier in the same chain of effects that would return *Goldberrys'* company to its site of origin. Alternatively, tap *Goldberry* to cancel one attack against her company keyed to Wilderness [🌲].[732]

2. No player may assign strikes to *Goldberry*.[733]

3. *Goldberry* cannot prevent a company from returning to its site of origin that failed its roll to move to an adjacent Under-deeps site.[734]

4. May tap to give +1 prowess to another character facing an attack.[735]

Going Ever Under Dark

MEBA || Minion resource || Permanent-event.

1. A company with *Going Ever Under Dark* must move in order to have their hazard limit reduced.[736]

Gollum

METW || Hero resource || Ally

1. The second paragraph in the text on *Gollum* is an ability that you can choose to use, not an effect that happens automatically.[737]

Gollum's Fate

METW || Hero resource || Short-event

1. *Gollum's Fate* is considered to target both *The One Ring* and *Gollum*. This means it cannot be played on your opponent's *The One Ring* or *Gollum*.[738]

2. The resource player always has the option of declaring the first action in a chain of effects during his turn. As soon as he faces the auto-attack, he can play cards during the site phase. Since *Gollum's Fate* is a resource, then he has the option of playing it before an agent attack, even if his opponent declares the agent attack first.[739]

3. *My Precious* does not satisfy the requirements of *Gollum's Fate*.[740]

727. [*Middle-earth: The Wizards Casual Companion*, 43].
728. [*CRF, Card Errata & Rulings*].
729. [*CRF, Card Errata & Rulings*].
730. [*CRF, Card Errata & Rulings*].
731. [*CoE*, 105].
732. According to the reprinted version of this card in the Challenge Deck B.
733. [*Middle-earth: The Dragons Player Guide*, 13].
734. Idem.
735. Idem.
736. [*CRF (CoE), Card Errata & Rulings*].
737. [*CRF, Card Errata & Rulings, Gollum; Middle-earth: The Dragons Player Guide*, 13].
738. [*CRF, Card Errata & Rulings*].
739. [*ICE*, 512.]
740. [*ICE*, 516.]

Golodhros

MEDM || Minion character || Agent

1. As agent, he may use his special influence ability only during an opponent's movement/hazard phase. His tapping to use his special ability does not count against the hazard limit.[741]

2. As agent, he can reduce to 0 the mind attribute when he influences a character with "any Dark-hold" as his home-site because one of Golodhros' home sites is Barad-dûr (a Dark-hold).[742]

Good Sense Revolts

MEDM || Hazard || Short-event

1. The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.[743]

Gothmog

METD || Hazard || Creature

1. *Gothmog* is not keyed to anything, the Orc or Troll he is played after must be keyed to a Shadow-land or Dark-domain.[744]

Govern the Storms

MEWH || Minion resource || Short-event

1. You don't have to choose what type of hazard effect to cancel. This card cancels both types.[745]

Great Bats

MEAS || Minion resource || Ally

1. *Card Erratum:* "Cannot be duplicated on a given company." should read "Cannot be duplicated in a given company."[746].

2. *Great Bats* makes a company overt.[747]

3. May tap to give +1 prowess to characters in combat.[748]

The Great Goblin

METD || Hazard || Creature

1. *Card Erratum:* Replace "***Playable at Goblin-gate.*** *Orc.*" to "***Unique. Playable at Goblin-gate.*** *Orc*.One Strike."[749]

The Great Hunt

MEWH || Stage resource || Permanent-event

1. *Bane of the Ithil-stone* would not affect *The Great Hunt*.[750]

2. *Lady of the Golden Wood* would cancel the search effect of *The Great Hunt*.[751]

3. *The Great Hunt* ignore restrictions on the creature's cards regarding what kind of companies they can normally attack.[752]

4. *The Great Hunt* is prevented by *Bane of the Ithil-Stone*.[753]

5. You may discard *The Great Hunt* in the organization phase and play another copy.[754]

6. If you reveal a unique creature that cannot be played due to its uniqueness, the creature does not attack, but does count against the maximum creature limit.[755]

Great Lord of Goblin-Gate

MEAS || Minion resource || Ally

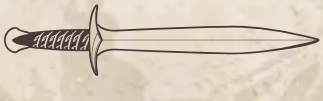
1. *Card Erratum:* Add "*Unique.*"[756]

2. Makes a company overt.[757]

Great Need or Purpose

MEDM || Hazard || Long-event

1. May be played against Ringwraiths /Sauron players because they do not target a specific agent.[758]



741. [*CRF, Card Errata & Rulings*].
742. [*CoE*, 75].
743. [*CRF, Card Errata & Rulings*].
744. [*CRF, Card Errata & Rulings*].
745. [*CRF (CoE), Card Errata & Rulings*; ICE, *502*].
746. [*CRF (CoE), Card Errata & Rulings*].
747. [*CRF, Card Errata & Rulings*].
748. Idem.
749. [*CRF, Card Errata & Rulings*].
750. [*ICE*, 532].
751. Idem.
752. [*CoE*, 38].
753. Idem.
754. Idem.
755. [*CoE*, 39].
756. [*CRF, Card Errata & Rulings*].
757. Idem.
758. [*CRF, Rulings by Term, Card Effect Limitations*].

Great Road

METW || Hero resource || Short-event

1. *Card Erratum:* Replace "Opponent draws twice..." with "Opponent draws up to twice..."[759]

2. If you have more than one movement/hazard phases on the turn you played a *Great Road*, you must return to the Haven at which you started the turn.[760]

3. Replacing the site card is considered movement, without a movement /hazard phase.[761]

4. The opponent draws twice normal, so other effects which modify card draw (e.g., Alatar) are applied after this amount is established.[762]

Great Ruse

MEWH || Stage resource || Permanent-event

1. Cannot be played on sites without a minion counterpart, such as *Morannon*.[763]

Great Secrets Buried There

MEDM || Hazard || Permanent-event

1. This card may be played against a Ringwraith or Sauron player.[764]

2. The item must be normally playable at the Under-deeps site.[765]

3. If you play this card as a hazard on your opponent, you must be able to provide your opponent with a copy of any uncommon Under-deeps sites if he does not have a copy in his location deck.[766]

4. If you give an Under-deeps site to your opponent, it will return to your location deck when he is done with it, unless you have also used the site, in which case it returns to your discard pile.[767]

5. If the target player has no items among the ten revealed cards, *Great Secrets Buried There* is discarded.[768]

6. *Great Secrets Buried There* is discarded if there is no item on it.[769]

7. You can place a minor item under this card. If you discard *Great Secrets Buried There*, the item under it will be discarded.[770]

8. It's a hazard card when it's resolved on the table as a permanent-event. It's a resource when it's played as such and not resolved yet.[771]

9. *Bane of the Ithil-Stone/Lady of the Golden Wood* prevent *Great Secrets Buried There* from taking effect on the relevant alignment regardless of who played this card.[772]

Great Ship

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with " Tap a character in target company during the organization phase to play *Great Ship* on that company. Until the end of the turn, if the company's current site path contains a Coastal Sea region [◒] and no consecutive non-Coastal Seas regions, any character in the company may tap to cancel a hazard that targets (as an active condition of playing the card itself) the company or an entity associated with the company."[773]

2. Allows the canceling of one creature or the canceling and discarding of an event that targets the company in question or an entity associated with that company.[774]

A character can tap to cancel an attack. He can tap to cancel an ongoing hazard effect that targets his company or any entity associated with his company (item, character, etc.). He can tap to cancel a dice-rolling action declared earlier in the same chain of effects but not yet resolved (e.g., *Call of Home*). He cannot tap to cancel a non-dicerolling effect declared earlier in the same chain of effects. For example, a character could not stop a *Fell Turtle* from sending his company back to its site of origin after a successful strike if no one chose to cancel the *Fell Turtle*'s attack. However, once a chain of effects containing a hazard is resolved, he may tap to cancel an effect that is ongoing. For example, a character could not keep *Adûnaphel*, activated as short-event, from tapping a character.[775]

759. [*CRF, Card Errata & Rulings*].
760. Idem.
761. Idem.
762. [*ICE*, 586].
763. [*CRF (CoE), Card Errata & Rulings*].
764. [*CRF, Rulings by Term, Card Effect Limitations*].
765. [*CRF, Card Errata & Rulings*].
766. [*CRF, Tournament Rulings, Great Secrets Buried There*].
767. Idem.
768. [*ICE*, 88].
769. [*CoE*, 11].
770. [*ICE*, 585].
771. [*CoE*, 19].
772. [*CoE*, 36].
773. [*CRF (CoE), Card Errata & Rulings*].
774. [*CRF, Card Errata & Rulings*].
775. [*Middle-earth: The Wizards Casual Companion*, 44].

3. The effect of *Great Ship* can be used many times during a movement/hazard phase.[776]

Great Troll

MEBA || Minion resource || Ally

1. Makes a company overt.[777]

Greed

METW & *MELE* || Hazard || Short-event

1. Is triggered by a special ring item being played, but not by items being transferred.[778]

Guarded Haven

MEWH || Stage resource || Permanent-event

1. *Card Erratum*: Replace entire text with "*May not be used as a starting stage card*. ***Playable on one of your Wizard-havens other than Isengard, The White Towers, or Rhosgobel***. The site is protected. Cards that give marshalling points may not be played at any version of the site by your opponent in all cases. Cannot be duplicated on a given site."[779]

Gwaihir

METW || Hero resource || Ally

1. *Card Erratum:* Should be read "... you may discard *Gwaihir* during the organization phase to allow his company..."[780]

2. Cannot be used to move to or from an Under-deeps site.[781]

Hail of Darts

MEAS || Minion resource || Short-event

1. The effect lasts until the end of the turn.[782]

Half an Eye Open

METD || Hazard || Short-event

1. The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.[783]

Halfling Strength

METW || Hero resource || Short-event

1. Is a healing effect and so will affect all characters regardless of race if there is an effect in play which causes healing effects to affect all characters.[784]

Hall of Fire

MEDM || Hero resource || Short-event

1. Can be duplicated on a given site; each copy allows you to untap/heal a character.[785]

2. A Fallen-wizard player may use this ability to untap orcs and trolls.[786]

Healing Herbs

METW || Hero resource || Minor item

1. *Card Erratum:* Replace "Alternatively, the bearer can tap and discard this item to untap a character that is not wounded." with "Alternatively, the

776. [*CoE*, 105].
777. [*CRF (CoE), Card Errata & Rulings*].
778. [*CRF, Card Errata & Rulings*].
779. [*CRF (CoE), Card Errata & Rulings*].
780. [*CRF, Card Errata & Rulings*].
781. [*MEBA*, 4].
782. [*CRF (CoE), Card Errata & Rulings*].
783. [*CRF, Card Errata & Rulings*].
784. [*CoE*, 25; *CoE*, 51; *CRF, Card Errata & Rulings*].
785. [*CoE*, 56].
786. [*CoE*, 121].

bearer can tap and discard this item to untap a character in his company that is not wounded."[787]

2. Cannot stop a body check.[788]

Heart Grown Cold

MEWH || Hazard || Permanent-event

1. Special Wizardhavens created by *Chambers in the Royal Court* are safe from *Heart Grown Cold*.[789]

2. Has no effect on special sites created by events (e.g. *Wondrous Maps*).[790]

Heedless Revelry

MELE || Hazard || Permanent-event

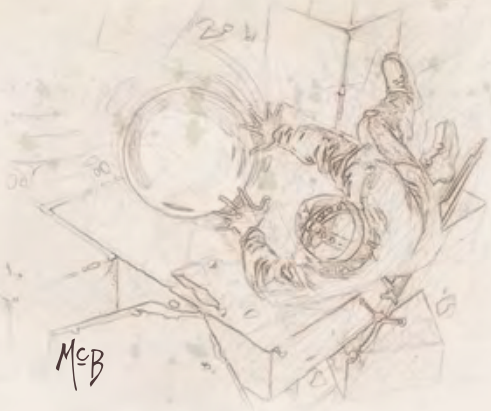
1. *Card Erratum:* Replace "...after the successful play..." with "...in response to the play..."[791]

2. The "playable on ..." conditions of the first paragraph do not apply to the second paragraph[792].

3. Does not interfere with the playing of the card it is revealed in response to.[793]

4. When revealed from an on-guard state, the resource player doesn't have the option to respond.[794]

5. When revealed from an on-guard state, it prevents the resource player from playing an extra free minor item, unless played by a Wizard or Ringwraith character.[795]



Helm of Fear

MEAS ||Minion resource || Special item

1. It has no effect on a non-Ringwraith character.[796]

Helm of Her Secrecy

METD || Hero resource || Permanent-event

1. You can play multiple *Helms of Her Secrecy* in one chain of effects. The player should make sure that he does not take the option of playing Éowyn out of his hand until the first copy declared is resolved.[797]

Helms of Iron

MEDM || Hazard || Permanent-event

1. Three in play will give relevant attacks without a normal body a body of 6.[798]

Heralded Lord

MELE || Minion resource || Permanent-event

1. This card does not allow Ringwraiths to use region movement.[799]

Herb-Lore

MEDM || Hero resource || Permanent-event

1. Radagast must tap to use it, but its effect will untap him.[800]

Here Is A Snake!

MEDM || Hero resource || Short-event

1. *Here is a Snake!* does not prevent the use of hazards already on the table.[801]

2. The "playable on..." conditions of the first paragraph do not apply to the second paragraph.[802]

3. If declared in response to an effect that allows the hazard player to retrieve a hazard from the discard pile to hand, it will resolve before that

787. [*CRF (CoE), Card Errata & Rulings*].
788. [*CRF, Card Errata & Rulings*].
789. [*ICE*, 558].
790. [*CoE*, 118].
791. [*CRF, Card Errata & Rulings*].
792. Idem.
793. Idem.
794. [*CRF (CoE), Card Errata & Rulings*].
795. Idem.
796. [*CRF, Card Errata & Rulings*].
797. [*CRF, Card Errata & Rulings*].
798. [*CoE*, 19].
799. [*Middle-earth: The Lidless-Eye Companion, 61*].
800. [*CoE*, 54].
801. [*CRF, Card Errata & Rulings*].
802. Idem.

effect and thus potentially prevent the play of the retrieved hazard.[803]

Here, There or Yonder

METD || Hero resource || Short-event

1. The ally does not have to be chosen or played until after the dice are rolled.[804]

2. Checks to see if an ally cannot move to a site in the given region. Strictly speaking, allies are not prevented from moving in any region.[805]

Hermit's Hill

MEDM || Hero site

1. To play a major item here, Hermit's Hill must be untapped.[806]

Hermit's Hill

MELE || Minion site

1. To play a gold ring here, Hermit's Hill must be untapped.[807]

Hidden Haven

MEWH || Stage resource || Permanent-event

1. If both players reveal this as a starting stage card, on the same site, at the same time, it is set aside, and may not be played on that site by either player until the game begins.[808]

Hidden Knife

MEDM || Hero resource || Short-event

1. *Hidden Knife* is effectively an attack resolved. As per the rule about attacks must be the first items declared in a chain of effects, *Hidden Knife* must be so played. Thus, if your opponent reveals an agent during your site phase and attacks with it, you must wait until after this attack to play this card.[809]

Hidden Ways

MELE || Minion resource || Short-event

1. *Card Erratum:* Replace "Playable during the organization phase on an untapped ranger whose company is moving." with "Playable during the organization phase on a scout whose company has not declared a new site."[810]

Hide in Dark Places

MELE || Minion resource || Short-event

1. *Card Erratum:* Replace "***Playable during the organization phase on a scout whose company is not moving.***" with "***Playable during the organization phase on a scout whose company has not declared a new site.*** The scout's company may not declare a new site this turn."[811]

Hoarmûrath of Dír

METW || Hazard || Creature *or* Permanent-event

1. Because there is time for multiple chains of effect before you assign the strikes of the attack, *Hoarmûrath* may be tapped as many times as you can legally play and tap him for his effect.[812]

Hold Rebuilt and Repaired

MEAS ||Minion resource || Permanent-event

1. *Card Erratum:* Add "Playable during the site phase."[813]

2. *Hold Rebuilt and Repaired* only affects the minion version of the site.[814]

Horses

METW || Hero resource || Short-event

1. *Card Erratum:* Add "***Playable only at the end of the organization phase.***"[815]

803. [*CoE*, 18].
804. [*CRF, Card Errata & Rulings*].
805. [*CoE*, 58].
806. [*CRF, Card Errata & Rulings*].
807. [*CRF, Card Errata & Rulings*].
808. [*CRF, Card Errata & Rulings*].
809. [*CRF, Card Errata & Rulings; Middle-earth: Dark Minions Player Guide*, 15].
810. [*CRF (CoE), Card Errata & Rulings*].
811. [*CRF (CoE), Card Errata & Rulings*].
812. [*CoE*, 11].
813. [*CRF, Card Errata & Rulings*].
814. [*ICE*, 88].
815. [*CRF, Card Errata & Rulings*].

Hounds of Sauron

MEAS ||Minion resource || Short-event

1. An attack by this card doesn't create company vs. company combat, therefore the hazard player (the one controlling the company who is facing the attack) may not play resources nor take other actions normally allowed during combat (i.e. the defending player can't play resources to cancel or modify the attack, can't tap to support against a strike, can't choose to remain untapped against a strike, etc.).[816]

Hour of Need

MEDM || Hero resource || Short-event

1. May not be played in the Underdeeps.[817]

2. If successful, *Hour of Need* taps the site it is played at, not the site associated with the faction.[818]

3. Cannot be played at a tapped site.[819]

4. Will not allow the play of a 'free' minor item when played in the organization phase.[820]

The Hunt

MEDM || Hero resource || Short-event

1. The discarding and revealing of the card do not have to be in any specific order.[821]

2. A *Noble Hound* does not shield Alatar from the creatures; he is still alone against them.[822]

3. You may not take notes with pen and paper or other means to remember which creatures your opponent has revealed.[823]

Ice-Orcs

MELE || Minion resource || Faction

1. *Card Erratum:* Change the Shadow-hold symbol [ ] into a Ruins & Lairs [ ] symbol.[824]

Icy Touch

METD || Hazard || Permanent-event

1. *Card Erratum:* Replace entire text with "***Playable on a company facing an Undead attack.*** The prowess of the attack is modified by +1.

Corruption. The next character wounded by the attack (on whom a corruption card has not already been played this turn) receives 2 corruption points (place this card with the character). Discard *Icy Touch* if it is not played with a character. During his organization phase, a character with this card may tap and attempt to remove it. Make a roll: if this result is greater than a 6, discard this card."[825]

2. If two of these are in play, they both trigger at the same time, and the second one is discarded without effect.[826]

I'll Report You

MELE || Minion resource || Permanent-event

1. Allies get the bonus from *I'll Report You* during combat.[827]

Imprisoned and Mocked

MEBA || Hazard || Permanent-event

1. Followers controlled by the character put off to the side are not discarded.[828]

In Darkness Bind Them

MEDM || Hazard || Permanent-event

1. May not be used to play creatures keyed to double shadow-lands.[829]

816. [*ICE*, 510; *CRF (CoE), Card Errata & Rulings*]..
817. [*CRF, Card Errata & Rulings*].
818. [*CRF (Van), Card Errata & Rulings*].
819. Idem.
820. Idem.
821. [*CRF, Card Errata & Rulings*].
822. [*CRF (Van), Card Errata & Rulings*].
823. [*CoE*, 1].
824. [*CRF, Card Errata & Rulings*].
825. [*CRF (CoE), Card Errata & Rulings*]..
826. [*CRF, Card Errata & Rulings*].
827. [*ICE* 24].
828. [*CRF (CoE), Card Errata & Rulings*].
829. [*CRF, Card Errata & Rulings*].

2. This card allows you to key creatures to the mentioned regions by name. It does not change the region type used to judge whether an attack is detainment or not.[830]

In the Heart of His Realm

MEDM || Hazard || Permanent-event

1. Cannot be played against a Ringwraith/Sauron player and these players may not be affected by any of their global effects.[831]

2. The drawing part of this card is an ongoing effect and cannot be responded to.[832]

3. The sage removing effect is an action caused by a passive condition, and can be responded to.[833]

4. The spells, light enchantments and rituals restriction is an ongoing effect and cannot be responded to.[834]

5. You cannot play *Marvels Told* in response to the declaration of the sage removing effect of *In the Heart of His Realm* because *Marvels Told* it is a ritual, which is prohibited by the third effect of *In the Heart of His Realm*.[835]

In the Name of Mordor

MELE || Minion resource || Short-event

1. The "playable on..." conditions of the first paragraph do not apply to the second paragraph.[836]

Incite Denizens

MELE || Hazard || Short-event

1. When copying an attack put on the site by another card:

» *Incite Denizens* will not copy any other effects of the card.[837]

» The *Incite Denizens* attack will disappear if the other card is discarded.[838]

Indûr Dawndeath

METW || Hazard || Creature *or* Permanent-event

1. Only one wounded character has to discard an item, and the hazard player chooses which character and which item they bear.[839]

Inner Cunning

MEDM || Hazard || Permanent or Short-event

1. The site type for the agent's home site is the one you would use if you went to visit the site.[840]

2. The "playable on..." conditions of the first paragraph do not apply to the second paragraph.[841]

3. The "search for an agent" function of this card is considered to require an agent.[842]

Ioreth

METD || Hero character

1. *Card Erratum:* Replace "Healing cards..." with "Healing effects..."[843]

2. Will not duplicate the untap portion of a healing effect on tapped but unwounded characters.[844]

Iron-road

MELE || Minion resource || Short-event

1. Replacing the site card is considered movement, without a M/H phase.[845]

Iron Shield of Old

MEAS || Minion resource || Special item

1. Card Erratum: Add "*Shield*."[846]

Isles of the Dead That Live

MEAS || Minion site

1. There is no errata on this card. It must be tapped an untapped character in a covert company, not in an overt one.[847]

Itangast at Home

METD || Hazard || Permanent-event

1. It is not a source of corruption, but rather modifies the item's corruption.[848]

The Ithil Stone

MEAS || Hero resource || Special item

1. May be played by a minion player. The roll is part of the normal play requirements.[849]

Khamûl the Easterling

METW || Hazard || Creature *or* Permanent-event

1. The number of cards discarded is set at the time of declaration.[850]

830. [*CRF (CoE), Rulings by Card*].
831. [*CRF, Rulings by Term, Card Effect Limitations*].
832. [*CRF (CoE), Card Errata & Rulings*].
833. Idem.
834. Idem.
835. [*CoE*, 201].
836. [*CRF, Card Errata & Rulings*].
837. [*CRF, Card Errata & Rulings*].
838. Idem.
839. [*CRF, Card Errata & Rulings*].
840. [*CRF, Card Errata & Rulings*].
841. Idem.
842. [*CoE*, 91].
See "Card Effect Limitations" on page 40.
843. [*CRF, Card Errata & Rulings*].
844. [*CRF, Card Errata & Rulings*].
845. [*CRF, Card Errata & Rulings*].
846. [*CRF, Card Errata & Rulings*].
847. [*CoE*, 4].
848. [*CoE*, 45].
849. [*CoE*, 10].
850. [*CRF, Card Errata & Rulings*].

2. The cards are discarded from your opponent's hand.[851]

King Under the Mountain

METD || Hero resource || Permanent-event

1. The effect or "glory" of defeating the dragon "at Home" does stick (indefinitely—so not short at all) to all members of the company regardless of where they are later, but does not spread across new company members.[852]

Knowledge of the Enemy

MEDM || Hero resource || Permanent-event

1. *Knowledge of the Enemy* removes cards from the game, not just from play.[853]

2. *Knowledge of the Enemy* does not have to be played immediately after an agent attack.[854]

3. Does have to be played during the turn in which the company faced the attack.[855]

Lady of the Golden Wood

MEAS || Hazard || Creature *or* Permanent-event

1. *Lady of the Golden Wood* would cancel the search effect of *The Great Hunt*.[856]

2. Does not prevent a Balrog player from playing characters from the discard, because this ability of *The Balrog* is part of the normal sequence of play.[857]

Last Child of Ungoliant

MELE || Minion resource || Ally

1. Makes a company overt[858].

Leaf Brooch

MEDM || Hero resource || Minor item

1. The item being replaced by the *Leaf Brooch* being discarded must be in play to satisfy any targeting restrictions. When it comes time to discard that item, discard *Leaf Brooch* instead.[859]

2. If used to replace a gold ring after a successful test, the bearer of the gold ring item gets the special ring item, not the bearer of the *Leaf Brooch*.[860]

Leaflock

METW || Hero resource || Ally

1. *Card Erratum:* Replace entire text with "*Unique*. ***Playable at Wellinghall.*** Tap to cancel a hazard that targets (as an active condition of playing the card itself) *Leaflock's* company or an entity associated with his company.
May not be attacked by automatic-attacks or hazards keyed to his site. Discard Leaflock if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wold & Foothills, Enedhwaith, Old Pukel-land, Brown Lands, Anduin Vales, or Redhorn Gate."[861]

2. This ally can tap to cancel an attack. He can tap to cancel an ongoing hazard effect that targets his company or any entity associated with his company (item, character, etc.). He can tap to cancel a dice-rolling action declared earlier in the same chain of effects but not yet resolved (e.g., *Call of Home*). He cannot tap to cancel a non-dicerolling effect declared earlier in the same chain of effects. For example, *Leaflock* could not stop *"Tom"* from forcing a wounded player to discard his items if *Leaflock* passed on the opportunity to cancel *"Tom's"* attack. However, once a chain of effects containing a hazard is resolved, he may

851. Idem.
852. [*CoE*, 71].
853. [*CRF, Card Errata & Rulings*].
854. [*CoE*, 67].
855. [*CoE*, 74].
856. [*ICE*, 532].
857. [*CoE*, 17].
858. [*CRF, Card Errata & Rulings*].
859. [*CRF, Card Errata & Rulings*].
860. Idem.
861. [*CRF (CoE), Card Errata & Rulings*].

tap to cancel an effect that is ongoing. For example, *Leaflock* could not keep *Adûnaphel*, activated as short-event, from tapping a character.[862]

3. *Leaflock* may tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.[863]

Left Behind

METD || Hazard || Short-event

1. The character may rejoin his company so long as it is otherwise legal to do so.[864]

Legendary Hoard

METD || Hero resource || Permanent-event

1. The wording on *Legendary Hoard* can be confusing. It is recommended to read "invert" as "flip over" and players remembering the actual status of the "at Home" Dragon manifestation. Thus, if it has been targeted by *Marvels Told*, consider it discarded and the other player is free to play his/her version of the same "at Home" Dragon. If the dragon has been eliminated, apply all the effects of a defeated dragon. Therefore, a "flipped over" "at Home" Dragon under *Legendary Hoard* does not apply any of its effects.[865]

2. Treat a discarded "at Home" as "off to the side" with this card[866] (see "Placement of Cards 'Off to the Side'" on page 109).

Leucaruth at Home

METD || Hazard || Permanent-event

1. Counts as a unique dragon manifestation the turn she is played.[867]

2. You may play unique dragon manifestations in response to the play of *Leucaruth at Home*; if they resolve before she does, all remain in play.[868]

The Lidless Eye

MELE || Minion resource || Short-event

1. Playing this card discards its player's *Bade to Rule* and prevents him from subsequently playing *Bade to Rule*.[869]

2. You may only play this card if none of your opponents are Ringwraiths.[870]

Long Dark Reach

MEDM || Hazard || Short-event

1. The creature does not count against the hazard limit.[871]

2. A creature must be played if there is one available.[872]

3. Effects which have the potential to alter a creature's playability must have declared and resolved before this card resolves.[873]

4. The creature is never "played": it is just revealed and attacks.[874]

5. Overcomes *Stealth* and *Sneakin'*.[875]

Long Grievous Siege

MEBA || Minion resource || Permanentt-event

1. There must be an eligible Borderhold for this card to be played.[876]

2. Returns all factions playable at the site to their owner's hand, regardless of alignment.[877]

Long Winter

METW & *MELE* || Hazard || Long-event

1. Will tap all sites in play that meet the requirements.[878]

2. *Long Winter* will not continually keep sites tapped, it is only applied once to each site each turn.[879]

862. [*Middle-earth: The Wizards Casual Companion*, 44].
863. Idem.
864. [*CoE*, 25]. See *Faces of the Dead* on page 130.
865. [*CoE*, 7].
866. [*CoE*, 51].
867. [*CoE*, 49].
868. [*CoE*, 50].
869. [*CRF, Card Errata & Rulings*].
870. Idem.
871. [*CRF, Card Errata & Rulings*].
872. Idem.
873. [*CoE*, 11; *CoE*, 39].
874. [*ICE*, 32].
875. [*CoE*, 120].
876. [*CRF, Card Errata & Rulings*].
877. [*ICE*, 582].
878. [*CRF, Card Errata & Rulings*].
879. Idem.

3. Only check each site once per turn. If is played (without *Doors of Night*) and later *Doors of Night* comes into play, sites that were checked before the *Doors* are not checked again.[880]

Lost in Free-domains

METW & *MELE* || Hazard || Short-event

1. *Card Erratum:* Replace entire text with "***Playable on a company moving with a Free-domain [⛨] in its site path.*** The company may do nothing during its site phase."[881]

Lucky Search

METW || Hero resource || Short-event

1. *Card Erratum:* Replace "Discard all revealed cards except the item." with "Reshuffle all revealed cards except the item back into the play deck."[882]

2. *Card Erratum:* Add at the end of the first paragraph "Discard item if the scout is wounded by this attack."[883]

3. A *Noble Hound* does not face the attack instead of the character that played *Lucky Search*, because the strike is never assigned.[884]

4. Successful play does not tap the site. Thus, you are not allowed a minor item after the *Lucky Search* item.[885]

5. Does not exhaust play deck if its final card is revealed.[886]

6. Play the item does not tap the site and *Lucky Search* can be played at a tapped site.[887]

7. Targets the item.[888]

Lure of Expedience

METW & *MELE* || Hazard || Permanent-event

1. Card Erratum: Replace entire text with "*Corruption.* ***Playable on a non-Ring-wraith, non-Wizard, non-Hobbit character.*** Target character receives 2 corruption points and makes a corruption check each time a character in his company gains an item (including a ring special item). During his organization phase, the character may tap to attempt to remove this card. Make a roll—if the result is greater than 5, discard this card. Cannot be duplicated on a given character."[889]

2. Will trigger when a gold ring item is tested and a special item is successfully played.[890] Will trigger when an item is transferred.[891]

3. Can be played on-guard and will trigger a corruption check when revealed in response to an item played.[892]

Lure of Nature

METW & *MELE* || Hazard || Permanent-event

1. *Card Erratum:* Replace entire text with "*Corruption.* ***Playable on a non-Hobbit, non-Dwarf, non-Orc, non-Ring-wraith character.*** Target character receives 2 corruption points and makes a corruption check at the end of his movement/hazard phase for each Wilderness [🌲] in his company's site path. During his organization phase, the character may tap to attempt to remove this card. Make a roll—if the result is greater than 4, discard this card. Cannot be duplicated on a given character."[893]

2. Corruption checks from *Lure of Nature* do not trigger if its bearer's company returns to its site of origin.[894]

3. The corruption checks caused by *Lure of Nature* happen at the end of the afflicted character's movement/hazard phase. Of course, the character's player can play resources to modify the corruption checks. The hazard player is allowed to play hazards in response, if the hazard player has enough hazard limit remaining. Haz-

880. [*ICE*, 539].
881. According to the reprinted version of this card in the Challenge Deck C.
882. [*CRF, Card Errata & Rulings*].
883. Idem.
884. Idem.
885. [*CRF (CoE), Card Errata & Rulings*].
886. [*Middle-earth: The Wizards Casual Companion*, 44].
887. [*CoE*, 58].
888. [*CoE*, 87].
889. According to the reprinted version of this card in the Challenge Deck B.
890. [*Middle-earth: The Wizards Casual Companion*, 44].
891. [*CRF, Card Errata & Rulings*].
892. Idem.
893. According to the reprinted version of this card in the Challenge Deck B.
894. [*CRF, Card Errata & Rulings*].

ards so played must directly affect the corruption checks caused by *Lure of Nature*. The hazard player can play no other hazards, no creature, no new corruption cards, etc.[895] The spirit of *Lure of Nature* is that the corruption checks happen after everything else the company will face.[896]

4. The corruption checks from this card depends on the number of wildernesses in target character's site path at the end of his movement/hazard phase. These corruption checks may be targetted at any point during his company's movement/hazard phase.[897]

5. When revealed on-guard, will not require any corruption checks as the end of the movement/hazard phase has already passed.[898]

Lure of Power

METW || Hazard || Permanent-event

1. If two instances of *Lure of Power* are in play and are triggered, only force one check at -4, and both are discarded.[899]

2. If triggered by a successful influence attempt against an item, the item's corruption points will count towards the corruption check if the item was played with the influencing character.[900]

Lure of the Senses

METW & MELE || Hazard || Permanent-event

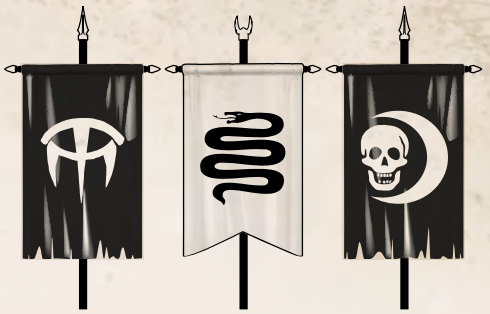
1. *Card Erratum:* Replace entire text with "*Corruption.* ***Playable on a non-Ringwraith character.*** Target character receives 2 corruption points and makes a corruption check at the end of his untap phase if at a Haven/Darkhaven [✡]. During his organization phase, the character may tap to attempt to remove this card. Make a roll—if the result is greater than 6, discard this card. Cannot be duplicated on a given character.[901]

Magical Harp

METD || Hero resource || Major item

1. Replace "... to cancel all actions..." with "... to cancel all effects..."[902]

2. Can be used at the Free Council.[903]



Mallorn

MEDM || Hero resource || Permanent-event

1. *Card Erratum:* The first sentence should read: "Playable at Bag End only if *Earth of Galadriel's Orchard* is stored there."[904]

2. Any player may play this if anybody has stored *Earth of Galadriel's Orchard* at Bag End.[905]

Man of Skill

MEWH || Stage resource || Permanent-event

1. The permanent-event must require information, not merely be playable at a site that happens to have Information cards playable.[906]

2. Gives points to cards it affects regardless of their stored status.[907]

Many Foes He Fought

METD || Hero resource || Short-event

1. The penalty is -0/-0 for the first strike, -1/-1 for the second, -2/-2 for the third, and so on.[908]

Many Turns and Doublings

METD || Hero resource || Short-event

1. If *Gates of Morning* is in play, *Many Turns and Doublings* can fizzle[909] hazards by reducing the hazard limit to the point where the hazard resolving is no longer playable. If this is done to an on-guard card, the card is returned to the player's hand.[910]

2. Targets the hazard limit, and may only therefore be played when a hazard limit exists.[911]

Map to Mithril

METD || Hero resource || Permanent-event

1. Does not raise the prowess maximum of the weapon.[912]

895. Idem.
896. [*Middle-earth: The Wizards Casual Companion*, 44].
897. [*Middle-earth: The Wizards Casual Companion*, 44].
898. [*ICE*, 584].
899. [*CRF, Card Errata & Rulings*].
900. [*CoE*, 36].
901. According to the reprinted version of this card in the Challenge Deck J.
902. According to the reprinted version of this card in the Challenge Deck C.
903. [*CRF, Card Errata & Rulings*].
904. [*CRF, Card Errata & Rulings*].
905. [*CoE*, 33].
906. [*CoE*, 103].
907. Idem.
908. [*Middle-earth: The Dragons Player Guide*, 13].
909. See the footnote 497 about the term "fizzle".
910. [*CRF, Card Errata & Rulings*].
911. [*CoE*, 57].
912. [*CoE*, 72].

Marvels Told

METD || Hero resource || Short-event

1. May be played during the site phase by a character in another company as if he were in the company resolving their site phase.[913]

Master of Water, Wood & Hill

METD || Hero resource || Short-event

1. The sage does not have to be in a moving company whose site path is affected.[914]

Memories of Old Torture

MEBA || Minion resource || Permanent-event

1. Allies created with *Memories of Old Tortures* retain their race type (if they have one) and the keyword "*Unique*".[915]

2. Creatures with multiple attacks or special capabilities, that are made into allies with *Memoories of Old Torture*, attack as normal characters.[916]

Messenger of Mordor

MELE || Minion resource || Short-event

1. The resource must be generically storable at a Darkhaven, not storable at a specific site which happens to be a Darkhaven at the time.[917]

Mind Rings (all)

MELE & *MEAS* || Minion resource || Minor item

1. May not be used by a Fallen-wizard to play a six mind character.[918]

Mistress Lobelia

MEDM || Hero resource || Ally

1. May not retrieve minor items unless they are listed as playable on the site or the item.[919]

Misty Mountains

METW || Hero resource || Short-event

1. The "otherwise" on this card should be read as "alternatively"[920].

The Moon Is Dead

MEDM || Hazard || Permanent-event

1. If you defeat the first automatic-attack, the second one is removed; you do not have to face it.[921]

Morannon

METW || Hero resource || Permanent-event

1. *Card Erratum:* Should read "This card is used as a Dark-hold [▉] site card in the region of Udûn that is moved to...".[922]

2. Companies at two different copies of *Morannon* cannot combine.[923]

Mordor in Arms

MEDM || Hazard || Permanent-event

1. Cannot be played against a Ringwraith/Sauron player and these players may not be affected by any of their global effects.[924]

More Alert than Most

MEDM || Hero resource || Permanent-event

1. The minimum of one strike still applies while *Gates of Morning* is in play.[925]

More Sense than You

METD || Hero resource || Short-event

1. If there is only one character in the company, the attack is discarded without effect, but not canceled. The attack is still considered faced.[926]

Morgul-horse

METW || Hazard || Short-event

1. To bring a Nazgûl permanent-event back into your hand, *Morgul-horse* must be declared after tapping the Nazgûl and before it resolves.[927]

In other words, the first option of this card must be declared in response to tapping a Nazgûl permenant-event in the same chain of effects.[928]

2. The alternative effect of *Morgul-horse* can be played and resolved before any Nazgûl is played with it. A Nazgûl must be played as the first declared action in the chain of effects following the resolution of the alternative effect of *Morgul-horse*. If a Nazgûl is not played immediately following the resolution of this card, this card is returned to its player's hand. This card cannot be played for no effect just to discard it.[929]

913. [*CRF, Card Errata & Rulings*].
914. [*Middle-earth: The Dragons Player Guide*, 13].
915. [*CRF (CoE), Card Errata & Rulings*].
916. Idem.
917. [*CRF, Card Errata & Rulings; CoE*, 57].
918. [*CRF, Card Errata & Rulings*].
919. [*CRF, Card Errata & Rulings*].
920. [*CRF, Card Errata & Rulings*].
921. [*CoE*, 43].
922. [*CRF, Card Errata & Rulings*].
923. [*CRF (CoE), Card Errata & Rulings*].
924. [*CRF, Rulings by Term, Card Effect Limitations*].
925. [*CRF (CoE), Card Errata & Rulings*].
926. [*CRF, Card Errata & Rulings*].
927. [*CRF, Card Errata & Rulings*].
928. [*Middle-earth: The Wizards Casual Companion*, 45].
929. Idem.

3. Cannot be used on a Nazgûl that was tapped to sideboard because that Nazgûl was discarded upon decalaration.[930]

Morgul-knife

METW || Hazard || Permanent-event

1. *Card Erratum:* Replace entire text with "***Playable on a company facing a Nazgûl attack.*** The Nazgul's prowess is modified by +2. Discard if attack doesn't wound a character. Cannot be duplicated on a company facing such an attack.

Corruption. One character of attacker's choice wounded by the attack (on whom a corruption card has not already been played this turn) receives 4 corruption points (place this card under the character). If at a Haven/Darkhaven [☆] during his untap phase, a character with this card may attempt to remove it instead of untapping or healing. Make a roll: if this result is greater than 4, discard this card.[931]

2. The corruption is received immediately following the attack.[932]

Morgul Night

METW || Hazard || Long-event

1. *Morgul Night* is not discarded if *Doors of Night* leaves play.[933]

Motionless Among the Slain

MELE || Minion resource || Short-event

1. The +1 to body checks mentioned on the card refers to characters controlled by the player of the card.[934]

Mount Doom

METW || Hero site

1. Hazard creatures keyable to Mount Doom can be played regardless of any resources prohibiting their play. Creatures that can be played at Mount Doom by description can always be played at this site regardless of resources in play (like *Stealth*, *Hiding*, etc.). If the site type of Mount Doom changes, creatures may be keyed to the new site type, but not to the old site type.[935]

2. The hazard limit increase is part of revealing the new site card and will be applied at that time.[936]

Mountains of Shadow

METW || Hero resource || Short-event

1. The "otherwise" on this card should be read as "alternatively".[937]

Mouth of Sauron

METW || Hazard || Creature *or* Short-event

1. *Card Erratum:* Add "*Man.*"[938]

2. Must completely resolve to force The Mouth to be returned to its player's hand.[939]

3. Cannot be played if The Mouth has been taken prisoner.[940]

Mûmak (Oliphant)

METW || Hazard || Creature

1. Cannot be played against a Ringwraith/Sauron player and these players may not be affected by any of their global effects.[941]

Muster

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with "***Warrior only.*** An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5."[942]

930. [*CoE*, 115].
931. [*CoE*, 206].
932. [*CRF, Card Errata & Rulings*].
933. [*CRF, Card Errata & Rulings*].
934. [*CoE*, 25].
935. [*CRF, Card Errata & Rulings; Middle-earth: The Dragons Player Guide*, 13].
936. [*CoE*, 36].
937. [*CRF, Card Errata & Rulings*].
938. [*CRF, Card Errata & Rulings*].
939. [*CoE*, 73].
940. [*CoE*, 95].
941. [*CRF, Rulings by Term, Card Effect Limitations*].
942. [*CRF, Card Errata & Rulings*].

Muster Disperses

METW || Hazard || Short-event

1. Replace "Affects a faction already in play." with "***Playable on a faction.***"[943]

2. *Muster Disperses* cannot be revealed as an on-guard card.[944]

Muster Disperses

MELE || Hazard || Short-event

1. *Muster Disperses* cannot be revealed as an on-guard card.[945]

My Precious

MEDM || Hazard || Agent

1. Does not count as *Gollum* for the purposes of *Gollum's Fate* or any other card that specifically calls for *Gollum*.[946]

2. May not be played as a character.[947]

3. Does not give -1 marshalling point to minions.[948]

4. Must be face-up to gain two actions.[949]

5. His attack is successful if all of the strikes are successful. His attack fails if any of his strikes fail.[950]

Narya

METW || Hero resource || Short-event

1. The timing rules stipulate that you can only tap to aid the corruption check in response to *Narya*, and cannot do so while *Narya* is in the process of resolving.[951]

2. *Narya* cannot be played on Gandalf if he has Orcs or Trolls in his company because *Narya* (a hero resource) targets the company.[952]

Nasty Slimy Thing

MEBA || Minion resource || Ally

1. Makes a company overt.[953]

Nature's Revenge

MEWH || Hazard || Permanent-event

1. Changes the site type of the site. Does not cancel any special abilities of the site, such as a Wizardhaven cancelling attacks.[954]

The Nazgûl are Abroad

METW || Hazard || Permanent-event

1. May be played against a Ringwraith or Sauron player. The only restriction is that the first two paragraphs are ignored when you play Nazgûl creatures against a Ringwraith or Sauron opponent. Any player can recycle Nazgûl hazards as stated on the card.[955]

Near to Hear a Whisper

MEAS || Hazard || Permanent-event

1. May be played against Ringwraiths /Sauron players because they do not target a specific agent.[956]

Neeker-Breekers

METW || Hazard || Creature

1. *Card Erratum:* Add "Does not effect Wizards[957] and Ringwraiths."[958]

Neither so Ancient Nor so Potent

MEDM || Hazard || Permanent-event

1. Gives item marshalling points.[959]

943. According to the reprinted version of this card in the Challenge Deck A.
944. [*CRF, Card Errata & Rulings*].
945. [*CRF, Card Errata & Rulings*].
946. [*CRF, Card Errata & Rulings*].
947. Idem.
948. Idem.
949. Idem.
950. Idem.
951. [*CRF, Card Errata & Rulings; Middle-earth: The Wizards Player Guide*, 111].
952. [*CoE*, 97].
953. [*CRF (CoE), Card Errata & Rulings*].
954. [*CoE*, 118].
955. [*CRF, Rulings by Term, Card Effect Limitations*].
956. [*CRF, Rulings by Term, Card Effect Limitations*].
957. [*CRF, Card Errata & Rulings*].
958. According to the reprinted version of this card in the Challenge Deck C.
959. [*CRF (CoE), Card Errata & Rulings*].

Nenseldë the Wingild

METD || Hero resource || Ally

1. May tap to give +1 prowess to another character facing an attack.[960]

Nenya

METW || Hero resource || Short-event

1. *Nenya* can help in any check in the game, even if *Galadriel* is not at the same site.[961]

2. May be played during the end of the game to affect a corruption check if the conditions on the card are met.[962]

Never Seen Him

MEDM || Hazard || Permanent-event

1. The extra action taken is declared as the result of a passive condition. That action becomes the first declared action in the chain of effects immediately following the agent's first action.[963]

New Friendship

METW || Hero resource || Short-event

1. *Card Erratum:* ***Diplomat only.*** +3 to any one influence check by a diplomat. Alternatively, +2 to a corruption check by a character in a diplomat's company."[964]

News Must Get Through

MELE || Minion resource || Short-event

1. The resource must be generically storable at a Darkhaven, not storable at a specific site which happens to be a Darkhaven at the time.[965]

News of Doom

MELE || Hazard || Short-event

1. *News of Doom* is a "Unique" card. If *News of Doom* has been removed from the game, it may not be played again.[966]

960. [*CRF, Card Errata & Rulings*].
961 . [*ICE,* 62].
962. [*CoE,* 1].
963. [*CoE,* 21].
964. According to the reprinted version of this card in the Challenge Deck D.
965. [*CoE,* 57*; CRF, Card Errata & Rulings*].
966. [*ICE,* 581].
See footnote 17.

News of the Shire

MELE || Minion resource || Permanent-event

1. Affects all versions of Bag End.[967]

Night

METW || Hazard || Long-event

1. The prowess modifications to Men and Dúnedain do not apply to attacks.[968]

2. If *Doors of Night* is in play, the total prowess modification to non-ranger Dúnedain is -2.[969]

No Better Use

MEBA || Minion resource || Permanent-event

1. Followers controlled by the character set aside are not discarded.[970]

No Escape from My Magic

METD || Hazard || Permanent-event

1. *Card Erratum:* Replace "Playable on any faction in play" with "Playable on any unique faction in play."[971]

No Strangers at this Time

MEAS || Hero resource || Permanent-event

1. *No Strangers at this Time* may be played on any turn, not merely the turn the faction is first played.[972]

2. Prevents any effect which would cause a Fallen Wizard to switch the site.[973]

Noble Hound

MEDM || Hero resource || Ally

1. *Card Erratum:* Add the sentence: "If *Noble Hound* is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes."[974]

2. *Noble Hound* does not affect *The Hunt*. Alatar is alone against the creature.[975]

Nobody's Friend

MEDM || Hazard || Permanent or Short-event

1. The "playable on..." conditions of the first paragraph do not apply to the second paragraph.[976]

2. The "search for an agent" function of this card is considered to require an agent.[977]

Not at Home

METD || Hero resource || Short-event

1. Cannot cancel any attack or automatic-attack except one from a Dragon, Drake, or Troll.[978]

Old Cache

MELE || Minion resource || Short-event

1. *Card Erratum:* Replace "Playable on a company..." with "Playable during the site phase on a company..."[979]

Old Forest

METW || Hero site

1. *Card Erratum:* Replace "Healing cards..." with "Healing effects..."[980]

Old Friendship

METW || Hero resource || Short-event

1. The influence bonus applies only to the diplomat, but the corruption check bonus applies to any character in the diplomat's company.[981]

Old Man Willow

METW || Hazard || Creature

1. *Card Erratum:* Add the keyword "*Awakened Plant*."[982]

Old Prejudice

MELE || Minion resource || Short-event

1. Will triple standard modifications listed on hero factions, as these are modifiers to the influence check, not modifiers to the faction.[983]

Old Road

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with "Tap a character at a Haven [✡] during the site phase. The character makes an attempt to bring a faction into play (reveal the faction with the card). The length of the site path from this Haven to the site at which the faction can be played must be two or less (this must be verified by an available site card). The influence check for this attempt is modified by -1 and is not modified by the influencing character's direct influence."[984]

967. [*CRF, Card Errata & Rulings*].
968. [*CRF, Card Errata & Rulings*].
969. [*CRF*, 16].
970. [*CRF (CoE), Card Errata & Rulings*].
971. [*CRF, Card Errata & Rulings*].
972. [*CoE*, 21].
973. [*CoE*, 46].
974. [*CRF, Card Errata & Rulings*].
975. [*ICE*, 585].
976. [*CRF, Card Errata & Rulings*].
977. [*CoE*, 91].
978. [*CRF, Card Errata & Rulings*].
979. [*CRF (CoE), Card Errata & Rulings*].
980. [*CRF, Card Errata & Rulings*].
981. [*CRF, Card Errata & Rulings*].
982. [*CRF, Card Errata & Rulings*].
983. [*ICE*, 585].
984. [*CRF (CoE), Card Errata & Rulings*].

2. May be used to influence an opponent's faction only when you are attempting to bring your copy of the faction into play.[985] If successful taps the character's site, not the site of the faction being played.[986]

3. Items, factions and allies must be played during the site phase.[987]

4. The site taps upon successful play of the resource that would tap it.[988]

The Old Thrush

METW || Hero resource || Short-event

1. *Card Erratum:* Add the following at the end of the text: "Cannot be duplicated on a given attack."[989]

2. Cannot be used against agents, since none of them have a listed prowess of 13 or greater.[990]

The One Ring

METW || Hero resource || Special item

1. *Card Erratum:* Replace "+1 corruption point to every character in the bearer's company." with "Every character in the bearer's company gains 1 additional corruption point."[991]

2. *Card Erratum:* Replace "starting prowess" with "normal prowess" (this refers to the prowess printed on the character card).[992]

3. *Card Erratum:* Replace "Bearer may make a corruption check modified by -2 to cancel a strike..." with "Bearer may make a corruption check modified by -2 to cancel a strike against himself..."[993]

4. Can be used multiple times in a turn if the corruption checks are successful.[994]

The One Ring

MELE || Minion resource || Special item

1. *Card Erratum:* Replace "+1 corruption point to every character in the bearer's company." with "Every character in the bearer's company gains 1 additional corruption point."[995]

2. Can be used multiple times in a turn if the corruption checks are successful.[996]

3. If the bearer is a Ringwraith, *The One Ring* does not provide the 1 additional corruption point to the characters in their company.[997]

4. Cannot be played after a test from storing a gold ring (see *Table 3.8* on page 99).[998]

Open to the Summons

MEWH || Minion resource || Permanent-event

1. *Card Erratum:* Replace entire text with "***Playable on a company.*** One agent character may be played with target company at a Darkhaven or in your starting company—place this card with the agent. -1 to his mind to a minimum of 1. This card may be played with a starting company in lieu of a minor item. When played as such, reveal it when starting companies are determined as if it were a character. Does not allow you to start with a character that says he cannot be in the starting company. Cannot be duplicated on a given character".[999]

2. Does not allow you to start with a character that says he cannot be in the starting company.[1000]

3. Allows Minion/Fallen-wizard players to play an agent as a starting character.[1001]

4. Does not allow a Fallen-wizard player to start a character with a mind of 6.[1002]

5. Does not allow character play at Geann-a-Lisch.[1003]

Orc-mail

MEAS || Hero resource || Permanent-event

1. Cannot be played on a company with allies in it, as there are no Dwarf or Hobbit allies.[1004]

2. Does not cancel the company vs. company combat attack and so may not be played in response to company vs. company combat.[1005]

3. You make *Orc-mail*'s requisite roll once for each copy in play.[1006]

4. If the minion company is sent back to its site of origin for any reason, you are not.[1007]

985. [*CRF, Card Errata & Rulings*].
986. [*CRF (Van), Card Errata & Rulings*].
987. [*CoE*, 11; *CRF, Turn Sequence Rulings, Site Phase, General*].
988. Idem.
989. [*CRF, Card Errata & Rulings*].
990. Idem.
991. [*CoE*, 49].
The additional corruption point is a *corruption point source*, not a *corruption check modification*. See "Corruption Checks Modifiers" on page 85.
992. [*CRF, Card Errata & Rulings*].
993. [*CRF (CoE), Card Errata & Rulings*].
994. [*CRF, Card Errata & Rulings*].
995. [*CoE*, 49].
The additional corruption point is a *corruption point source*, not a *corruption check* modification. See "Corruption Checks Modifiers" on page 85.
996. [*CRF, Card Errata & Rulings*].
997. Idem.
998. Idem.
999. [*CRF (CoE), Card Errata & Rulings*].
1000. [*CRF, Card Errata & Rulings*].
1001. [*CRF (CoE), Card Errata & Rulings*].
1002. Idem.
1003. [*CoE*, 104].
1004. [*CRF, Card Errata & Rulings*].
1005. [*CoE*, 2].
1006. Idem.
1007. [*CoE*, 59].

5. You may later add non-dwarf/non-hobbit characters to the company. You merely may not have such when you play the card.[1008]

Orders from Lugbúrz

MEAS || Minion resource || Permanent-event

1. *Orders from Lugbúrz* only permits an extra leader in the company. All other company composition rules must be observed.[1009]

Padding Feet

MEAS || Minion resource || Permanent-event

1. *Card Erratum:* Replace the first sentence with: "Playable during the site phase on a lone scout minion (no other characters or allies in his company) at the same site as an opponent hero company containing a Hobbit."[1010]

Palantír of Amon Sûl

METW || Hero resource || Greater item

1. Discard immediately if its company contains less than two characters while moving.[1011]

Palantír of Amon Sûl

MELE || Minion resource || Greater item

1. Discard immediately if its company contains less than two characters while moving.[1012]

Palantír of Elostirion

METW || Hero resource || Special item

1. This item does not give marshalling points to a Fallen-wizard regardless of other cards in play.[1013]

Palantír of Elostirion

MELE || Minion resource || Special item

1. This item does not give marshalling points to a Fallen-wizard regardless of other cards in play.[1014]

Palantír of Orthanc

METW || Hero resource || Special item

1. This item does not give marshalling points to a Fallen-wizard regardless of other cards in play.[1015]

2. Cannot be used on site cards.[1016]

Palantír of Orthanc

MELE || Minion resource || Special item

1. This item does not give marshalling points to a Fallen-wizard regardless of other cards in play.[1017]

2. Cannot be used on site cards.[1018]

Palantír of Osgiliath

METW || Hero resource || Greater item

1. Discard immediately if its company contains less than four characters while moving.[1019]

2. Only copies tapping effects of other palantíri, not continuous effects.[1020]

Palantír of Osgiliath

MELE || Minion resource || Greater item

1. Discard immediately if its company contains less than four characters while moving.[1021]

2. Only copies tapping effects of other palantíri, not continuous effects.[1022]

The Pale Sword

METW || Hazard || Permanent-event

1. *Card Erratum:* Replace entire text with "*Unique.* ***Playable on a company facing a Nazgûl attack.*** The Nazgûl's prowess is modified by +1. If played on a company facing an attack from *The Witch-king of Angmar*, his prowess is increased by +1 plus the number

1008. Idem.
1009. [*CoE*, 117].
1010. [*CRF, Card Errata & Rulings*].
1011. [*CRF, Card Errata & Rulings*].
1012. [*CRF, Card Errata & Rulings*].
1013. [*CRF, Card Errata & Rulings*].
1014. [*CRF, Card Errata & Rulings*].
1015. [*CRF, Card Errata & Rulings*].
1016. Idem.
1017. [*CRF, Card Errata & Rulings*].
1018. Idem.
1019. [*CRF, Card Errata & Rulings*].
1020. Idem.
1021. [*CRF, Card Errata & Rulings*].
1022. Idem.

of Nazgûl permanent-events in play. Cannot be duplicated on a company facing such an attack. Discard if attack doesn't wound a character.

Corruption. One character of attacker's choice wounded by this attack (on whom a corruption card has not already been played this turn) receives 6 corruption points (place this card under the character). If at a Haven/Darkhaven [✡] during his untap phase, a character with this card may attempt to remove it instead of untapping or healing. Make a roll: if this result is greater than 5, discard this card."[1023]

2. The corruption is received immediately following the attack.[1024]

3. To play this card, a player must control both the *Pale Sword* and the Nazgûl it is played on.[1025]

Pallando

METW || Hero character || Avatar

1. Can only see the top card of an opponent's discard pile.[1026]

Parsimony of Seclusion

METD || Hazard || Short-event

1. May be used to return to your hand a Dragon faction.[1027]

Paths of the Dead

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with "***Playable only at the end of the organization phase on a company containing Aragorn II at Dunharrow.*** The company may move to the Vale of Erech site. The only hazard creatures that may be played on this company are Undead, but any Undead may be played on the company."[1028]

Peath

METW || Hero character

1. *Card Erratum:* Replace entire text with "*Unique.* +4 direct influence against the *Dunlendings* faction. Against Nazgûl and Ringwraiths, +5 to her prowess and the Nazgûl/Ringwraith's body is halved (rounded up)."[1029]

2. Peath also get her combat bonuses against Ringwraiths[1030] and The Balrog (character).[1031]

3. If Peath faces an attack from a Nazgûl or Ringwraith with more than one strike, only the strike assigned to Peath gets its body halved.[1032]

Peril Returned

METD || Hazard || Long-event

1. Will not stop *Gates of Morning* from forcing the discard of hazard environments when *Gates of Morning* resolves.[1033]

2. Assuming *Gates of Morning* is not in play, this card will enable the play of *Will of Sauron*, thus keeping *Peril Returned* in play until the conditions of *Will of Sauron* are met.[1034]

Pierced by Many Wounds

MEDM || Hazard || Short-event

1. Characters not assigned strikes are nevertheless defending characters against the attack. (e.g., *Assassin* with *Rank Upon Rank*).[1035]

Piercing All Shadows

MEWH || Minion resource || Permanent-event

1. You don't have to choose what type of hazard effect to cancel. Tapping the ranger cancels for both types.[1036]

1023. [*CRF (CoE), Card Errata & Rulings*].
1024. [*CRF, Card Errata & Rulings*].
1025. Idem.
1026. [*CRF, Card Errata & Rulings*].
1027. [*CRF (CoE), Card Errata & Rulings*].
1028. [*CRF (CoE), Card Errata & Rulings*].
1029. According to the reprinted version of this card in the Challenge Deck A.
1030. [*CRF, Rulings by Term, Ringwraith*].
1031. [*ICE*, 579].
1032. [*ICE*, 99].
1033. [*CRF, Card Errata & Rulings*].
1034. [*CoE*, 37].
1035. [*CoE*, 117].
1036. [*CRF (CoE), Card Errata & Rulings*; ICE, 502].

Pilfer Anything Unwatched

MEAS || Hazard || Short-event

1. May be used on the turn the agent came into play.[1037]

2. Targets the character.[1038]

Plague

MELE || Hazard || Permanent-event

1. *Card Erratum:* Replace "At the end of the target's movement/hazard phase..." with "At the end of your opponent's turn..."[1039]

2. *Plague* can effect your opponent's companies if they are at the same site as your company.[1040]

3. The player controlling the character(s) makes the rolls.[1041]

4. The roll is not a body check; it merely compares against the body value to determine its effect.[1042]

Pledge of Conduct

METD || Hero resource || Short-event

1. *Pledge of Conduct* played on the bearer of *The One Ring* for the corruption check resulting from the play of *Cracks of Doom* will discard the *Cracks* card without effect.[1043]

Praise to Elbereth

METW || Hero resource || Short-event

1. Nazgûl events discarded by *Praise to Elbereth* have no effect.[1044]

2. Which characters are tapping to discard which events must be declared when *Praise to Elbereth* is declared.[1045]

3. Nazgûl permanent-events that are targeted by *Praise to Elbereth* may not be tapped in response to its play.[1046]

The Precious

METW || Hazard || Short-event

1. The player playing this card chooses the character to make the corruption check.[1047]

Press Gang

MEBA || Hazard || Permanent-event

1. Followers controlled by the character placed off to the side are not discarded.[1048]

Promptings of Wisdom

MEWH || Hero resource || Permanent-event

1. You don't have to choose what type of hazard effect to cancel. Tapping the ranger cancels for both types.[1049]

Prophet of Doom

MEWH || Stage resource || Permanent-event

1. "...number of regions between..." on this card includes the region of Pallando's site and the region the faction is played in.[1050]

Pûkel-men

METW || Hazard || Creature

1. *Card Erratum:* Add "*Pûkel-creature.*"[1051]

Quiet Lands

METW || Hero resource || Short-event

1. *Card Erratum:* Replace "...is reduced to half its original prowess (rounded up)." with "...is reduced by half (rounded up)."[1052]

Quickbeam

METW || Hero resource || Ally

1. *Quickbeam* may tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.[1053]

1037. [*ICE*, 585].
1038. [*CoE*, 91].
1039. [*CRF, Card Errata & Rulings*].
1040. [*ICE*, 507].
1041. [*CoE*, 14].
1042. [*CoE*, 17].
1043. [*CRF, Card Errata & Rulings*]. See *Cracks of Doom* on page 125.
1044. [*CRF, Card Errata & Rulings*].
1045. Idem.
1046. Idem.
1047. [*Middle-earth: The Wizards Casual Companion*, 45].
1048. [*CRF (CoE), Card Errata & Rulings*].
1049. [*CRF (CoE), Card Errata & Rulings*; *ICE*, 502].
1050. [*CRF, Card Errata & Rulings*].
1051. [*CRF, Card Errata & Rulings*].
1052. [*CRF, Card Errata & Rulings*].
1053. [*CRF, Card Errata & Rulings*].

Radagast's Black Bird

MEWH || Stage resource || Ally

1. This is a two mind ally.[1054]

2. May cancel as many strikes against himself as needed.[1055]

3. You can play this ally on Radagast even if Radagast himself is tapped.[1056]

Rank Upon Rank

MEDM || Hazard || Permanent-event

1. Because the effect of *Rank Upon Rank* is an action created by a passive condition, you can respond to the declaration with *Ready to His Will*, and *Ready to His Will* will work.[1057]

1. Rats!

MELE || Hazard || Short-event

1. Only an unwounded character may be wounded by this card.[1058]

Reaching Shadow

MEDM || Hazard || Permanent-event

1. May not be used to play creatures keyed to double shadow-lands.[1059]

2. This card allows you to key creatures to the mentioned regions by name. It does not change the region type used to judge whether an attack is detainment or not.[1060]

Ready to His Will

MELE || Minion resource || Permanent-event

1. Note that cards like *Rank Upon Rank* are applied as actions caused by a passive condition, declared once an attack of the right type is faced. Therefore you can play and successfully resolve *Ready to His Will* in response to the declaration of *Rank Upon Rank*'s effect.[1061]

2. Allies created with *Ready to His Will* retain their race type (if they have one) and the keyword *"Unique"*.[1062] This means that an Orc/Troll under *Ready to His Will* makes a company overt.[1063]

3. Creatures with multiple attacks[1064] or special capabilities,[1065] that are made into allies with *Ready to His Will*, attack as normal characters.

4. Requires a hazard creature card, not a hazard creature attack.[1066]

5. A creature which normally receives a prowess bonus only has that bonus during the turn it is played.[1067]

6. Tapping a character is an active condition to play *Ready to His Will*.[1068]

Rebuild the Town

MEDM || Hero resource || Short-event

1. *Card Erratum:* Replace "Playable on..." with "Playable during the site phase on..."[1069]

2. Only affects the hero version of the site.[1070]

Reforging

METW || Hero resource || Permanent-event

3. You may only bring back minor and major weapons, minor and major armor, or minor and major shields.[1071]

4. You can use it on hoard items.[1072]

Refuge

MEDM || Hero resource || Permanent-event

1. As long as a character is at the site, a company may move to and from the site.[1073]

Regiment of Black Crows

MEAS || Minion resource || Ally

1. Makes a company overt.[1074]

2. May tap to give +1 prowess to characters during combat.[1075]

3. Ahunt Dragons are returned to owner's hand when *Regiment of Black Crows* is used to cancel their attack.[1076]

4. If the creature has more than one attack and *Regiment of Black Crows* is tapped to cancel the first attack, the other attacks are also automatically cancelled (or nullified) and the creature's card is sent back to their player's hand.[1077]

5. The creature is placed in its player's hand regardless of whether it was initially in his hand[1078].

Reluctant Final Parting

MEDM || Hazard || Permanent-event

1. *Card Errratum:* Add "Determine nearest Haven using the same alignment site cards (minion/hero) as the ally."[1079]

1054. [*CRF, Card Errata & Rulings*].
1055. [CRF (*Van), Card Errata & Rulings*].
1056. [*ICE*, 88].
1057. [*CoE*, 61].
1058. [*CRF, Card Errata & Rulings*].
1059. [*CRF, Card Errata & Rulings*].
1060. [*CRF (CoE), Card Errata & Rulings*].
1061. [*CRF (CoE), Card Errata & Rulings; ICE*, 35].
1062. [*CRF (CoE), Card Errata & Rulings*].
1063. Idem.
1064. [*CRF (CoE), Card Errata & Rulings; ICE*, 1].
1065. [*CRF (CoE), Card Errata & Rulings*].
1066. [*CoE*, 50].
1067. [*CoE*, 96].
1068. [*CoE*, 110].
1069. [*CRF, Card Errata & Rulings*].
1070. [*ICE*, 88].
1071. [*Middle-earth: The Dragons Player Guide*, 13].
1072. [*CRF, Card Errata & Rulings*].
1073. [*CoE*, 56].
1074. [*CRF, Card Errata & Rulings*].
1075. Idem.
1076. [*CRF (CoE), Card Errata & Rulings ICE*, 111].
1077. [*ICE*, 111].
1078. [*CoE*, 37].
1079. [*CRF, Card Errata & Rulings*].

The wings of Middle-earth

EAGLE'S EYRIE

AIRWAYS

TO THE LONELY MOUNTAIN BETWEEN BREAKFAST AND TEA

The only airline that allows to smoke. You are going to travel at outdoor! Discounts for big companies. Call us if you need be rescued.

2. *Reluctant Final Parting* has no effect on *The Balrog* (ally).[1080]

3. A Balrog player's opponent can't play this card. However, if at any time your opponent has this card in his hand, he may remove it from play and bring one card from his sideboard into his play deck.[1081]

4. *Marvels Told* cannot stop *Reluctant Final Parting*. If *Reluctant Final Parting* is in play, its discard effect is immediately implemented when the ally is at the proper site (according to the *Annotation 9a*). When you play *Reluctant Final Parting*, if an ally is in play at the proper site, your opponent cannot play *Marvels Told* in response because he can't target a card until it is in play (*Annotation 1*), so he cannot even declare *Marvels Told* until after *Reluctant Final Parting* has been resovled.[1082]

5. *Radagast's Black Bird* can be played at any site, so is never discarded by *Reluctant Final Parting*.[1083]

6. It doesn't matter where an ally was played. *Reluctant Final Parting* only considers if he is playable at a site with the same nearest Haven as his current nearest Haven.[1084]

7. *Reluctant Final Parting* can discard an ally created with *Ready to His Will* only if none of the sites where the creature could be keyable have the same nearest Haven as the one where it is at. If the creature is not keyable to any sites, it is discarded anywhere.[1085]

Remnants of Old Robberies

MELE || Minion resource || Permanent-event

1. Will not give MPs if you defeat a hazard you played yourself.[1086]

Ren the Unclean

METW || Hazard || Creature *or* Permanent-event

1. If you tap *Ren the Unclean*, then you cannot play resources to aid your character's corruption checks, but your characters may tap in support.[1087]

2. The moving player makes corruption checks first. Each player decides the order of the corruption checks for their characters.[1088]

3. In a multi-player game, the corruption checks include the characters belonging to players whom you normally could not affect.[1089]

4. His tapping effect does not target anything.[1090]

Ren Unleashed

MELE || Minion resource || Short-event

1. Your opponent cannot tap characters in the same company to support the corruption checks because it's not their turn.[1091]

Rescue Prisoners

METW || Hero resource || Permanent-event

1. *Card Erratum:* This card gives 2 marshalling points, not 3. Add the following at the end of the text: "You receive the marshalling points for this card only when it is stored."[1092]

1080. [*CRF, Card Errata & Rulings*].
1081. [*MEBA*, 3; *CRF, Card Errata & Rulings*].
1082. [*ICE*, 26].
See *Annotation 1* on footnote 38 and *Annotation 9a* on footnote 333.
1083. [*ICE*, 62].
1084. [*ICE*, 581].
1085. [*ICE*, 558].
1086. [*CoE*, 74].
1087. [*CRF, Card Errata & Rulings*].
1088. Idem.
1089. [*Middle-earth: The Wizards Player Guide*, 153].
1090. [*CoE*, 6].
1091. [*ICE*, 110].
1092. [*CRF, Card Errata & Rulings*].

Returned Beyond All Hope

MEAS || Hazard || Short-event

1. *Card Erratum:* Replace entire text with "As a short-event, bring one hazard creature of the following type from your discard pile to your hand: Maia, Elf, Dwarf, or Dúnedain.

Alternatively, as a short-event, bring a Maia permanent-event from active play to your hand.

As a permanent-event, make a roll (draw a #)—if the result is greater than 8, bring an eliminated Elf or Maia hazard creature to its owner's discard pile and place this card in your opponent's marshalling point pile. Otherwise, discard this card."[1093].

2. *Returned Beyond All Hope* "un-eliminates" a hazard creature, allowing any manifestation of that character to be played[1094].

3. *Returned Beyond All Hope* may target creatures still in play as trophies[1095].

4. Gives kill marshalling points.[1096]

Revealed to All Watchers

MEDM || Hazard || Short-event

1. *Revealed to All Watchers* is not stopped by *Bane of the Ithil-stone*, as drawing cards is different from searching/looking.[1097]

Rhosgobel

METW || Hero site

1. *Card Erratum:* Replace "Healing cards..." with "Healing effects..."[1098]

Rhosgobel

MEWH || Fallen-wizard site || Wizardhaven

Card Erratum: Remove from card text "A company moving to or from Rhosgobel is not considered to be moving through Southern Mirkwood (including one less Dark-domain in their site path.)"[1099]

Ride Against the Enemy

MEAS || Hazard || Short-event

1. Hazards have no effect on the attack, and any resource effects that benefit the attack are cancelled. The attack may still be cancelled.[1100]

2. You may not use a Wizard your opponent has played *Sacrifice of Form* on.[1101]

3. The character gets any appropriate combat bonuses list on his card.[1102]

4. Covert minion characters (like *Gulla* or *Hador*) in a fallen-wizard deck are considered hero characters for the purpose of *Ride Against the Enemy*.[1103]

5. Only the benefit to the attack is canceled, not the benefit to other entities.[1104]

6. You may not attack with a character if such would violate uniqueness rules.[1105]

7. The character is brought into play. If the character gives a penalty when eliminated, such is applied to the attacker, including the defeat of an avatar if you have declared yourself as such.[1106]

Ringlore

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with "***Sage only. Playable only during the site phase if a sage is untapped at an untapped site where "Information" is playable, and only if a character in his company has a Gold Ring.*** Tap the sage and the site. Test the Gold Ring, no roll (or draw) is used; the player

1093. [*CRF (CoE), Card Errata & Rulings*].
1094. [*CRF, Card Errata & Rulings*].
1095. Idem.
1096. [*CoE*, 110].
1097. [*CRF (CoE), Card Errata & Rulings*].
1098. [*CRF, Card Errata & Rulings*].
1099. [*CRF, Card Errata & Rulings*].
1100. [*CRF, Card Errata & Rulings*].
1101. Idem.
1102. Idem.
1103. [*ICE*, 91].
1104. [*CoE*, 32].
1105. [*CoE*, 39].
1106. [*CoE*, 105].

may discard the Gold Ring and play any ring to replace it (except for *The One Ring*)."[1107]

The Ring Will Have But One Master

MELE || Hazard || Permanent-event

1. *Card Erratum:* Replace "... all cards played with him." with "... all non-follower cards played with him."[1108]

The Ring's Betrayal

METW || Hazard || Short-event

1. The ring must be chosen at time of declaration if the character bears more than one.[1109]

River

METW || Hazard || Short-event

1. *Card Erratum:* Replace entire text with "***Playable on a site.*** If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase."[1110]

2. You have until the beginning of the site phase to tap a ranger to satisfy the *River* requirement, and you may tap the ranger at the beginning of the site phase without entering the site. You must tap one ranger for each *River* played on the site.[1111]

3. Because *River* is played on a site, it won't affect your opponent's company if they end up stopping at a site other than the one you played *River* on.[1112]

4. In order to cancel the *River* effect you can tap a ranger that has not moved to the site yet.[1113]

River

MELE || Hazard || Short-event

1. You have until the beginning of the site phase to tap a ranger, and you may tap the ranger at the beginning of the site phase without entering the site. You must tap one ranger for each *River* played on the site.[1114]

2. Because *River* is played on a site, it won't affect your opponent's company if they end up stopping at a site other than the one you played *River* on.[1115]

3. You can tap a ranger that has not moved to the site yet.[1116]

Roäc the Raven

METW || Hero resource || Ally

1. *Card Erratum:* Replace "...no modifications to the influence check are required." with "...treat this influence check as if it was made by a diplomat."[1117]

2. His special ability may only be used during the site phase.[1118]

3. He can make the attempt by himself.[1119]

4. Using this ally to make an influence attempt does not tap a site, and may be done if his company is at a tapped site.[1120]

5. His company does not need to be at the site where the faction is normally played. The faction is considered to be played at *Röac*'s company's current site, but the faction is not considered playable at *Röac*'s current site.[1121]

6. He cannot be use to bring in *Army of the Dead*.[1122]

Rolled Down to the Sea

MEWH || Hazard || Short-event

1. Discarding is not playing, so *Rumours of Rings/Whispers of Rings* cannot be used to satisfy *Rolled Down to the Sea*.[1123]

2. Will discard any Ring item (see "Gold Rings" on page 98).[1124]

The Roving Eye

MELE || Hazard || Short-event

1. *Card Erratum:* Replace "... all cards played with him)." with "... all non-follower cards played with him)."[1125]

Rumor of Wealth

METD || Hazard || Short-event

1. *Rumor of Wealth* can be played on-guard.[1126]

1107. [*CRF (CoE), Card Errata & Rulings*].
1108. [*CRF (CoE), Card Errata & Rulings*].
1109. [*CRF, Card Errata & Rulings*].
1110. According to the *MELE* version of this card.
1111. [*CRF, Card Errata & Rulings*].
1112. [*CoE*, 4].
1113. [*CoE*, 73].
1114. [*CRF, Card Errata & Rulings*].
1115. [*CoE*, 4].
1116. [*CoE*, 73].
1117. [*CRF, Card Errata & Rulings*].
1118. Idem.
1119. Idem.
1120. Idem.
1121. [*Middle-earth: The Wizards Player Guide*, 138; *CRF (CoE), Card Errata & Rulings*; *CoE*, 97].
1122. [*Middle-earth: The Wizards Player Guide*, 138].
1123. [*CRF (Van), Card Errata & Rulings*].
1124. [*CoE*, 4].
1125. [*CRF (CoE), Card Errata & Rulings*].
1126. [*CRF, Card Errata & Rulings*].

Rumor of the One

MELE || Minion resource || Short-event

1. *Rumor of the One* does not modify the MPs value of cards that have no marshallig points value (e.g., Mind Rings), but if a Ring item is worth 0 marshallig points, it will modify that value.[1127]

2. Since *Rumor of the One* increases your corruption point total, you can't play it any time during the Council.[1128]

Ruse

MELE || Minion resource || Short-event

1. If *Ruse* is played by a scout who is the only character in the company, the attack has no effect. If there is a creature card, it is discarded. In all cases, the attack is considered faced but not canceled.[1129]

Sable Shield

MELE || Minion resource || Major item

1. A bearer who did not tap while facing a strike will not tap if the strike is successful.[1130]

2. A detainment strike will not discard the *Sable Shield*.[1131]

3. Other strikes without wounding effects will not discard the *Sable Shield* either.[1132]

Sack Over the Head

MEAS || Minion resource || Permanent-event

1. Affects any Hobbit or Dwarf wounded by the attack, not just those wounded by the Troll.[1133]

Sacrifice of Form

METW || Hero resource || Permanent-event

1. *Card Erratum:* Replace "-3 to any body checks..." with "+3 to any body checks..."[1134]

2. *Card Erratum:* Replace "... any non-item cards he controls." to "... any non-item, non-follower cards he controls."[1135]

3. Cards with *Sacrifice of Form* are considered "off to the side".[1136]

4. After *Sacrifice of Form* is played, you may not play a different Wizard and no opponent may not play the Wizard you sacrificed.[1137]

5. This card is played after strikes are assigned.[1138]

6. Cannot be used in company vs. company combat.[1139]

7. Discarding the Wizard is an active condition to put into play this card.[1140]

Saruman

METW || Hero character || Avatar

1. *Card Erratum:* Replace entire text with " *Unique*. May tap to use a Palantír he bears. At the beginning of your end-of-turn phase, you may tap Saruman to take one spell card from your discard pile to your hand."[1141]

Sauron

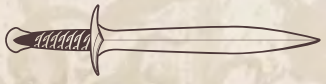
MEBA || Minion resource || Permanent-event

1. Does not allow you to discard more than one character per turn, nor does it allow you to both play and discard characters in a turn.[1142]

Scorba at Home

METD || Hazard || Permanent-event

1. It is not a source of corruption, but rather modifies the item's corruption.[1143]



1127. [*CoE*, 110].
1128. [*ICE*, 518]. Only resources that directly affect corruption checks may be played during the Free Council. This includes cards that reduce a character's corruption point total... [*CRF, Turn Sequence Rulings, End-of-Game*].
1129. [*CRF, Card Errata & Rulings*].
1130. [*CRF, Card Errata & Rulings*].
1131. Idem.
1132. [*CRF (CoE), Card Errata & Rulings*].
1133. [*CRF, Card Errata & Rulings*].
1134. [*CRF, Card Errata & Rulings*].
1135. [*CRF (CoE), Card Errata & Rulings; ICE*, 10 & 512].
1136. [*MEDM*, 1].
1137. [*CRF, Card Errata & Rulings*].
1138. Idem.
1139. [*CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].
1140. [*CoE*, 110].
1141. According to the reprinted version of this card in the Challenge Deck A.
1142. [*CoE*, 51].
1143. [*CoE*, 45].

Secret Entrance

METW || Hero resource || Short-event

1. Can be played on a company that does not move.[1144]

2. If it is shown that at the time this card was played, i.e. at the end of its company's organization phase, the company had a face down site card that was in a dark-domain, the effects of this card are cancelled though the sage remains tapped. A long-event, e.g., *Morgul Night*, in play at the end of the organization phase would have to be considered when determining this.[1145]

Secret Passage

METW || Hero resource || Short-event

1. *Secret Passage* does not work if the site type changes.[1146]

Seek without Success

MEDM || Hazard || Short-event

1. Cannot be countered by *Withdrawn to Mordor* as the agent is already discarded upon declaration of *Seek without Success*.[1147]

Seized by Terror

MEDM || Hazard || Short-event

1. Requires a mind value and therefore will not work on avatars.[1148]

Sentinels of Númenor

MEDM || Hero resource || Permanent-event

1. *Sentinels of Númenor* will not give an extra marshalling point to *Army of the Dead*.[1149].

Shadow of Mordor

METD || Hazard || Permanent-event

1. If discarded after having increased the hazard limit and replayed, then the effect not is cumulative.[1150]

2. *Shadow of Mordor* does not affect the hazard limit of the company during the movement/hazard phase it is first played.[1151]

3. Will apply to *Dark Tryst* if such is played during the movement/hazard phase.[1152]

Shadowfax

METW || Hero resource || Ally

1. *Card Erratum:* "...an additional site card and an additional movement/hazard phase may be played."[1153]

2. *Shadowfax* cannot use his special ability if another ally is in the company.[1154]

Shelob

METW || Hazard || Creature or Permanent-event

1. *Card Erratum:* Replace "...or when *Doors of Night* leaves play." with "...or if *Doors of Night* is not in play".[1155]

2. *Shelob* is a *Spawn*.[1156]

3. The attack from *Shelob* played as permanent-event can only be keyed into the regions where she can attack as creature.[1157]

4. When *Shelob* attacks from his permanent-event state she gives herself +1 prowess and +1 strike.[1158]

Siege

METW || Hazard || Permanent-event

1. *Card Erratum:* Replace the Borderland symbol [] in the first line to a Border-hold [] symbol.[1159]

2. Goes away when the site it was played on is discarded.[1160]

3. If you move to a site with *Siege* played on it, any effect which can give you a second movment/hazard phase that turn will allow you to avoid the effects of *Siege*.[1161]

4. The attack coming from *Siege* has to be faced before the company decides if they want to enter the site or not. If one or more *Rivers* have been played on the site, the resource player can choose to tap rangers at any moment before, during or after they face the attack from *Siege*, but in any case that has to be done before they enter the site, and never during the strike sequence.[1162]

Silent Watcher

METW || Hazard || Creature

1. *Card Erratum:* Gives 1 marshalling point, not 0. Add "*Pûkel-creature.*"[1163]

1144. [*CRF, Card Errata & Rulings*].
1145. [*Middle-earth: The Wizards Casual Companion*, 46].
1146. [*CRF, Card Errata & Rulings*].
1147. [*CRF (CoE), Card Errata & Rulings*].
1148. [*CoE*, 121].
1149. [*CRF, Card Errata & Rulings*].
1150. [*CoE*, 11]. See footnote 375 on page 102.
1151. [*CoE*, 15].
1152. [*CoE*, 72].
1153. [*CRF, Card Errata & Rulings*].
1154. Idem.
1155. [*CRF (CoE), Card Errata & Rulings*].
1156. [*MEBA*, 3].
1157. [*Middle-earth: The Wizards Player Guide*, 154].
1158. Idem.
1159. [*CRF, Card Errata & Rulings*].
1160. Idem.
1161. Idem.
1162. [*CRF (CoE), Card Errata & Rulings*].
1163. [*CRF, Card Errata & Rulings*].

Skinbark

METW || Hero resource || Ally

1. *Card Erratum:* Replace "Redhorn Gap" with "Redhorn Gate"[1164]

2. *Skinbark* may tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.[1165]

Slayer

METW (Limited Edition) || Hazard || Creature

1. *Card Erratum:* Gives 2 MPs, not 0.[1166]

Slayer

METW & *MELE* || Hazard || Creature

1. *Card Erratum:* Replace entire text with "*Slayer.* Two attacks (of one strike each) all against the same character. Attacker chooses defending character. The defender may tap any one character in the company to cancel one of these attacks. This may be done even after a strike is assigned."[1167]

2. You may decide to cancel one of the attacks after facing another attack.[1168]

3. If an attack from *Slayer* is given more than one strike, each additional strike becomes an excess strike (-1 prowess modification) against the attacked character. An *Slayer* can never assign strikes to more than one character.[1169]

Sly Southerner

MEWH || Minion character

1. This is a 2 mind character.[1170]

Smart and Secret

MELE || Minion resource || Permanent-event

1. Allies get the bonus from *Smart and Secret* during combat.[1171]

Something Has Slipped

MELE || Hazard || Permanent-event

1. If the company splits, the hazard player decides which company gets the hazard.[1172]

Smaug

METW || Hazard || Creature

1. Read "...defending character." as "...defending characters."[1173]

Smoke Rings

MEDM || Hero resource || Short-event

1. Targets the card it is moving. Fallen-wizard players cannot use *Smoke Rings* to bring an opposite alignment resource card into your play deck. An opposite alignment character card is permitted.[1174]

Snaga-Hai

MELE || Minion resource || Faction

1. Can be influenced at any site they can be played at.[1175]

Sneakin'

MELE || Minion resource || Short-event

1. Will still affect the company if its size rises above two after resolution.[1176]

2. The protective effect is lost if the scout leaves the company for any reason.[1177]

3. Cannot prevents the revealing of a creature played with *Long Dark Reach* because the creature is never "played": it is just revealed and attacks.[1178]

Snowstorm

METW || Hazard || Long-event

1. *Snowstorm* only requires *Doors of Night* when it resolves.[1179]

1164. [*CRF (CoE), Card Errata & Rulings*].
1165. [*CRF, Card Errata & Rulings*].
1166. [*Middle-earth: The Wizards Casual Companion*, 46].
1167. According to the reprinted version of this card in the Challenge Deck B. The target of *Slayer* can tap to cancel an attack [*Middle-earth: The Dragons Player Guide*, 13].
1168. [*CRF, Card Errata & Rulings*].
1169. [*CRF, Card Errata & Rulings* (in approach to *Assassin*'s text)].
1170. [*CRF, Card Errata & Rulings*].
1171. [*ICE* 24].
1172. [*CoE*, 50].
1173. [*CoE*, 60].
1174. [*CRF (CoE), Card Errata & Rulings*].
1175. [*CRF, Card Errata & Rulings*].
1176. [*CRF, Card Errata & Rulings*].
1177. [*ICE*, 104 & *CoE*, 71]. See "Splitting a Company" on page 62.
1178. [*ICE*, 32].
1179. [*ICE*, 517].

So You've Come Back

MELE || Hazard || Permanent-event

1. If two companies join, and both companies have a *So You've Come Back* played on them, the hazard player chooses which one to discard.[1180]

2. A character in a company with just allies is by himself for the purposes of this card.[1181]

3. *So You've Come Back* cannot change the influence necessary to control a character that has been played on a card that says "This character requires X influence to control..." (e.g. *Wizard's Myrmidon* or *Squire of the Hunt*).[1182]

Something Has Slipped

MELE || Hazard || Permanent-event

1. The -2 applies for each character that is wounded.[1183]

2. Wounding an ally triggers this card.[1184]

3. You cannot "become wounded" if you are already wounded before the strike.[1185]

Spider of the Môrlat

MEDM || Hazard || Creature or Permanent-event

1. *Spider of the Morlât* is a *Spawn*.[1186]

2. Spider attacks from *Spider of the Morlât* played as a permanent-event are considered detainment vs. minion companies.[1187]

3. It is legal to use the "back to hand" ability of this card and replay in order to have a company face two attacks, provided there is hazard limit available.[1188]

Spies Feared

MEAS || Hero resource || Permanent-event

1. *Card Erratum:* Replace entire text with *"Scout or Ranger only.* ***Playable on a Shadow-hold [ ] if one of your scouts is there or on a Ruins & Lairs [ ] if one of your rangers is there.*** An automatic-attack is created at all versions of the site against minion companies: Orcs—5 strikes with 8 prowess (detainment). Additionally, automatic-attacks at all versions of the site are duplicated (including the new one) against all companies. Discard when site is discarded or returned to your location deck."[1189]

Spying Out the Land

MELE || Minion resource || Short-event

1. Your opponent can play as many copies of revealed hazards as he is able.[1190]

Squint-eyed Brute

MEWH || Minion character

1. This is a two mind character.[1191]

Staff Asunder

METW || Hero resource || Short-event

1. *Wizard's Staff* is discarded, so its prowess modification does not apply.[1192]

Star of High Hope

METD || Hero resource || Long-event

1. *Card Erratum*: Replace: "Does not affect attacks." to "Does not affect hazards."[1193]

1180. [*CRF, Card Errata & Rulings*].
1181. Idem.
1182. [*ICE*, 533].
1183. [*CRF, Card Errata & Rulings*].
1184. Idem.
1185. Idem.
1186. [*MEBA*, 3].
1187. [*CRF, Card Errata & Rulings*].
1188. [*ICE*, 104 & *CoE*, 11].
1189. [*CRF (CoE), Card Errata & Rulings*].
1190. [*CRF (CoE), Card Errata & Rulings*].
1191. [*CRF, Card Errata & Rulings*].
1192. [*CoE*, 67].
1193. [*CRF, Card Errata & Rulings*].

Stay Her Appetite

MELE || Hazard || Short-event

1. *Card Erratum:* Replace "plus two" with "plus five".[1194]

2. If this card is played on an ally with no prowess, there is no attack, but all other affects of the card apply.[1195]

3. There is no known way to defeat detainment attacks.[1196]

Stormcrow

METD || Hazard || Permanent-event

1. Resource permanent events played on the Wizard's company are immediately discarded when Stormcrow resolves, i.e. not in the following chain of effects.[1197]

Stealth

METW || Hero resource || Short-event

1. Prevents the revealing of a creature on-guard.[1198]

2. The protective effect is lost if the scout leaves the company for any reason.[1199]

3. Cannot prevents the revealing of a creature played with *Long Dark Reach* because the creature is never "played": it is just revealed and attacks. [1200]

Stone of Erech

METW || Hero resource || Permanent-event

1. *Stone of Erech* may be played if any player's *Men of Lamedon* faction is in play.[1201]

Strider

MEBA || Hero character

1. *Card Erratum*: Replace "—the site must be in Arthedain, Cardolan, Rhudaur, or The Shire." with "—you may bring it to your hand. The site must be in Arthedain, Cardolan, Rhudaur, or The Shire."[1202]

2. If *Strider* bears an item that cannot be transferred when replaced with *Aragorn II*, said object must be discarded.[1203]

3. The replacement may be done at any time that a resource can be played normally[1204] and does not count against the one character per turn limit, as per the logic of *A Chance Meeting*.[1205]

4. May not be revealed during an influence attempt to reduce *Aragorn II*'s mind to 0 and vice versa.[1206]

5. *Aragorn II* comes into play unwounded and untapped.[1207]

Sudden Call

MELE || Minion resource || Short-event

1. You may not shuffle *Sudden Call* into your deck while you are drawing cards. Drawing cards is an indivisible action.[1208]

2. When playing as Hero or Fallen-wizard, it's considered a hazard for all purposes.[1209]

3. Is not restricted from being played in any part of the turn.[1210]

Sudden Fury

MEDM || Hazard || Short-event

1. May be played against Ringwraiths /Sauron players because they do not target a specific agent.[1211]

Summons from Long Sleep

MEAS || Hazard || Permanent-event

1. *Card Erratum:* Replace "When the reserved creature is played, another Dragon or Drake may be reserved." with "Discard this card after the reserved creature attacks."[1212]

2. Reserving the creature does not count against the hazard limit.[1213]

3. A creature on *Summons from Long Sleep* cannot be discarded to satify *Dragon-feuds*; "discarding" is not "playing".[1214]

4. If you remove this card in a chain of effects before the action of playing the creature from the card resolves, then both the creature and the card are discarded.[1215]

5. You can play *Marvels Told* on a *Summons from Long Sleep* in response to a creature being played from it (before the creature has resolved), to discard the *Summons*. The creature still attacks, but without the +2 bonus.[1216]

1194. [*CRF, Card Errata & Rulings*].
1195. Idem.
1196. [*CoE*, 82].
1197. [*CRF (CoE), Card Errata & Rulings*]
1198. [*CRF, Card Errata & Rulings*].
1199. [*CoE*, 71]. See "Splitting a Company" on page 62.
1200. [*ICE*, 32].
1201. [*CoE*, 32].
1202. [*CRF (CoE), Card Errata & Rulings*].
1203. [*ICE*, 576].
1204. [*CRF (CoE), Card Errata & Rulings*].
1205. [*CoE*, 14].
1206. [*CoE*, 37].
1207. [*CoE*, 118].
1208. [*CRF, Card Errata & Rulings*].
1209. [*CRF (CoE), Card Errata & Rulings*].
1210. [*CoE*, 43].
1211. [*CRF, Rulings by Term, Card Effect Limitations*].
1212. [*CRF, Card Errata & Rulings*].
1213. Idem.
1214. [*CRF, Card Errata & Rulings; CoE*, 16].
1215. [*CoE*, 2].
1216. [*CoE*, 45].

6. If there is no attack, for whatever reason, *Summons* is not discarded.[1217]

Sun

METW || Hero resource || Long-event

1. Does not affect hazards.[1218]

2. If *Gates of Morning* is in play, the prowess of each Dúnadan is modified by +2 total.[1219]

Swarm of Bats

MELE || Minion resource || Permanent-event

1. Does not help an attacking company in company vs. company combat (only works for the defender).[1220]

Taladhan

MEDM || Minion character || Agent

1. As an agent, if Taladhan's strike is successful as a detainment attack, the defender does not get tapped.[1221]

Tempering Friendship

METW || Hero resource || Short-event

1. Can be played when an Orc/Troll character is making the influence attempt.[1222]

They Ride Together

MELE || Minion resource || Short-event

1. Company size is still limited to 7.[1223]

2. Followers played by means of this card are in addition to the one character per turn limitation.[1224]

Thing Stolen

MELE || Minion resource || Short-event

1. Playing the item will tap the site if it is not already tapped.[1225]

Thong of Fire

MEAS || Minion resource || Greater item

1. The prowess requirement only applies when transferring or playing *Thong of Fire*, and includes modifications to the character's prowess.[1226]

Thorough Search

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with "***Scout only. Playable during the site phase on an untapped scout.*** Tap the scout. Another character in his company may play a minor, major, or gold ring item normally playable at the site. This does not tap the site, and *Thorough Search* can be played at a site that is already tapped."[1227]

Thrall of the Voice

MEWH || Stage resource || Permanent-event

1. Does not allow starting with a character that specifies it may not be in the starting company.[1228]

2. *Thrall of the Voice* can be duplicated on the play of a given character, but that does not overcome the maximum of 6 mind.[1229]

3. Does not allow a Fallen-wizard player to play an Orc/Troll character, unless an appropriate card is in play (i.e. *Bad Company*, or *A Strident Spawn* in the case the character is a Half-orc).[1230]

Threats

MELE || Minion resource || Short-event

1. The warrior prowess is calculated when this card resolves.[1231]

2. This card is not cumulative for a single influence attempt because the prowess is used instead of the normal modifiers.[1232]

1217. Idem.
1218. [*CRF (CoE), Card Errata & Rulings*].
1219. [*CoE*, 16].
1220. [*CRF, Card Errata & Rulings*].
1221. [*CoE*, 72].
1222. [*CRF (CoE), Card Errata & Rulings*].
1223. [*CoE*, 97; *CRF, Card Errata & Rulings*].
1224. [*CoE*, 110].
1225. [*CRF, Card Errata & Rulings*].
1226. [*CRF, Card Errata & Rulings*].
1227. According to the reprinted version of this card in the Challenge Deck E.
1228. [*CRF, Card Errata & Rulings*].
1229. [*CRF (CoE), Card Errata & Rulings*].
1230. Idem.
1231. [*CRF, Card Errata & Rulings*].
1232. [*CoE*, 18].

HORSE RIDING SCHOOL

EDORAS

Learn to ride as a Eorlinga in only two weeks. If you want to ride a little pony, go to Bree.

Tidings of Bold Spies

MELE || Hazard || Short-event

1. *Tidings of Bold Spies* only copies attacks, not effects that allow certain creatures to become automatic-attacks.[1233]

2. If *this card is* used on an "at Home" attack, the attack created is considered an "at Home" attack. This means that cards like *Exile of Solitude* can be played on an "at Home" attack.[1234]

3. Nevertheless, the "at Home" Dragon would not be defeated in this case, so cards as *King Under the Mountain* would not be playable.[1235]

Token of Goodwill

MEDM || Hero resource || Short-event

1. *Card Erratum:* "...and make a roll..." should be read "...to make a roll..."[1236]

Tolfalas

METW || Hero site

1. *Card Erratum:* Should read: "Playable: Items (minor, major, greater*)
*—*Scroll of Isildur* only."[1237]

"Tom" (Tûma)

METW || Hazard || Creature

1. *Card Erratum:* Replace entire text with *"Unique. Troll.* One strike. If played against a company that faced *"Bert"* or *"William"* this turn, each character wounded by *"Tom"* discards all non-special items he bears."[1238]

Tom Bombadil

METW || Hero resource || Ally

1. *Card Erratum:* Replace entire text with *"Unique.* ***Playable at Old Forest***. Tap to cancel a hazard that targets (as an active condition of playing the card itself) a company, or an entity associated with a company, moving to a site in: Arthedain, Cardolan, Rhudaur, or The Shire.

Discard *Tom Bombadil* if his company moves to a site that is not in: Arthedain, Cardolan, Rhudaur, or The Shire."[1239]

2. This ally can tap to cancel an attack. He can tap to cancel an ongoing hazard effect that targets his company or any entity associated with his company (item, character, etc.). He can tap to cancel a dice-rolling action declared earlier in the same chain of effects but not yet resolved (e.g., *Call of Home*). He cannot tap to cancel a non-dicerolling effect declared earlier in the same chain of effects. For example, *Tom Bombadil* could not stop *"Bert"* from forcing a wounded player to discard his items if *Tom Bombadil* passed on the opportunity to cancel *"Bert's"* attack. However, once a chain of effects containing a hazard is resolved, he may tap to cancel an effect that is ongoing. For example, *Tom Bombadil* could not keep *Adûnaphel*, activated as short-event, from tapping a character.[1240]

Tookish Blood

METW || Hazard || Short-event

1. May not be played to prevent an influence attempt because resources are not normally playable on your opponent's turn.[1241]

2. A Minion player may not include this card as a resource in his decks.[1242]

Traitor

METW || Hazard || Permanent-event

1. *Card Erratum:* Replace the last paragraph with "This card is discarded when a character fails his corruption check."[1243]

2. Two instances in play of *Traitor* have no extra effect and are both discarded with the next failed corruption check.[1244]

3. Traitor cannot be revealed as an on-guard card.[1245]

4. This is an attack with the same race as the character attacking, and a normal prowess of ten plus the character's prowess.[1246]

5. Characters facing a *Traitor* when it is not their turn may not play resources nor take other actions normally allowed during combat (i.e. the defending player can't play resources to cancel

1233. [*CRF, Card Errata & Rulings*].
1234. [*CoE,* 102].
1235. [*CoE,* 120].
1236. [*CRF (CoE), Card Errata & Rulings*].
1237. [*CRF (CoE), Card Errata & Rulings*].
1238. According to the reprinted version of this card in the Challenge Deck A.
1239. [*CRF (CoE), Card Errata & Rulings*].
1240. [*Middle-earth: The Wizards Casual Companion,* 46].
1241. [*CoE,* 17].
1242. [*CoE,* 53].
1243. [*CRF, Card Errata & Rulings*].
1244. Idem.
1245. Idem.
1246. Idem.

or modify the attack, can't tap to support against a strike, can't choose to remain untapped against a strike, etc.).[1247]

6. The *Traitor*'s attack can be canceled with the appropriate resource according to the character's race.[1248]

7. The prowess of the attack is its "normal" prowess for the purposes of cards that consider such.[1249]

8. Any extra strike become -1 modifier.[1250]

Treason the Greatest Foe

MEAS || Minion resource || Permanent-event

1. *Card Erratum:* Replace "... (and all cards he controls)..." with "... (and all non-follower cards he controls)...".[1251]

2. The roll is not an influence check; effects which affect an influence check will have no effect.[1252]

Treebeard

METW || Hero resource || Ally

1. *Card Erratum:* Replace "Redhorn Gap" with "Redhorn Gate."[1253]

2. May tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.[1254]

Trouble on All Borders

MEAS || Hazard || Permanent-event

1. Affects all companies.[1255]

True Fána

METW || Hero resource || Short-event

1. Combat modifiers that modify prowess only against a strike do not count when determining the Wizard's prowess. For example, *Risky Blow*, or tapped or wounded status, etc. do not count. Weapons do count.[1256]

2. When this spell is used against an agent, the agent does not receive the two 6-sided dice bonus.[1257]

3. Cannot be used in company vs. company combat.[1258]

4. The prowess of the wizard is modified by weapons as well as any other relevant modifiers.[1259]

5. May only be used before strikes are assigned.[1260]

6. Items that affect the body of the attack affect the body of the strikes if the strikes fail.[1261]

Twilight

METW & *MELE* || Hazard || Short-event

1. *Card Erratum:* Replace entire text with "*Environment*. One environment card (in play or declare earlier in the same chain of effects) is canceled and discarded. *Twilight* may also be played as a resource, and may be played at any point during any player's turn and does not count against the hazard limit. Note *Twilight* is a hazard otherwise."[1262]

2. Can target a card that has not yet resolved.[1263]

3. Can be played as a resource during your opponent's turn.[1264]

4. *Twilight* may be played as a resource or hazard and included as either for deck construction, but remains a hazard card for purposes such as recycling.[1265]

"Two-headed" Troll

MELE || Minion resource || Ally

1. Makes a company overt.[1266]

Umagaur the Pale

MEDM || Hazard || Creature

1. Any hazard creatures played using the ability of *Umagaur the Pale* need not be keyed to anything and are in fact not keyed to anything.[1267]

Unabated in Malice

MEBA || Hazard || Short-event

1. *When Unabated in Malice* is combined with *Tidings of Bold Spies*, you must cancel the *Tidings* attack twice, and this does not affect the original *Unabated* card.[1268]

The Under-galleries

MEDM || Hero site || Under-deeps site

1. You cannot play *Morannon* at The Under-galleries. However, you can play *Ancient Stair* from *Morannon*, move to The Under-galleries, and zip back to *Morannon* at the end of the turn.[1269]

1247. [*CRF (CoE), Card Errata & Rulings*].
1248. [*ICE*, 115]. This means that if the *Traitor* is a man, troll, or orc, *Dark Quarrels/Orc Quarrels* can be used to cancel the attack.
1249. [*CoE*, 17].
1250. [*CoE*, 103].
1251. [*CRF (CoE), Card Errata & Rulings*].
1252. [*CoE*, 110].
1253. [*CRF, Card Errata & Rulings*].
1254. Idem.
1255. [*CoE*, 62].
1256. [*CRF, Card Errata & Rulings; Middle-earth: The Wizards Casual Companion*, 46]. For example, *Risky Blow*, tapped or wounded status, etc. do not count. Weapons do count [*Middle-earth: Dark Minions Player Guide*, 15].
1257. Idem.
1258. [*CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat*].
1259. [*CoE*, 13].
1260. [*CoE*, 29].
1261. Idem.
1262. According to the reprinted version of this card in the Challenge Deck A.
1263. [*CRF, Card Errata & Rulings*].
1264. Idem.
1265. [*CoE*, 51].
1266. [*CRF, Card Errata & Rulings*].
1267. [*CoE*, 5].
1268. [*CoE*, 61; *CoE* 103].
1269. [*CRF, Card Errata & Rulings*].

2. *The Under-galleries* provides miscellaneous marshalling points.[1270]

Under His Blow

MELE || Minion resource || Short-event

1. *Under His Blow* only prevents the -3 penalty for not tapping to face a strike (i.e., does not prevent the effects of a detainment strike).[1271]

The Under-leas

MEDM || Hero site || Under-deeps site

1. *Card Erratum:* Replace "Gundabad (0)" with "Mount Gundabad (0)".[1272]

Unhappy Blows

MEAS || Hazard || Short-event

1. The player selects character(s) whose total mind equals or exceeds the discard requirement.[1273] This includes selecting zero characters.[1274]

Use Palantír

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with "***Sage only.*** Tap sage to enable him to use one Palantír he bears for the rest of the turn."[1275]

Use Your Legs

MEAS || Minion resource || Permanent-event

1. All strikes by the entire company count for capturing Hobbits.[1276]

2. The characters placed "off to the side" are not considered prisoners for marshalling points purposes.[1277]

Usriev of Treachery

MEAS || Minion resource || Major item

1. You may not use this item to assign a third strike to the character.[1278]

Ûvatha the Ringwraith

MELE || Minion character || Avatar

1. Ûvatha's special ability does not get around the one character per turn limitation.[1279]

2. Although a Ringwraith follower may not use any of its special abilities, the Ûvatha's ability is an exception to this.[1280]

Vanguard of Might

MEBA || Minion resource || Short-event

1. If *The* Balrog controls some allies, they are not discarded and ride for free.[1281]

Veils Flung Away

MELE || Hazard || Short-event

1. Card Erratum: Each body check is modified by -1, not +1.[1282]

Vilya

METW || Hero resource || Short-event

1. *Card Erratum:* Replace entire text with "***Playable on Elrond only.*** +4 prowess, +2 body, +6 direct influence until the end of the turn. If Elrond is at Rivendell and your play deck has at least 5 cards in it, you may take 3 resource cards of your choice from your discard pile and shuffle them into your play deck. Elrond makes a corruption check modified by -3. Cannot be duplicated on a given turn."[1283]

Voices of Malice

MELE || Minion resource || Short-event

1. May be played during the site phase by a character in another company, as if he were in the company resolving their site phase.[1284]

1270. [*Middle-earth: The Wizards Casual Companion*, 47].
1271. [*CoE*, 113].
1272. [*CRF (CoE), Card Errata & Rulings*].
1273. [*ICE*, 585].
1274. [*CoE*, 81].
1275. [*CRF, Card Errata & Rulings*].
1276. [*CRF, Card Errata & Rulings*].
1277. Idem.
1278. [*CRF, Card Errata & Rulings*].
1279. [*Middle-earth: The Lidless Eye Companion*, 62].
1280. [*Middle-earth: The Lidless Eye Companion*, 42].
1281. [*ICE*, 547].
1282. [*CRF, Card Errata & Rulings*].
1283. [*CRF, Card Errata & Rulings*].
1284. [*CRF, Card Errata & Rulings*].

Vôteli

METW || Hero character

1. The body referred to in the text of Vôteli against Nazgûl is the body of the Nazgûl.[1285]

2. Vôteli also get her combat bonuses against Ringwraiths[1286] and The Balrog (character).[1287]

3. If Vôteli faces an attack from a Nazgûl or Ringwraith with more than one strike, only the strike assigned to Vôteli gets its body halved.[1288]

Vygavril

METW || Hero character

1. The body referred to in the text of Vygavril against Nazgûl is the body of the Nazgûl.[1289]

2. Vygavril also get her combat bonuses against Ringwraiths[1290] and The Balrog (character).[1291]

3. If Vygavril faces an attack from a Nazgûl or Ringwraith with more than one strike, only the strike assigned to Vygavril gets its body halved.[1292]

Weariness of the Heart

METW & *MELE* || Hazard || Short-event

1. Only the first paragraph of this card cannot be duplicated. The alternative effect of forcing a character to make a corruption check does not have the cannot be duplicated restriction.[1293]

We Have Come to Kill

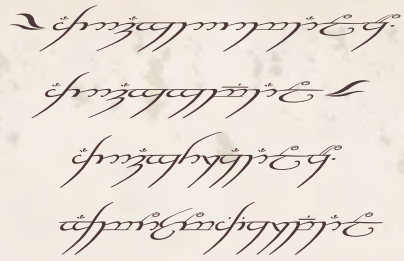
MELE || Minion resource || Short-event

1. You must have enough influence to control the character to play this card (i.e., you can not exceed your influence).[1294]

2. *We Have Come to Kill* may be used to bring in agents, but not Ringwraiths (as avatar) or Fallen-wizards.[1295]

3. *We Have Come to Kill* may be used to bring in Ringwraith followers.[1296]

4. May be played on your turn during any phase when the company is at a site[1297] (normally, the untap, organization, site and end-of-turn phases[1298] and/or movement/hazard phase in a company that is not moving).



5. Fallen-wizard players can bring in orcs and trolls with this card.[1299]

6. Can be used to play Fram Framson and Hobbits if you're a Fallen-wizard player.[1300]

Weigh All Things to a Nicety

MELE || Minion resource || Short-event

1. Targets the card it is moving. Fallen-wizard players cannot use *Weigh All Things to a Nicety* to bring an opposite alignment resource card into your play deck. An opposite alignment character card is permitted.[1301]

Were-worm

METD || Hazard || Creature

1. Wounding an ally by *Were-worm* discards an item[1302].

Where There's a Whip

MELE || Minion resource || Short-event

1. Only characters with a mind and prowess less than the *Whip* bearer's will untap.[1303]

2. The body check will discard Orcs and Trolls.[1304]

The Will of Sauron

METW || Hazard || Permanent-event

1. *Card Erratum:* Replace "Discard this card when *Doors of Night* leaves play..." with "Discard this card if *Doors of Night* is not in play..."[1305]

2. Long-events are only discarded if *Will of Sauron* ceases to be in play, not if one particular copy leaves play.[1306]

Whispers of Rings

MEBA || Minion resource || Permanent-event

1. You may start with two. Each card allows you to bring one ring from the sideboard in the organization phase.[1307]

1285. [*CRF, Rulings by Term, Nazgûl*].
1286. [*CRF, Rulings by Term, Ringwraith*].
1287. [*ICE*, 579].
1288. [*ICE*, 99].
1289. [*CRF, Rulings by Term, Nazgûl*].
1290. [*CRF, Rulings by Term, Ringwraith*].
1291. [*ICE*, 579].
1292. [*ICE*, 99].
1293. [*Middle-earth: The Dragons Player Guide, 13*].
1294. [*CRF, Card Errata & Rulings*].
1295. [*CRF (Van), Card Errata & Rulings*]. See pages 38 & 39, *T-3.2, Deck Construction Rules*, to determine when agent cards are considered characters based on different alignments.
1296. [*CRF (CoE), Card Errata & Rulings*]. Ringwraith followers are not consider avatars [MELE, 56].
1297. [*CRF (CoE), Card Errata & Rulings*].
1298. [*ICE*, 585].
1299. [*CoE*, 63].
1300. Idem.
1301. [*CRF (CoE), Card Errata & Rulings*].
1302. [*CRF, Card Errata & Rulings*].
1303. [*CRF, Card Errata & Rulings*].
1304. Idem.
1305. [*CRF (CoE), Card Errata & Rulings*].
1306. [*CRF, Card Errata & Rulings*].
1307. [*ICE*, 588].

White Mountains

METW || Hero resource || Short-event

1. On this card, "otherwise" should be read as "alternatively".[1308]

The White Tree

METW || Hero resource || Permanent-event

1. *Card Erratum:* Replace entire text with "*Unique.* ***Sage only at Minas Tirith.*** Playable only if you discard a *Sapling of the White Tree* borne by one of your characters at Minas Tirith, or one from your marshalling point pile stored at Minas Tirith. Minas Tirith becomes a Haven [✡] for the purposes of healing and playing hazards."[1309]

2. You may not use your opponent's stored *Sapling of the White Tree* because this card targets the Sapling by discarding it.[1310]

3. "For the purposes of playing hazards" in the text of *The White Tree* refers only to the actually playing of a card from your hand, not in the effect of hazards after they are played or to take account passive conditions or on-going effects.[1311]

4. If a protected Wizardhaven with *The White Tree/Wizard's Trove* is returned to the site deck and is subsequently put into play, the Wizardhaven continues still protected.[1312]

Will Shaken

MEAS || Hazard || Permanent-event

1. Once in your opponent's MP pile, this card may not be targetted by any effects which discard hazard permanent-events. It may only be discarded as outlined on the card itself.[1313]

2. Is overcome by effects which force the discard of the revealed card.[1314]

3. Gives miscellaneous marshalling points.[1315]

"William" (Wâluag)

METW || Hazard || Creature

1. *Card Erratum:* Replace entire text with "*Unique. Troll.* One strike. If played against a company that faced *"Bert"* or *"Tom"* this turn, each character wounded by *"William"* discards all non-special items he bears."[1316]

The Windlord Found Me

MEDM || Hero resource || Permanent-event

1. *Card Erratum:* Add "If you do not place this card with a character after the attack, discard it."[1317]

2. Can be used to recover a Wizard discarded with *Sacrifice of Form*.[1318]

3. You can play your Wizard at the Haven when you store this card even if *Saw Further and Deeper* is in play.[1319]

4. This resource requires that you tap a character to play it. You may not play it directly to your MP pile.[1320]

Winds of Wrath

METD || Hazard || Short-event

1. You may play this card against any opponent who is using the same type of location deck (hero sites or minion sites) as yourself.[1321]

Winged Change Master

MEWH || Stage resource || Permanent-event

1. Only affects Radagast when using region movement.[1322]

Wit

METD || Hero resource || Short-event

1. *Wit* only modifies one roll, not re-rolls.[1323]

1308. [*CRF, Card Errata & Rulings*].
1309. [*CRF (CoE), Card Errata & Rulings*].
1310. [*CoE*, 33].
1311. [*ICE*, 97 & 547].
1312. [*ICE*, 525].
1313. [*CoE*, 24].
1314. [*CoE*, 74].
1315. [*CoE*, 110].
1316. According to the reprinted version of this card in the Challenge Deck A.
1317. [*CRF, Card Errata & Rulings*].
1318. Idem.
1319. Idem.
1320. Idem.
1321. [*CRF, Rulings by Term, Card Effect Limitations*].
1322. [*CRF, Card Errata & Rulings*].
1323. [*CoE*, 120].

The Witch-King

MELE || Minion character || Avatar

1. May only play Ringwraith Followers through his special ability during the organization phase.[1324]

Witch-King of Angmar

METW || Hazard || Creature *or* Permanent-event

1. Although *Witch-King of Angmar* becomes a long-event when tapped, he is discarded when the effect resolves just like other Nazgûl. The long-event effect will remain until the appropriate time.[1325]

Withdrawn to Mordor

MEDM || Hero resource || Short-event

1. To discard an on-guard card with *Withdrawn to Mordor* you must do so before the card is revealed.[1326]

2. The "playable on..." conditions of the first paragraph do not apply to the second paragraph.[1327]

Withered Lands

METD || Hazard || Short-event

1. If *Morgul Night* is already in play, its effect has already been applied to the site path; *Withered Lands* will create two Wildernesses [🌲], not two Shadow-lands [🏚].[1328]

Wizard's Laughter

METW || Hero resource || Short-event

1. *Card Erratum:* Replace "***Wizard only.***" with "***Wizard only during opponent's site phase.***"[1329]

Wizard's Myrmidon

MEWH || Stage resource || Permanent-event

1. Can be played wiht another cards, like *Squire of the Hunt* or *Gandalf's Friend*, that reduces the influence required to control the character. Use the lower number in these cards to control the character.[1330]

Wizard's Ring

METW || Hero resource || Special item

1. *Card Erratum:* Replace "Ignore any effect that would discard this item." with "Cannot be stored, stolen, or transferred."[1331]

2. This card is not a ring item.[1332]

Wizard's River-horses

METW || Hero resource || Short-event

1. When played in response to a Nazgûl that was tapped to become a short or long-event, it doesn't cancel the effect of that Nazgûl event.[1333]

Wizard's Trove

MEWH || Stage resource || Permanent-event

1. Ignore the keyword "*Unique*" from *The White Tree* when playing with *Wizard's Trove*.[1334]

2. Does not allow you to store cards that may not normally be stored.[1335]

3. *The White Tree* does not discard *Sapling of the White Tree* if used with the playability clause of *Wizard's Trove*.[1336]

Wolf-Riders

METD || Hazard || Creature or Short-event

1. The "playable on..." conditions of the first paragraph do not apply to the second paragraph.[1337]

Wolves

METW || Hazard || Creature

1. *Card Erratum:* Change "*Animals.*" with "*Wolves.*"[1338]

1324. [*ICE*, 585].
1325. [*CRF, Card Errata & Rulings*].
1326. [*CRF, Card Errata & Rulings*].
1327. Idem.
1328. [*CoE*, 46].
1329. [*CRF, Card Errata & Rulings*].
1330. [*CRF, Card Errata & Rulings*].
1331. [*CRF, Card Errata & Rulings*].
1332. [*CRF, Card Errata & Rulings; CoE*, 13].
1333. [*CRF (CoE), Card Errata & Rulings*].
1334. [*CRF (CoE), Card Errata & Rulings; ICE*, 119].
1335. [*CoE*, 51].
1336. Idem.
1337. [*CRF, Card Errata & Rulings*].
1338. [*CRF, Card Errata & Rulings*].

Wondrous Maps

METD || Hero resource || Permanent-event

1. As long as a character is at the site, a company may move to and from the site.[1339]

World Gnawed By The Nameless

MEAS || Minion resource || Short-event

1. *World Gnawed By The Nameless* returns to your hand before you resolve hand size.[1340]

Worn and Famished

METD || Hazard || Long-event

1. Cannot be played against a Ringwraith/Sauron player and these players may not be affected by any of their global effects.[1341]

The Worthy Hills

MEAS || Minion site

1. Since this site never taps, no free minor items may be played here.[1342]

2. The Worthy Hills effect of not tapping does not interfere with the satisfying of active conditions.[1343]

Woses of the Eryn Vorn

MELE || Minion resource || Faction

1. *Card erratum:* Change "Man faction" with "Wose faction".[1344]

Wound of Long Burden

METD || Hazard || Permanent-event

1. The body penalty will resolve before the dice-rolling action of the strike.[1345]

1339. [*CoE*, 56].
1340. [*CoE*, 43].
1341. [*CRF, Rulings by Term, Card Effect Limitations*].
1342. [*CRF, Card Errata & Rulings*].
1343. Idem.
1344. [*CRF, Card Errata & Rulings*].
1345. [*CoE*, 60].

CHAPTER V

Frequently Asked Questions

'What you will see, if you leave the Mirror free to work, I cannot tell. For it shows things that were, and things that are, and things that yet may be. But which it is that he sees, even the wisest cannot always tell. Do you wish to look?'

—LotR II

About Characters

What is the difference between discarding a card and eliminating a card?

A discarded card can be brought into play again, either by yourself or another player. An eliminated card may not be brought back into play at all.

Do you have to put three of the same avatar in your play deck or can you put three different avatar cards in your deck?

Except for Fallen-wizards and *The Balrog*, you can either put three of the same avatar, or two of the same avatar and one of a different avatar.[1346]

Can characters with a bonus to influence against "Blue Mountain Dwarves" use that bonus against Dwarf characters with the home site Blue Mountains?

No. This bonus only applies to the *Blue Mountain Dwarves* faction.

If a character has a bonus to their direct influence do they get the bonus for each of their followers?

No. They only get the bonus once.

When do Hobbits or Orc scouts count as half characters?

Only for determining company size. For some cards (e.g. *Fellowship or Join With That Power*) and/or other situations like the beginning of the game, consider them as whole characters.

1346. See Table 3.2 on pages 38 & 39.

Do duplicated starting character that go back in the deck count towards the 10 character play deck limit?

Duplicated characters do not count against this limit.[1347]

Can more than one of the same non-weapon non-unique item be played on a character?

Yes. More than one of the same weapon can be included (or the same shield, armor, etc.), but only one may be used (though all the corruption applies).

Does tapping a character tap their equipment also?

No.

Does a spell or magic card tap a character?

Only if it says so on the card.

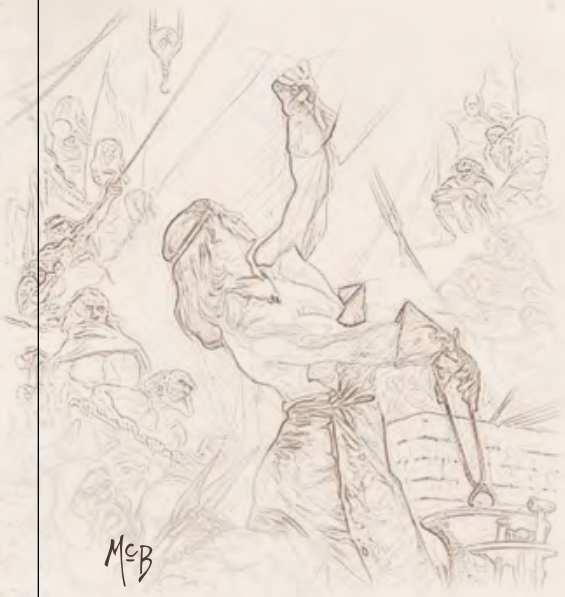
Can I play a character if I don't have enough general influence to control them?

Yes, as long as you have enough general and direct influence to control all of your characters at the end of the organization phase. Note that you cannot play a character and remove a character in the same organization phase. If you play a character at the organization phase and cannot control them by the end of the phase, the just played character must be returned to your hand.

1347. See " Getting Ready To Play" on page 44.

What happens if I try to influence away an item from an opponent's avatar? The rules state that his mind stat is used for this roll, and avatars has no mind stat.

You may not attempt to influence your opponent's avatar, or anything (ally, item or follower) controlled by him.[1348]



Can an ally play cards that require a character with a specific skill?

Yes, except for items.

If I have a Hobbit in my starting company and that Hobbit leaves play and comes into my hand, can I play him at aHaven?

No, he must be played at Bag End.

If I have a +3 direct influence against Orcs and Orc factions, and I'm using it to control an Orc, can I use it at the same time to influence an Orc faction?

No. It can be used for one or the other, but not both at the same time.

Note that you can use 2 of it for Orcs, and 1 for Orc factions, but not 3 for each at the same time.

Do starting stage cards count against the five character limit?

No. They are revealed as if they were characters, but do not count as characters.

About Combat

The rules say the modification for tapped is -1 and for wounded is -2. If you are tapped and wounded is the modification -3?

No. Wounded characters are only at -2.

If I play the Balrog of Moria and then kill it, do I get the MP's?

No.

How do creatures with a body number work?

For each strike that fails, a body check must also be made (unless the attack has no body, i.e., a dash). Every strike must fail and its body must be defeated in order to get MPs for the creature.

Do I have to defeat the body of strikes assigned as -1 modifiers to defeat the attack?

No. You only have to defeat the body for strikes actually faced by characters.

In what order are permanent bonuses applied?

The bonuses from weapons are applied first (and thus any prowess or body maximum is only considered at this point). Any other bonuses from permanents are applied in the order the player controling the characters chooses. This includes bonuses listed in a characters text box.

How exactly are strikes assigned?

When you are facing a hazard creature, you may only assign strikes to untapped characters.[1349] You may only assign one strike to each character. Any strikes you do not assign your opponent assigns to any characters who have not yet been assigned a strike. Any strike remaining after that is assigned as -1 modifiers to a character's prowess by your opponent. More than one of these modifiers may be assigned to a single

1348. [*MEBA*, 17].
1349. Note that some creatures allow the attacker choose the defending characters.

character or to multiple characters as your opponent chooses.

When is it too late to cancel a strike or an attack?

Once the strikes have been assigned it is too late to cancel the attack. Once the dice have been rolled it is too late to cancel the strike.

Does cancelling a strike or attack defeat it?

No.

Are the side effects of losing a character dealt with before or after I finish resolving any other strikes?

They are resolved immediately, before the other characters face their strikes.

Are agent attack detainment?

Agent attacks are always detainment against minions, but never detainment otherwise.

Can you defeat detainment attacks?

No.

Are Dragon "Ahunt" and "Roused" attacks detainment?

No. They are not keyed to anything, so they do not count as detainment.

If a creature is keyed to Rhudaur by name, can I cancel it with an Elven Cloak?

No, it must be keyed to the region by type.

About Movement

How does starter movement work?

Each company will have a face up site card showing the site it is at. This is called the site of origin. By the end of the organization phase put a face down new site[1350] for each of your companies that wishes to move. If a company's site of origin is a non-Haven site (not Rivendell, Lórien, Edhellond, or Grey Havens), the new site must be the nearest haven. If the site of origin is a haven site there are two options. If you want to go to another haven you may go to one of the two nearest havens listed on your site of origin card, the new site card would be one of these two havens. If you want to go to a non-haven site it must be one which lists the site of origin as the nearest haven. If the company successfully makes it to the new site, discard the site of origin at the end of that company's movement/hazard phase.

Fallen-wizard and The Balrog players cannot use starter movement.[1351]

If I use starter movement, can creatures be keyed by name to the regions I move through?

They can only be keyed by name to the region of the new site and the site of origin, not the intervening regions.

Does a company have to move each turn?

No. Simply play no new site card for a company that does not wish to move. This company is considered to be at its site of origin for your entire

1350. Note that a company may declare as its new site a site already on the table (e.g., if another company is already there).

1351. See page 67, "Moving Fallen-wizard Companies".

turn. Thus, your opponent may only play hazard creatures that are playable at the company's site. That is, hazard creatures with symbols that matches the site's symbol.

How does region movement work?

To move a company from its site of origin to another site using region movement, lay down a series of up to four regions and the new site by the end of your organization phase. Each region in the series must list on its card the regions that are connected with it in the series as adjacent regions. The region at the beginning of the series must be the region listed on the site of origin card. The region at the end of the series must be the region listed on the new site card.[1352] A site which lies more than four regions away from the site of origin may not be reached in one turn with region movement (without *Bridge*, *Shadowfax*, *Ironroad*, *Cram*, *A More Evil Hour*, etc.).

Lebennin and Ithilien look adjacent on the map in the rulebook, but they aren't listed as adjacent on the cards. Is this a mistake?

No. If a region is not listed as adjacent on the card, it is not adjacent. In this case the Anduin River seperates the two regions.

Why would I want to use region movement?

Region movement allows hero and minion non-The Balrog companies to move from one non-Haven site to another non-Haven site, which speeds up the game. It also allows greater flexibility in movement. The only disadvantage is that an opponent can play certain hazard creatures keyed to specific regions.

If I use region movement one turn, do I have to use it the rest of the game?

No, you can switch back and forth between region and starter movement.

Why don't The Wizards starter decks have region cards?

A priority in the design of the game was to insure the playability of starter decks. Region cards would likely be mechanically useless cards in a starter deck game.

How exactly is the site path determined?

The site path is determined by the way you got to the site. If you used starter movement the site path is the path on the site card for moving to and from a haven, or the path on the haven card for moving from haven to haven. If you are using region movement the site path is made of the region types on the region card you played. The site path always include the site type of the site you move to.

When a card says "site path," is that the regions listed on the site?

It depends. Some cards (like *Snowstorm*) refer to the company's site path, which is the regions the company moved through. Other cards (like the tapping effect of *Long Winter*) refer to the site's site path, which is the regions listed on the site card. Note that when using starter movement, the site's site path and the company's site path are the same.

Is any other site path ever considered besides the route a company takes when travelling?

Yes. For some cards (e.g. *Dragon's Desolation*, *Foul Fumes*, *Long Winter*...), the site path listed with the site card itself must be considered, not the company's site path. For example, a company is at a site and chooses not to move. If the opponent plays *Foul Fumes* and *Doors of Night*, the site must tap if its site card contains a shadow-land symbol or dark-domain symbol. This site path is referred to as the site's site path, not the company's site path.

1352. Actually, the region cards are not in use. The most common is to use a printed map with the necessary information.

Can I use short- or long-events to alter the site's site path?

Yes.

If an effect is in play at the beginning of my movement/hazard phase that returns my company to its site of origin, can hazards be played on the company?

Yes, but not creature hazards. The return effect is the first declared effect in the first chain of effects after the site has been revealed and cards have been drawn. It can be responded to with hazard events in that same chain of effects, but creatures may not be played in response.

When is a company considered to be at a site it just moved to?

At the end of the company's movement/hazard phase, when its site of origin is removed from play.[1353]

If I have a Wizardhaven that says my companies do not count as moving through the region of the Wizardhaven, can I move five regions?

No.[1354]

About Playing Hazards

Does the hazard limit change if a character is eliminated during the movement/hazard phase.

No. The hazard limit is set at the begining of movement/hazard phase.[1355]

Do permanent-events count against the hazard limit?

Permanent-events only count against the hazard limit when first played. Nazgûl permanent-events also count when the tap (as stated on their cards).

If my opponent has 2 companies when the first one moves can I play a hazard on the second one?

No. Hazards may only be played on a company whose movement/hazard phase is being resolved. Note that long- and non-targeted permanent-events may affect both companies, even if they are played "on" the first company.

While company A moves, can I tap Adûnaphel to tap a character in company B?

No. Hazards cannot target characters not in the currently moving company.

Can an on-guard card be triggered by one company and affect another?

Rarely. Only in the case of a hazard long- or permanent-events like *Awaken Denizens* which affects the

1353. Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any movement/hazard phase. This means a moving company is not at a site until the site phase [*CRF, Turn Sequence Rulings, Movement/Hazard Phase, General*].

1354. See " Card Specific Errata & Rulings" on page 116 (*Fortress of the Towers*, *Guarded Haven*, *Rhosgobel*, *The Fortress of Isen*).

1355. [*MEBA*, 14].

automatic-attack at **each** Ruins & Lairs. An on-guard card that is legally revealed against a company during the site phase is not inherently restricted to affect only that company.

If you play a creature as an on-guard hazard, can you reveal it after the automatic-attack is faced?

No. If it is not revealed before the automatic-attack is resolved it will go back to your hand at the end of the site phase.

If a card requires two Wilderness in the site path do they need to be consecutive?

No.

Can a creature hazard be placed on-guard at a site without an automatic-attack, and if so when do you reveal it?

A creature can be played, but it cannot be legally revealed. Thus, it will go back to your hand at the end of the site phase.

Does cancelling a strike or attack defeat it?

No.

What happens if the region or site type a creature is keyed to goes away before the creature resolves?

The creature is immediately discarded, and it has no effect on play.

About Site Phase

Once I get to a site, how exactly do I go about exploring it?

First declare that you are exploring the site. Then face any automatic attacks. If you have an untapped character at the site, play a card that is playable at that site. For most items and information cards it will say on the site card if you can play an item of that type (minor, major, greater, gold ring). For some items, factions, and allies it will say on the resource card if it is playable at that site. If the resource is successfully played and you still have an untapped character you may play a minor item. If after facing the automatic-attack you have no untapped characters you must wait until next turn and face the automatic-attack again (if you still want to play something).

I didn't move this turn, and faced the automatic-attack last turn. Do I have to face the automatic-attack this turn to play an item?

Yes. You may not do anything during the site phase unless you faced the automatic-attack that turn.

Do Havens ever tap, and if so are they discarded?

Yes, Havens can tap. However, tapped Havens go back into your location deck, not to your discard pile.

The rules say you can play a minor item after successfully playing a item, ally, faction, or information resource at a site. Can you do this even if minor items are not playable at the site?

Yes.

Can I use a card that cancels an attack to cancel an automatic-attack?
Yes. This counts as facing the automatic attack.

Is an automatic-attack considered a hazard?
No.

Are automatic-attacks keyed to the site?
No.

Does the site tap if I fail my roll to play a faction?
No. The site only taps if the resource card is played successfully.

When exactly can I play a minor item after playing another item?
Only if the first item is played as part of the normal sequence for playing items in the site phase.

About Specific Cards

How do you treat exactly a character who is discarded due to an Abductor?
All cards controlled by the discarded character are also discarded.[1356]

If Alatar uses his special ability to help a company, does he stay with that company?
Yes, he does.

Can Alatar make someone draw 0 cards, even though the rules say you must draw at least 1?
Yes, Alatar can force a zero-card draw.

Can an aligned Palantír be stored?
Yes.[1357]

If the Balrog of Moria is in play and Galadriel gets killed, what happens in Lórien?
The "In addition" section is not used because she is "out-of-play." The ring of Galadriel (*Nenya*) and her spirit are assumed to inhabit Lórien if she dies.[1358]

Does Bane of the Ithil-stone stop me from drawing cards when someone moves?
No. It will only cancel actions that literally cause a player to search throught or look at any portion of any play deck or discard pile outside the sequence of normal play. It will cancel *Vilya*, which allows *Elrond*'s player to look through their discard pile and put 5 cards into their play deck; and it will cancel *Lucky Search*. *Bane of the Ithil-stone* will not stop an effect which allows a player to bring cards from their sideboard into their discard pile or play deck. Neither will it affect an action which otherwise only causes a player to reshuffle their play deck.[1359]

Can I play a Cave-drake at a Ruins & Lairs without two Wilderness in the site path?
Sure, go for it.

If you cancel the Corpse-candle's attack does the company still have to make the corruption checks?
No, they do not.

1356. But no follower characters. See "Discarding Cards" on page 111.
1357. See *Align Palantír* on page 118 ("Card Specific Errata & Rulings").
1358. See *Balrog of Moria* on page 121 ("Card Specific Errata & Rulings").
1359. See *Bane of the Ithil Stone* on page 121 ("Card Specific Errata & Rulings").

If a character gets returned to your hand by Call of Home or Call of the Sea, can you transfer all their items to other characters?

No, you may transfer one item.[1360] All other non-follower cards controlled by the target character are discarded.

Do I have to store Dreams of Lore to get the MPs?

No.

Does Doors of Night cancel resource environments played after Doors of Night is played?

No. *Doors of Night* only cancels resource environments that are in play when Doors of Night is played. The same goes for Gates of Morning cancelling hazard environments. Neither card can be played after strikes from an attack have been assigned, if the card would cause the number of strikes from the attack to change.

Do Dwarven Rings give Dwarves +7 influence, or an influence of 7?

They give +7 to direct influence.[1361]

Does the site have to be untapped in order to use the Dwarven Ring of Barin's Tribe?

Yes.

Can you use an Elven Cloak to cancel a hazard keyed to double Wilderness?

Yes.[1362]

Does the character wounded by Escape have to be unwounded when the Escape is played?

Yes. You cannot play *Escape* on a wounded character.

Can I play the Evenstar if there are no Wilderness or Border-lands in play?

Yes. The additional effect of the Evenstar if *Gates of Morning* is in play is optional.

If Doors of Night is in play does Eye of Sauron give +3 or +4 to the prowess of each automatic-attack?

Eye of Sauron will only give +3 to the prowess of each automatic-attack.

Whose body is refered to on Éowyn and many of the other female cards, hers or the Nazgûl's?

The Nazgûl's.

Can I play more than one Fellowship on a company?

Yes.

If I stay at an untapped site during my movement and play a Foul Fumes during my opponent's movement, does my site tap?

Yes. The site path to consider for the second paragraph of *Foul Fumes* is the one listed on the site card, not the company's site path. See "About Movement" questions in this same section.

Does Gandalf have to be in the same company as the ring he tests?

Yes.

When can you use Goldberry's special ability?

You can tap *Goldberry* to cancel an effect declared earlier in the same chain of effects that would return her company to its site of origin.

Can Gollum and The One Ring ever be together at the same site?

Yes. The text on *Gollum* is an ability that you can choose to use, not an effect that happens automatically.

What do Great Ship, Leaflock, and Tom Bombadil mean when they say "cancel the effects of one hazard?"

These cards allow the cancelling of an attack. They also allow the cancelling and discarding of an ongoing hazard effect that targets the company in question or any entity associated with that company (item,

1360. See *Call of Home* on page 124 ("Card Specific Errata & Rulings").
1361. See Dwarven Rings on page 128 ("Card Specific Errata & Rulings").
1362. See *Elven Cloak* on page 129 ("Card Specific Errata & Rulings").

character, site, etc.). They allow the cancelling of an effect declared earlier in the same chain of effects.[1363]

If I am at a site where healing cards affect all characters at the site and I play Halfling Strength to heal a Hobbit, is everyone healed?

Yes.

Can Healing Herbs be used to heal a wounded character before the body check, and thus avoid the body check?

The character will heal, but the body check is unavoidable.

Do the cards you have to discard when Khamûl the Easterling taps come from your hand, from in play, or both?

From your hand only.

Is the number of cards discarded determined when Khamûl is declared or when he is resolved?

When he is declared.

If Doors of Night is in play, Long Winter only taps the sites belonging to the player whose turn it is, right?

Wrong. All sites in play with two Wildernesses in the site path given on the site card become tapped.[1364]

Can I play Lucky Search at a tapped site?

Sure, go ahead. It can be played at a tapped or untapped site.

If I get a second resource with Lucky Search, can I play a second minor item too?

No.

When the scout faces the attack for Lucky Search, are they tapped and do they have the item?

They are tapped and they do have the item.

What if the item revealed by Lucky Search is Unique and already in play?

Keep turning over cards. Note that if the final card in the deck is revealed the deck is not considered to be exhausted.

If I play a ring special item after testing a gold ring, will this trigger a corruption check for Lure of Expedience?

Yes, it will trigger a corruption check.

Will Lure of Expedience trigger if I transfer an item from one character to another?

Yes, it will.

If I tap a character to help another character with a Lure of the Sense's corruption check, do they then untap?

No, they will not untap until next turn.

What exactly does the "Only playable at Lórien" mean on Mirror of Galadriel?

It means that *Mirror of Galadriel* is playable if any one of your characters is at Lórien.

When do I have to declare using the Morgul-horse to bring a Nazgûl permanent-event back into my hand?

You must declare this immediately after declaring the Nazgûl permanent-event is tapping, before the Nazgûl resolves and goes to the discard pile.

1363. See "Card Specific Errata & Rulings" on page 116 (*Great Ship*, *Leaflock*, *Tom Bombadil*).

1364. See *Long Winter* on page 145 ("Card Specific Errata & Rulings").

If a character already has had a corruption card played on him during his turn, and he is wounded by a Nazgûl bearing Morgul-knife or The Pale Sword, are they eligible to receive one of these corruption cards also? The rules state that a maximum of one corruption card may be played on a character per turn.

The character may not be assigned *The Pale Sword* or *Morgul-knife* as corruption cards in this situation. These two Nazgûl enhancers should be ammended to say that playing them as corruption cards is optional.

Do I have to discard my Morgul Night hazard if Doors of Night is discarded?

No, *Doors of Night* is only required when *Morgul Night* comes into play.

Can Muster be played when influencing an opponent's faction?

Unfortunately for your opponent, yes.

Can I play Muster Disperses on Army of the Dead?

Yes. *Muster Disperses* is not an influence attempt.

Can I use The Nazgûl are Abroad to bring back a Nazgûl that I played as a creature?

Yes, the cards do not remember how they were played. You can also play a Nazgûl you get back with *The Nazgûl are Abroad* as a creature.

What happens to Nazgûl events cancelled using Praise to Elbereth?

They are discarded and have no effect. Also note that when *Praise to Elbereth* is played, you must declare which characters are tapping to cancel which Nazgûl events[1365].

What happens if I use the Palantír of Orthanc to get a site card from my discard deck?

You can't use *Palantír of Orthanc* to get site cards because they don't belong in your play deck.

If you are moving with the Palantír of Amon Sûl or the Palantír of Osgiliath and the company size goes below the required number, do you have to discard the Palantír?

Yes, immediately.

When does a wounded character recieve the corruption from The Pale Sword?

Immediately following the Nazgûl's attack. The same is true for *Morgul-knife*.

1365. See *Praise to Elbereth* on page 156 ("Card Specific Errata & Rulings").

Can The One Ring be used more than once in a turn?

As long as all the corruption checks are made, yes.

Who chooses the character to make the corruption check when The Precious is played?

The player playing *The Precious* chooses.

If I tap Ren the Unclean on my opponent's turn, can I play resources to modify the corruption checks of my characters?

No you may not. If you are playing standard rules, your characters can tap to modify with +1 another character's corruption check in the same company.

Can I play Secret Entrance on a company that doesn't move?

Yes. In fact, you can play *Secret Entrance* on a company that didn't move and is in a Dark-domain.

When can Roäc the Raven use his special ability?

Only during your site phase.

Does another character have to make the attempt with Roäc the Raven?

No, *Roäc the Raven* can do it all by himself.

I can tap Saruman to use an un-Aligned Palantír, right?

Right.

Can Saruman use a Palantír someone else in his party is carrying?

No.

What exactly happens when I play Sacrifice of Form?

Remove your Wizard from play and place all of his items on the *Sacrifice of Form* card. Followers are discarded. Your opponent may not then play the same Wizard, and you may not play a different one[1366].

What happens if it turns out someone played a Secret Entrance while the company had a face down card that was a Dark-domain?

The effects of the card would be cancelled and the sage would remain tapped. Note that long-events that were in play at the end of the organization phase would have to be considered when determining this.

Can Shadowfax carry allies?

No. For *Shadowfax*'s special ability, the party can contain no allies (except *Shadowfax* himself, obviously).

When does Siege go away?

When the site it was played on is discarded.

Can I tap the target of Slayer to cancel one of the attacks?

Yes.

Can I tap two characters to cancel both of the Slayer's attacks?

No. Only one attack can be so canceled.

Does Thorin II get a total +4 direct influece against Blue Mountain Dwarves?

Yes, he does.

Can I play Tookish Blood on a character who just failed a corruption check?

The discarding of the character happens immediately after the failed roll. There is no time for any effects to be used.

Can Tom Bombadil cancel the effects of a Long Winter?

No, because the effect is not targeted.

What happens if a character fails a corruption check while two Traitors are in play?

The character attacks once and both *Traitors* are discarded.

1366. See *Sacrifice of Form* on page 162 ("Card Specific Errata & Rulings").

Can I play Twilight on a card that has not resolved yet?

Yes, *Twilight* may target a card played earlier in the same chain of effects.

Can I play Twilight as a resource during my opponent's turn?

Yes. If you do so, *Twilight* does not count against the hazard limit for that company.

Can I get Twilight from my discard pile with a Smoke Rings?

No. *Twilight* can only count as a resource while it is being played, or for deck construction purposes.

Does Twilight ever count against the hazard limit?

No.

If The White Tree is in play and I leave Minas Tirith while it is tapped, what happens to the cards?

Minas Tirith is discarded and *The White Tree* remains in play.

If I have The White Tree in play, can I play a Wizard's Ring at Minas Tirith?

No. If an effect makes a site a Haven for specific purposes, that site does not count as a Haven for any other purposes.

About Timing

When is the validity of an effect checked?

Upon declaration and upon resolution.

Can I do anything beside untap during the untap phase?

Yes.

If a card has several effects, what order do they happen in?

The effects of a card happen in the order listed on the card.

Miscellaneous Questions

Do I have to have enough DI to control my allies?

No. Allies do not have to be controlled, their mind is only their for influence attempts by your opponent.

What does "protected Wizard-haven" mean?

Nothing. It is merely a key word that affects the playability of other cards.

What happens to a Gold Ring card when I test it?

It is discarded, and you loose the Marshalling Point it gave you. If you have the right ring (as indicated by the test roll) in your hand you may play it immediately.

Can I take actions after I reset to hand size at the end of the turn?

Yes.

Do the factions playable with a leader give 2 extra MP per faction, or per group of factions?

Per group of factions.

What does the white hand on the Fallen-wizard mean?

It is that Fallen-wizard's general influence, once he is in play.

Can I bring a hero deck and a minion deck to a general opponent tournament?

No. Both decks must be of the same alignment. Also, each time you play with one of the decks, it must start with exactly the same cards in it.

If I can hold one more card in my hand, can I draw up to nine cards instead of eight?

Yes. Any time you would normally go to eight, go to nine instead (except *Favor of the Valar* and the beginning of the game).

A Hobbit is facing an automatic-attack because he burgled a site. Can my other characters tap to aid him in facing the attack?

No.[1367]

Do Havens untap?

No. New versions of the Haven (from splitting or moving companies) come into play untapped, but tapped Havens in play will not untap.

Can I put 3 "hero" Slayers and 3 "minion" Slayers in my deck?

No, there are not hero hazards and minion hazards, just hazards. You can only have three of a card by name in your deck, not by art.

I have a character card with a black head instead of a mind symbol. What does that mean?

It was a printer error, all such character cards have two mind.

During the Free Council can I tap characters to give +1 to a corruption check?

Yes, but note that the player calling the Free Council does not get an untap phase.

Does "a character in the same/his/her company" include the character the card is refering to?

Yes.

If something requires me to tap a card can I do it when that card is already tapped?

No.

Can an ally carry weapons?

No.

Can an ally tap to support a character in combat or to cancel an attack with an Assassin or Slayer?

Yes and Yes, for the purposes of combat, allies are considered characters.

If I'm using the optional rule that allows a character to tap to take two strikes, and the first strike kills the character, what happens to the second strike?

It is considered successful.

What is the modifier for a character tapping to face two strikes?

Each strike is at -3, with the character tapping when they face the second one.

Do characters with 0 corruption points ever have to make corruption checks?

Yes, and if the modifier to the roll is bad enough they might fail.

During the Free Council do long-and permanent-events still in play still have an effect?

Yes.

If a card has an alternate (e.g. Fever of Unrest) use, who chooses which way it is played?

The person playing the card, if both choices are valid.

Can I choose each time I need a number to draw or roll dice?

You should do get numbers the same way for the whole game. Note that the tournament rules specify all players must use dice.

1367. See *Burglary* on page 123 ("Card Specific Errata & Rulings").

CHAPTER V

The Optional Rules

'I see that you do not yet know what to do,' said Celeborn. 'It is not my part to choose for you; but I will help you as I may. There are some among you who can handle boats: Legolas, whose folk know the swift Forest River; and Boromir of Gondor; and Aragorn the traveller.'

—LotR II

OPTIONAL RULES

Each of these optional rules may be used if all players agree before the game begins. Refer to the *Tournament Policy* (page 200) for conventions of tournament play—these are widely used for casual play.

Burglaring

A Hobbit may attempt to "burglar" at an untapped site.[1368] If you decide to make a burglary attempt, make a roll. If the result is greater than 5, the Hobbit taps the site without facing the automatic-attack and may tap to play an item that is playable at that site.

Otherwise, the Hobbit faces the automatic-attack alone.

Card Limitation

There are also certain cards that your play group may not want to use. Some of these are cards that represent too much of an intentional action by Sauron himself. Sauron would not go about hindering his own lieutenants as they do his work. The rest of these cards represent something closely associated to the heroes of Middle-earth. Playing them on minions would make little sense in terms of simulating Tolkien's works. Again, it is up to your play-group to decide if these cards have an effect on Minion players:[1369]

Set	Card
METW	*Eye of Sauron*
METW	*Morgul-knife*
METW	*The Pale Sword*
METW	*Rogrog*
METD	*Black Breath*
METD	*Gothmog*
MEDM	*Many Sorrows Befall*
MEDM	*Aware of Their Ways*
MEDM	*Eyes of the Shadow*
MEDM	*In Great Wrath*
MEDM	*Long Dark Reach*
MEDM	*Out of the Black Sky*
MEDM	*Revealed to All Watchers*
MEDM	*Wraith-lord*

1368. [*METW*, 64].
1369. [*MELE*, 76].

Recently Visited Site

If a site is in the opponent's discard pile, the number of strikes and prowess for the site's automatic-attack are increased by +1 for each copy of that site on a discard pile.[1370]

Tapping to Face Multiple Strikes

A character can tap to face two strikes with a -3 modification prowess against both strikes[1371]. The character taps when resolving the second strike.[1372] If a character is facing two strikes, and the first strike kills the character, the second strike is considered successful.[1373]

Company vs. Company Combat

After a CvCC (see page 80), if your opponent's company has only wounded characters, you may attempt to "steal an item". To steal an item, you must tap a character in your company that was involved in the combat.

1370. [*METW*, 64; *Rulings by Term, Optional Rules*].
1371. [*METW*, 64].
1372. [*Rulings by Term, Optional Rules*].
1373. [*Rulings by Term, Optional Rules*].

Then, you can force your opponent to discard an item of your choice in his company that was involved in the combat. Finally, if you have the same item or a manifestation of the discarded item in your hand, you may play it with the character you just tapped.[1374]

Normally, non-overt fallen-wizard companies and wizard companies may not attack each other. If using the following optional rule, a company containing a Fallen-wizard with more than 10 stage points may initiate company vs. company combat with any of his opponent's companies. Similarly, any of his opponent's companies may initiate combat with a Fallen-wizard's own company if that Fallen-wizard has more than 10 stage points.[1375]

Wizard to Fallen-wizard Conversion

As a Hero player, you may include stage resource cards, minion resources, minion characters, and up to two Fallen-wizard character cards in your sideboard. If the roll for a corruption check for your Wizard is equal to his corruption point total or one less, you may choose to become a Fallen-wizard player (if not, your Wizard is eliminated and you lose).[1376] If you choose to do so and have the appropriate cards in your sideboard, you must follow this procedure:

- Immediately, replace your Wizard with the corresponding Fallen-wizard from your sideboard. Place your Wizard card in your sideboard.
- Take one playable stage resource permanent-event card giving 3 or fewer stagepoints from your sideboard. Play the card.
- Normal play resumes with all of the fallen-wizard rules applying to you.

MULTI-PLAYER RULES

The following rules are meant to be used for games with more than two players. Play proceed as in the Standard Game, except where these rules contradict the Standard Rules.[1377]

Victory Conditions

The marshaling point conditions for calling the Free Council or playing a *Sudden Call* card are reduced for the multiplayer game. The 1-deck game only requires 18 marshalling points, the 2-deck game requires 22 marshalling points, the 3-deck game requires 25 marshalling points, and the 4-deck game requires 28 marshalling points.

When the Free Council is called, or *Sudden Call* is played, every other player at the table gets one more turn. A specific type of marshalling points is only doubled at the end of the game if none of your opponent's have any points of that type.

1374. [*MELE,* 70].
1375. [*MEWH,* 6].
1376. [*MEWH,* 6].
1377. The rules detailed below are the most updated for multi-player games. These rules can be found in *Middle-earth: The Lidless Eye Player Guide*, pages 35-38.

Note that a player is eliminated from the game when their avatar is eliminated. However, the game does only stop because of this when only one player remains in the game.[1378]

The Cards and Decks

Sideboards

The sideboard size for each game is increased by five cards. A Hero player may place Wizards in his sideboard, as long as: only one Wizard is duplicated in the play deck and sideboard combined **and** no more than three copies of the duplicated Wizard are in the play deck and side board combined.

If another player has revealed a Wizard that that you have a copy in your hand, you may exchange the Wizard card in your hand for one in your sideboard.

You may not halve the hazard limit for your opponent's companies to access your sideboard for hazards.

Unique Resources

When playing with more than four players, uniqueness rules for resources are relaxed. In such a case, a resource card in play only counts for uniqueness if the player to your immediate right or left has it in play. This rule only applies to resources, and does not apply to hazards, characters, or avatar cards.

Getting Ready to Play

Before the players set up their decks for play, each player makes a roll (reroll all ties). When play starts, the second highest roller will sit to the left of the high roller, the third highest roller will sit to the left of the second highest roller, etc.

The minimum number of resources in a deck for multi-player games is 25, with an equal number of hazards. Each deck must contain (as part of its hazards) at least ten creatures. The following hazards count as ½ creatures for deck construction:

- Hazards that can be played as events or creatures
- "Ahunt" Dragon manifestations
- "At Home" Dragon manifestations
- Agents (only for Hero/The Balrog players).[1379]

Each player may place up to three of his avatar cards in his play deck. A player may only play *The Lidless Eye* or *Sauron* if none of your opponents are Ringwraiths[1380]. Where two or more players play with the same alignment (Hero, minion Ringwraith or Fallen-wizard), the highest roller chooses the avatar he will play, the second highest roller chooses his avatar from the remaining avatars, etc.

At this point each player should have his play deck constructed.

A character draft is used in multi-player games. Each player should select a character pool of up to 25 charac-

1378. [*Middle-earth: The Lidless Eye Player Guide*, 35].
See "Optional Multi-player Rules, Avatar Death" on page 197.
1379. [*CRF, Rulings by Term, Multi-player Games*].
1380. [*CRF, Rulings by Term, Multi-player Games*].

ters. The *low* roller reveals a character from his pool; that character is now in play and counts for uniqueness. Then, the player to the right of the low roller reveals a starting character that has not already been revealed. This process continues in a counter-clockwise direction until all players have revealed their starting characters as outlined in the standard rules (i.e., each player either has 20 mind in characters in play, **and/or** has five characters in play—six for a Ringwraith—, **and/or** no longer wishes to reveal any characters).[1381] If one player stops revealing characters for any of the above reasons, other players may continue to reveal characters.

After the character draft is over, you may put any unused characters from the character pool into the deck, as long as there are no more than ten characters in the deck.[1382]

Example: Four players sit down to a game, in the following order clockwise around the table: Jessica, Nick, Wendy, and Jason. They all roll two dice, and Nick rolls higher than any other player. That means Nick will go first, Wendy second, Jason third, and Jessica last.

Since Jessica is going last, she gets to reveal the first character in the draft. She places Thorin II out as his first character. Now, none of the other players can play Thorin II. Jason plays Aragorn II next, since he is sitting counter-clockwise from Jessica. This continues around the table until all players have their starting companies in play.

The highest roller takes his turn first. Then, the player to his left takes his turn, and so on (i.e., play proceeds clockwise).

Characters and Companies

In addition to the hazard limit, each company in multiplayer play has an *enhancer limit*. The enhancer limit is equal to the number of characters and allies in the company, with no characters counting as half characters. The enhancer limit for a company with only one character is two (i.e., the minimum enhancer limit is two).[1383]

The enhancer limit determines the maximum number of *creature enhancing* long-events and permanent-events that can be in play while the company is moving. A creature enhancing event is defined as an event that has an ongoing effect on a certain class of creatures or attacks. This could include making creatures playable in more situations, taking creatures from the discard pile, increasing the abilities of an attack, or duplicating an attack. This does not include environments that change site paths.

Clarification: *Minions Stir* is a creature enhancer, because it affects the abilities of all Orc and Troll attacks as long as it is in play. *Thrice Outnumbered* is a creature enhancer because it makes allows you to retrieve Man hazards from your discard pile. *Doors of Night* is not a creature enhancer. Although it affects when certain creatures can be play, these effects are on the creature cards. *Doors of Night* itself has no direct effect on any class of creatures.

1381. Remember: a minion player can start the game with up to 6 characters (see page 44, *Getting Ready To Play* section on *The Standard Rules* chapter).
1382. [*Middle-earth: The Lidless Eye Player Guide*, 35].
1383. [*Middle-earth: The Lidless Eye Player Guide*, 35].

If at any time there are more creature enhancers in play than a moving company's enhancer limit, the current hazard player immediately chooses which enhancer(s) must be discarded. Note that the enhancer limit does not prevent the play of creature enhancing long- and permanent-events, it just limits the number that can be in play at one time.

Example: Jessica moves his company, consisting of Frodo and Beorn. The hazard limit for the company is two, so the event limit is also two. In play before the movement/hazard phase begins are *Doors of Night*, *Minions Stir*, *Chill Them with Fear* and *Rank Upon Rank*. When the company's movement hazard phase starts, the hazard player must choose one the three enhancers (*Doors of Night* is not a creature enhancer) to be discarded. Nick is the hazard player, and since he has some Men hazard creatures in his hand, he discards *Minions Stir*. He also wants to play *Thrice Outnumbered*. Even though the enhancer limit has been reached, he may play another creature enhancer. However, when *Thrice Outnumbered* resolves, he must pick another event in play to discard. He chooses to discard *Chill Them with Fear*.

The Player Turn

Long-events

During your long-event phase only remove long-events that were played on your last turn, not long-events that were played on other players' turns.[1384]

Resetting the Hand Size

All players reset their hand size in the End-of-turn phase or when any company's movement/hazard phase ends.[1385] The resource player and the hazard player are also the only one who may discard a card in the End-of-turn phase.[1386]

Playing and Drawing Cards

When you move your companies on the first turn, the player to your left is your *first hazard player*.[1387] Each turn after that, the player who is your first hazard player rotates clockwise around the table. Only the resource player and the hazard player drawing cards based on his movement,[1388] discard a card at the end of the turn, and use effects like *Thrice Outnumbered* that allow cards to be drawn or recycled each turn.[1389]

Example: Jessica, Nick, Wendy, and Jason are sitting clockwise around the table. On Jessica's first turn, Nick will be his first hazard player. Wendy will be Jessica's first hazard player on Jessica's second turn, and Jason will be the first hazard player on Jessica's third turn. On Jessica's fourth turn, Nick will be her first hazard player again.

Example: Jessica moves a company. Nick is sitting to his left, and Wendy is sitting to Nick's left. *Thrice Outnumbered* is in play, so Nick can take his *Lawless Men* card out of his discard pile and shuffle it into his deck. Wendy, since she is not sitting next to Jessica, may not take her *Ambusher* card from her discard pile.

Your first hazard player plays hazards on your companies normally. When they are done playing hazards, check the hazard limit. If fewer hazards have been played than the hazard limit, the option of playing of hazards passes. The player to the left of the first hazard player becomes the new current hazard player **and** the hazard limit for that company is decreased by one. In other words, passing the play of hazards to the left counts as playing a hazard against the hazard limit. This process of playing hazards, and passing the play of hazards to the left, continues until every other player has had a chance to play hazards on the company, or the number of hazards played on the company equals the current hazard limit for that com-

1384. [*Middle-earth: The Lidless Eye Player Guide*, 36].

1385. [*CRF (CoE), Rulings by Term, Multi-player Games*].

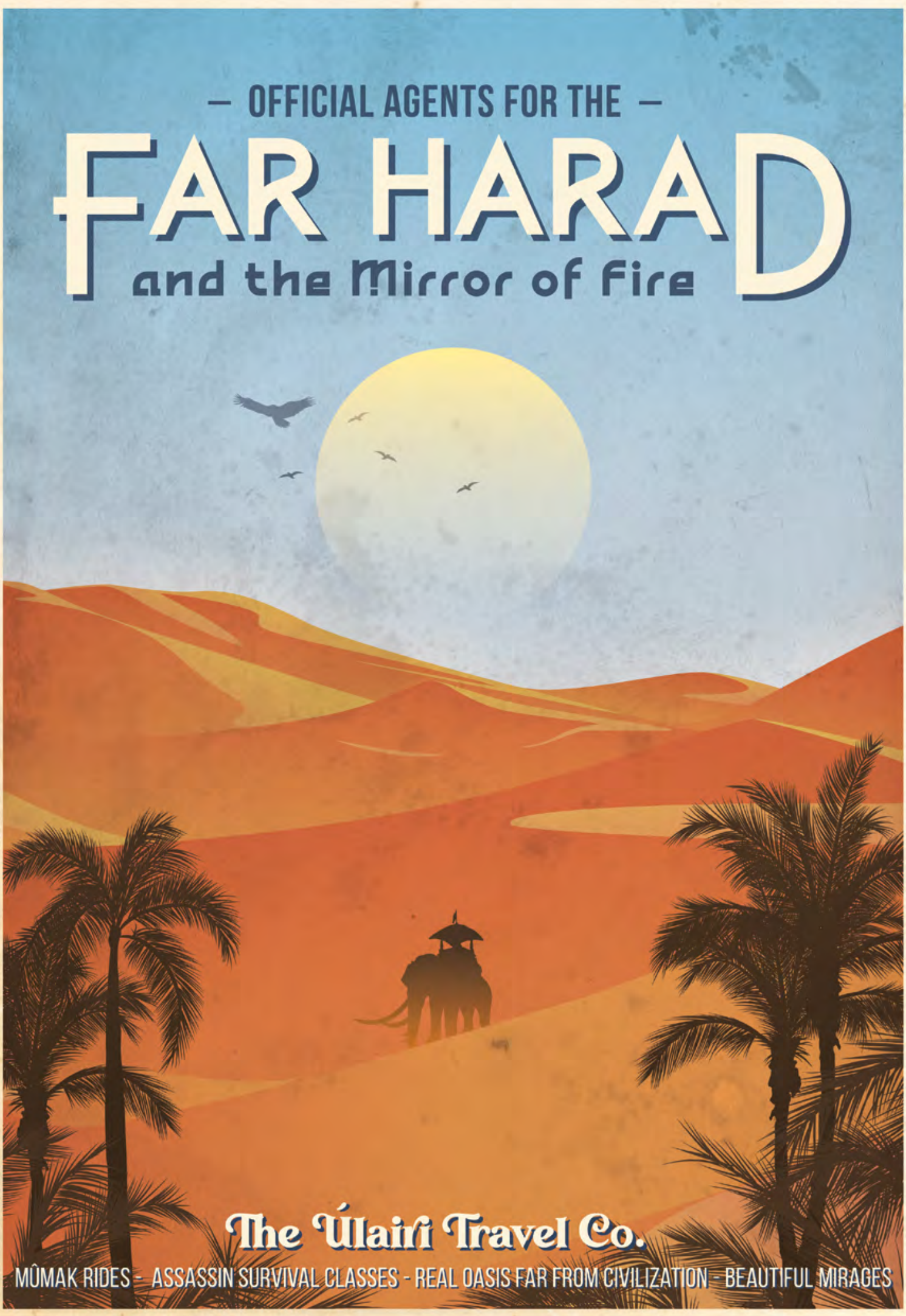
1386. [*CRF (CoE), Rulings by Term, Multi-player Games*].

1387. Actions taken during the movement/hazard phase, against a specific player, must be done against the moving player [*CRF, Rulings by Term, Multi-player Games*].

1388. [*CRF (CoE), Rulings by Term, Multi-player Games*].

1389. [*Middle-earth: The Lidless Eye Player Guide*, 35].

For *Spying out the Land* and *Here is a Snake*, the resource player and the actually hazard player shows hazards immediately before he draws and/or plays hazards, and then can only play those hazards. Players who are not playing hazards are not required to show hazards [*CRF, Rulings by Term, Multi-player Games*].


— OFFICIAL AGENTS FOR THE —
FAR HARAD
and the Mirror of Fire
The Úlairi Travel Co.
MÛMAK RIDES - ASSASSIN SURVIVAL CLASSES - REAL OASIS FAR FROM CIVILIZATION - BEAUTIFUL MIRAGES

pany. Note that for each company that moves each turn, the first hazard player is always the same player. Note also that the reduction in the hazard limit does not effect the company's event limit (see above).

Example: On his first turn, Jessica moves her company, consisting of Thorin II, Kili, Gimli, Ioreth and Annalena. The hazard limit for the company is five. Nick is sitting to Jessica's left, so he start to play hazards on Jessica's company. He plays two hazards, and has no more hazards to play. Wendy is sitting to Nick's left, so she now get to play hazards. However, since the play of hazards has passed, the hazard limit is now four. Wendy plays one hazard, and is done playing hazards. Now the play of hazards passes to Jason, who is sitting on Wendy's left. Again the hazard limit drops, and is now three. Since three hazards have been played on the company, the hazard limit has been met, and Jason does not get a chance to play any hazards on Jessica's company.

Jessica then moves a second company, with Gandalf and Beorn. Despite all of the passing of the hazard play for Jessica's first company, Nick is again the first player to play hazards on Jessicas's second company.

Global events

Permanent-events, long-events, and any other "global" events (e.g., tapping *Ren the Unclean*) affect all players.[1390]

Twilight

Twilight may only be played by the moving player and the hazard player. As an exception, a player who's own environment card will be discarded by another environment may play *Twilight* to cancel that environment.[1391]

On-guard Cards

You may **only** play hazards on-guard. When you play a card on-guard, show it to another player, to confirm that it is a hazard.

Collusion

Collusion in the play of hazards is strictly prohibited. You may not give advice to another player on which hazards to play.

Optional Rules in Multiplayer Games

These rules are not official multiplayer rules, but you may find they suit your casual play group. Make sure everyone who sits down at the table is aware of the optional rules being used.

First Hazard Player

If one of your companies moves to a site where another player already has a company, that player may choose to be the first hazard player (instead of the normal first hazard player). If two other players have companies at that site, and both want to be the first hazard player, both players must make a roll. The highest roller is the first hazard player (rerolling all ties). This optional rule allows you to use your hazards to defend your companies from your opponent's influence attempts.

1390. [*Middle-earth: The Wizards Player Guide*, 153].

1391. [*CRF, Rulings by Term, Multi-player Games*].

Seating Arrangement

When rolling to see who goes first, reroll all ties, not just ties for the high roll. Players sit around the table in the descending order of their die rolls. Play proceeds as normal. If you randomize the seating arrangements like this, you can prevent players jockeying for table position. You can no longer try to sit next to certain people to gain advantage.

Avatar Draft

Use this rule only when also using the random seating arrangement optional rule.

The player going first declares which avatar he is playing, then the second player declares, and so on around the table. You may place three copies of your avatar in your deck, but no other avatars in your deck or sideboard. You may not reveal yourself as an avatar other than the one you declared.[1392]

In a multiplayer game, you are much more likely to be beaten to the avatar you wanted to reveal yourself as. This rule eliminates that frustration, but is not appropriate for impromptu games, where you cannot easily make changes to your deck.

Avatar Death

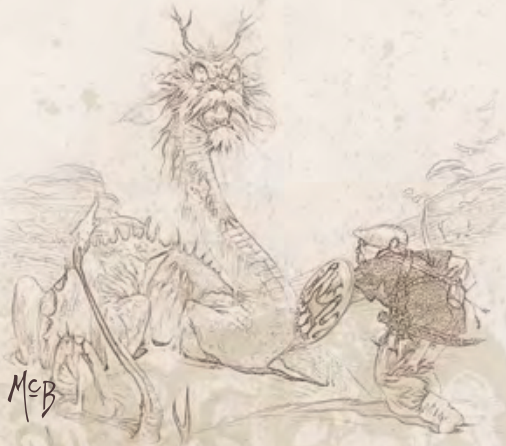
As an optional rule, the game ends after everyone has had one turn after the first avatar is eliminated. This optional rule keeps players eliminated early from having to wait a long time before being able to join another game.

Another solution for this problem is to give a player whose avatar is eliminated (including all corruption check failures) -5 MP off of their final total. That player may not reveal another avatar.

A Final Note on Book-keeping

A multiplayer game requires more bookkeeping than a two player game, and you should be prepared. Each player should have a different kind of marker, small enough to place in the corner of a card. Different colored glass beads work perfectly, and are available in many game stores.

One thing to keep track of is the first hazard player. You can keep track of this with a die, with the number corresponding to how far around the table the first hazard player is from the moving player. Start with the die on one, indicating that the first haz-



1392. You can play Ringwraith followers as described on page 58.

ard player is the first player clockwise around the table from the moving player. Each time the player who went first starts a turn after the first, advance the die one number. When the die is on two, the first hazard player is the second player clockwise around the table, and so on. When the die would be set to the number of players in the game, reset it to one instead.

An alternate method to keep track of the first hazard player is for each player to have a unique marker. At the beginning of the game, give your marker to the player on your left. Each time the player who went first starts a turn after his first, all players pass the markers they have to their left. If you get your own marker, pass it to the left again. The first hazard player is the player with your marker.

You will also need to keep track of who played what hazards. This includes hazard events played on companies or characters, and creatures in marshaling point piles or in play as trophies. You will also need to mark long-events, as to whose turn they were played on. On that player's next long-event phase, discard those hazards.

CHAPTER VI

Tournament Policy

'Twenty-one!' cried Gimli. He hewed a two-handed stroke and laid the last Orc before his feet. 'Now my count passes Master Legolas again.'

'Good!' said Legolas. 'But my count is now two dozen. It has been knife-work up here.'

—LotR III

COUNCIL OF LÓRIEN

As of May 9, 1998, the following policy is in place for official Sanctioned and Qualifier Council tournaments. A Sanctioned Council tournament is an MeCCG event that requires advance approval for sanction status and use of the Council package for running the event, awarding Council prizes, and reporting results to ICE to rank the players. Winners of Sanctioned Council Events may qualify to participate in that year's Council of Lórien Annual Championship event. A Qualifier Council tournament is a special type of Sanctioned Council tournament that ICE determines in advance to guarantee the winner(s) participation in that year's Council of Lórien Annual Championship event.

ICE reserves the right to award Sanctioned or Qualifier status to MeCCG tournaments and will periodically review its award policy. Non-sanctioned MeCCG events may receive promo material and prize support, other than that reserved for Council of Lórien Sanctioned and Qualifier tournaments, from ICE, but winner(s) will not be ranked, and are not qualified to participate in that years Council of Lórien Annual Championship event.

Each Sanctioned or Qualifier tournament has a tournament coordinator. This is the person in charge of running the tournament. In the text below "tournament coordinator" means the coordinator or any staff member assigned by the coordinator to assist him or her. Tournament coordinators are responsible for seeing that the council guidelines are kept, prizes are properly awarded, and that that the tournament is run in a fair and impartial manner. Tournament coordinators need to make sure that all results (including the individual score sheets of each player) are returned to the Council of Lórien by the deadlines on page two so that they can be properly recorded. Failure to report the results of a Sanctioned or Qualified event may mean that ICE will not Sanction or Qualify future events run by said coordinator.

GENERAL

Participation— Anyone is welcome to participate in a Council of Lórien sanctioned tournament except:

- ICE employees, their spouses, and their immediate family. Freelance contractors and artists are eligible to compete.
- Official representatives of Iron Crown Enterprises in an ongoing agency status such as on-line representatives.
- Show staff who are working in any capacity for ICE at the event where the tournament is run. This status includes people who wish to volunteer time running demos at an ICE booth, sanctioned demo, or sanctioned tournament area. This also includes any staff working a sales booth and anyone receiving a badge from ICE.

Two Player Games Only— All Council matches will be between two players unless pre-approval is obtained. Solitaire tournaments will not be official Council events. To obtain permission for a multi-player event, the tournament coordinator must submit a written proposal for the tournament structure he or she proposes

to use. All such submissions become the property of Iron Crown Enterprises which may choose to publish them (with credit to the original designer).

Accommodations— Players must be provided with reasonably comfortable accommodations. The playing environment must be clean and reasonably free of elements that pose a threat to the physical integrity of each player's cards.

Random Values— Only two six-sided dice (2D6) should be used to generate random values during play.[1393]

Using Maps— If standard rules are being used, an appropriate map of the regions of MeCCG can be used to depict region movement[1394] (instead of using actual region cards). The text of region cards takes precedence over maps, however. Certain regions, which may appear to be adjacent on a map, in fact, are not listed as adjacent on the appropriate region cards (e.g., Rohan and Dagorlad, Cardolan and Lindon, Old Pûkel Gap and Andrast). Such regions are not considered adjacent, even when a map is used for region movement. Maps from the *Middle-earth CCG Maps*™ were designed to minimize any discrepancies.

Character Draft— Starting characters will be determined by draft as per the guidelines printed on page 55 of the *Middle-earth: The Wizards Companion*, and page 68 of the *Middle-earth: The Lidless Eye Companion*. This method is called the *Character Draft*[1395] (and is detailed below).

The Character Draft: Each Player selects up to 10 characters to put into his or her pool of potential starting characters. This happens before characters are selected for the play deck. Certain cards may be revealed as thought they were starting characters. These cards are included in the pool of starting characters, but do not count against the 10 character maximum. Each player reveals his or her first choice for a starting character simultaneously with opponent. If a unique character is duplicated by opponent's selection, both characters are set aside (this character may not appear in either player's starting company).

Each player then selects a second character to reveal (but not a unique character revealed earlier). Each unduplicated revealed character goes into its player's starting company. Each player continues this process until one of the following occurs: the player has 5 characters in his or her company (6 for a minion player), the total Mind of that player's starting characters is 20, the player has exhausted his or her pool of 10 potential starting characters, or the player decides to stop revealing characters (i.e., he or she is satisfied with the starting company). Note that when one player stops, the other player continues revealing characters until one of the four conditions is met. A player may not reveal a character that would bring the total Mind of all of his or her starting characters above 20.

In his or her play deck, each player may now assign up to 10 characters, and this may include any unrevealed or duplicated (set aside) characters from his or her pool of starting characters. Note that the Character Draft differs from the rulebook in that a duplicated starting character does not automatically go into the play deck, and that its inclusion in the play deck does count against the deck's 10 character maximum.

Allowing players to introduce characters in this fashion minimizes matches where each player starts with very few characters because of multiple duplications.

1393. [*CRF, Tournament Rulings, General*].

1394. If two or more companies move on the same turn, then each company does not have to determine the site path to its new site until the beginning of it's movement/hazard phase [*CRF, Tournament Rulings, Movement*].

1395. See a more detailed explanation of the character draft on page 45. The two starting minor items must be chosen before the character draft, and must be the same for every game in the tournament [*CRF, Tournament Rulings, Deck Construction*].

End-of-Game Ties— The End-of-Game is a general term that encompasses a game's final "process": Free Council, Audience with Sauron, Day of Reckoning, etc. *The Weakest Link Method*,[1396] as printed on page 57 of the *Middle-earth: The Wizards Companion* (and detailed below), is used to break ties at the End-of-Game.

The Weakest Link Method: If both players have an equal number of marshalling points when the End-of-Game resolves (i.e., there is a tie), add one corruption point to each non-Wizard, non-Ringwraith /non-*The Balrog* character in play. Each character (including any Wizard, and with the exception of Ringwraiths and *The Balrog*) must make another corruption check. Marshalling points are recounted and victory is awarded to the player with the most marshalling points. If there is still a tie, add one more corruption point to each non-Wizard, non-Ringwraith/non-*The Balrog* character and each makes another corruption check. Again, assess marshalling points to see if a winner emerges. If not, continue adding one corruption point, making corruption checks, and reassessing marshalling points until a winner emerges.

If, in the unlikely event, all non-Wizard/non-Ringwraith characters in play are corrupted away by this method, and there is still a tie, each player receives 3 tournament points (see description of the Swiss System tournament format below).

Note that the Weakest Link Method simulates who will most likely fail in the final struggle against the enemy. The characters are not actually being corrupted during the End-of-Game. Instead, the End-of-Game Council is «peering into the heart and soul» of each character and assessing him or her.

End-of-Game Order— To determine which player's characters make their corruption checks first when going into the End-of-Game (and possibly carried into The Weakest Link Method), each player makes a dice roll. Rerolling ties, the player who rolls highest chooses which player's characters go first. This rule only has a significant application in limited cases, such as when a *Traitor* card is in play.

Creature Minimum— A 12 creature minimum is required in each play deck's hazard mix.[1397] Creatures that are also events count as only half a creature towards this limit (rounding down). Such creatures include the Nazgûl, *Mouth of Sauron*, *Maia* and *Spawn* permanent-events. Dragon "Ahunt" and "at Home" manifestations count as half a creature for these purposes. Agents (introduced in *Middle-earth: Dark Minions*) also count as half a creature for these purposes, when constructing a hero or balrog deck. Agents count as characters in Ringwraith and fallen-wizard decks for these purposes.[1398] Sideboards have no such creature restrictions.

Card Minimums— The minimum number of hazards and resources in a play deck is increased from 25 and 25 to 30 and 30.[1399]

Wizard/Ringwraith Allowance— Up to 3 of the same Wizard/Ringwraith or up to 2 of the same Wizard/Ringwraith and 1 of a different Wizard/Ringwraith may be included in a play deck.[1400] Up to 3 of the same Wizard/Ringwraith, and one of each of the other Wizards/Ringwraiths, may be included in a play deck and sideboard combined.[1401] Wizards/Ringwraiths are an exception as such to the rule of unique cards.

Dual-Purpose Cards— A card that can be played as either a resource or as a hazard can be counted in either the resource mix or hazard mix of a deck for the purposes of including an equal number of resources and hazards.[1402]

End-of-Game marshalling point Modifications— Players and the coordinator should make certain that, for standard rules games, all of the marshalling point modifications printed on page 39 of the *Middle-earth: The Lidless Eye Companion* are properly accounted for. The *MELE Companion* contains the most current version of the End-of-Game rules for all players. Interpret Audience with Sauron as End-of-Game for the general case.

1396. Using the Weakest Link Method is no longer recommended. Use directly ties instead: 3 Tournament Points for each player [*CRF (CoE), Tournament Rulings, The Weakest Link Method*].

1397. [*CRF, Tournament Rulings, Deck Construction*].

1398. [*CRF, Tournament Rulings, Deck Construction*].

1399. [*CRF, Tournament Rulings, General*].

1400. [*CRF, Tournament Rulings, Deck Construction*].

1401. [*CRF, Tournament Rulings, Deck Construction*].

1402. [*CRF, Tournament Rulings, Deck Construction*].

A Fallen-wizard may only count two *Twilights* as resources, the third must be counted as a hazard. The same goes for other hazards that may be played as resources [*CRF, Tournament Rulings, Deck Construction*].

These modifications are to be interpreted in the order they are printed. Subtractions for eliminated characters are applied before these modifications, although subtractions for eliminated Wizards or Ringwraiths are applied after these modifications.

RULES OF ETIQUETTE

Deck Construction— The cards used in deck building may be from any edition or expansion of MeCCG (including non-English translations and official promotional cards). Cards existing only in non-English versions may not be used. The mechanics of any given card will be determined from the most recent English printing (as well as from official errata and the official rulings). No proxy cards will be allowed, except for those provided by the tournament director (see "Marked cards" below). Cards from any particular expansion may only be used in Council events after a minimum time of 30 days following their official retail release.

Deck Integrity— Each player is required to use the same play deck, sideboard, pool of starting characters, and starting minor items for the entire tournament. The elements are collectively called the player's deck. No card substitutions are allowed between games. A player must start each game with the same cards in his or her play deck, sideboard, and pool of starting characters as he or she started the tournament. The tournament coordinator may choose to require each player to submit a written copy of all cards of all elements of his or her deck (spot checks may be used to ensure decks are legal).

Marked Cards— A player may petition the tournament coordinator to disallow a non-location card from an opponent's cards if the offending card has a distinguishing mark, tear, or fold visible on its generic side. Disallowed cards may be replaced by proxies provided by the tournament coordinator, if deemed necessary.

Protective Sleeves— A player may play with his or her cards in protective sleeves unless the tournament coordinator requires the cards to be taken out of the sleeves. An opponent may petition the tournament coordinator to require that a player remove his or her cards from their protective sleeves, if the opponent reasonably believes that one of the following rules is being violated.

- Each of a player's cards must be in the same make of protective sleeve.
- Each card must be oriented the same way with respect to the opening of the sleeve.
- No distinguishing marks or inconsistent degree of wear is allowed on individual sleeves.
- Only one card is allowed in each sleeve.

Shuffling— All deck shuffling must be made above the edge of the table (in clear view of your opponent). After you shuffle your cards at least three times, your opponent will be allowed to shuffle your cards and/or cut your deck up to three times. An opponent must shuffle a player's cards in a manner that will not damage the cards' physical integrity. It is highly recommended that an opponent shuffle a player's cards by dealing them out in some number of face-down stacks, or with a gentle riffle-shuffle.

Conventions of Play— Each player and opponent should make sure that any conventions used for card play (including denoting play decks and discard piles) are obvious and agreed upon by both players.

Players that Stall— If an opponent is believed to be stalling for purposeful gain, or if an opponent is be-

lieved to be stalling through a lack of respect for or sensitivity to the time limit, the player can petition the tournament coordinator to observe the game. If the coordinator observes that the opponent is stalling more than what is reasonable and necessary, the coordinator can call the game in favor of the non-stalling player.

Clarification: In a Swiss System format (see below), the player receives the maximum tournament points for the capability of his or her deck. The tournament coordinator would have to make a judgment as to what the deck's capability is. There are exactly two choices: the deck is either capable of winning with *The One Ring*; or the deck is only capable of the maximum marshalling points win. For a deck to win with *The One Ring*, the tournament coordinator must determine that the deck contains the cards necessary to make winning with *The One Ring* the deck's primary goal.

Players Dropping Out— A player should be discouraged from dropping out of a game before the game has reached its natural conclusion. A player is expected to drop out of the tournament between rounds if he or she believes he or she will be unable to complete the following round's game. Certain emergencies cannot be avoided though, and a player may be forced to drop out of a game.

Clarification: If a player drops out of a game, he or she drops out of the tournament, cannot reenter the tournament in a later round, and receives no consideration for prizes or tournament ranking. If a player drops out of the game, the player concedes the game and the opponent receives the win. In a Swiss System format (see below), the opponent receives the maximum tournament points for the capability of his or her deck (as outlined in "Players that Stall" above).

Rules Violations during Play— Rules violations will probably occur in tournaments. It is suggested that these violations not be policed or worried about until a player involved notes it. At that point in the game, the correct rule is adopted. A previous violation is not affected or retroactively corrected after both players implicitly agree to the violation. For example, if a player chooses *Sting* (a unique minor item) for his starting company, and his opponent notices after the first turn of the game that unique minor items may not be chosen for starting companies, do not replace *Sting* at this point. If the opponent noticed the violation before either player had taken a first turn, the offending player must replace *Sting* with a non-unique minor item. The tournament coordinator may choose to immediately correct any rules violations brought to his or her attention.

Cheating— If a player cheats, he or she is immediately ejected from the event. This should be reported to the Council of Lórien, so that further action can be taken if necessary. In a Swiss System format (see below), an opponent receives the maximum tournament points for the capability of his or her deck (as outline in "Players that Stall" above).

CLARIFICATIONS AND RULINGS

Legal Play of Cards— A player may not play a card just to discard it (i.e., just get it out of his or her hand). Specifically, a card may only be declared if it meets at least one of the following criteria.

- The card must have an immediate effect on the game.
- The card is a long-event. Long-events can always be played, even if ultimately they will not affect play.
- The card has a potential effect on play that could be triggered later (e.g., the second use of *Dragon's Desolation*). Most permanent-events fall into this category. Only those that are playable on or with a certain entity are restrictive. For example, you cannot play a corruption card if no character exists that would be affected by it.

Clarification: In all cases, if a card "cannot be duplicated", a second copy of that card cannot be declared-unless the first copy of the card is targeted for removal earlier in the same chain of effects when the second copy is played. This is a clarification of Annotation 11 given on "Cannot be duplicated on..." term, "Glossary" section (page 17).

When Cards Are Played— A player may not declare any resources during the opponent's turn. Additionally, a player may not actively engage any resource or character effect during the opponent's turn (e.g., a player may not tap a Palantír during the opponent's turn). A player may not declare any hazards and may not actively engage any hazard permanent-events, etc. outside of the opponent's movement/hazard phase.

Illegal Targets— A player may not target an opponent's characters, companies, items, followers, etc. with his or her own resources. Of course, resource long-events and other cards which do not target and have global effects will affect opponent's cards.

Card Text vs. Rules— A card's text takes precedence if it contradicts a rule of the game (or these rules).

Revealing Manipulated Cards— Certain cards (e.g., *Far-sight*, *Gleaming Gold Ring*, or *Akhôrahil Unleashed*), effects, and/or rules allow a player to search for cards and add them to his or her hand, play deck, or discard pile outside of the normal sequence of play (i.e., in addition to filling out the hand and drawing cards when a company moves). A player may or may not be required to reveal some or all of the identity of such manipulated cards. If the card manipulated must be a specific type of hazard or resource, then it must be revealed to the opponent. If the card must be either a hazard, resource, or character, then enough of the manipulated card's face must be revealed to show opponent that it is the correct type. If there are no restrictions on which cards may be manipulated, the manipulated card does not have to be revealed.

Official Rulings Source— All rulings from the Collected Rulings File (compiled in this manual) are official rulings for use with Council events.

ADDITIONAL RULES

In addition to these guidelines, a few rules which do not appear in older versions of the rulebook take effect for tournament play.

Removing Corruption Cards— A character may choose to ignore the restriction that he or she tap to remove a corruption card (as printed on a corruption card), and suffer a -3 penalty to the dice roll to remove it. This means a character can remain untapped to remove a corruption card and modify his roll by -3. The character can remove a corruption card when already tapped (or wounded) and modify his roll by -3. A character may only attempt to remove each corruption card once per organization phase if he or she ignores the tapping restriction to do so.

Larger Sideboard— The sideboard (which is not used with starter rules) has been increased according to the *Middle-earth: The White Hand* rules insert. The maximum number of cards a deck may have in its sideboard in a 1-deck or 2-deck game is 30, 3-deck game is 35, and 4-deck game is 40.

Accessing Hazards in Sideboard— A player can access hazard cards in his or her sideboard when the opponent's avatar is in play—or if the opponent is Sauron. A player must do this at the end of the opponent's untap phase. Specifically, the player may either bring up to 5 hazard cards from the sideboard into the discard pile, or 1 hazard card from the sideboard into the play deck and shuffle (if at least 5 cards are in the play deck). In either case, the hazard limit against all of the opponent's companies this turn is halved, rounded up.

Movement to Gorgoroth— Hero players may only move to or from sites in Gorgoroth by using specific region movement from a site in Imlad Morgul, specific region movement that passes through Nurn or Udûn, Under-deeps movement or using special movement resources like *Gwahir* or *Mountains of Shadow*.[1403]

Victory Conditions— The elimination of a player's avatar no longer ends the game. The eliminated avatar should be placed in the player's out-of-play pile. It provides -5 marshalling points, subtracted off the player's final marshalling point total at the End-of-Game. The -5 also comes off the player's "raw" total for the purposes of calling the End-of-Game.[1404] A player whose avatar has been eliminated may not reveal another avatar. This includes all Wizards who fail corruption checks.[1405]

General Influence Bonus— Minion players have +5 unused general influence at all times. This bonus general influence can never be used to control characters.[1406]

Starting Companies— Ringwraith /Sauron players may have starting companies at Dol Guldur and/or Minas Morgul. A Ringwraith may also be brought into play at Dol Guldur, Minas Morgul, or his home site.[1407]

THE SWISS SYSTEM FORMAT

The Council of Lórien has adopted a variation of the Swiss System for its official tournament format. This tournament format allows the success of each player to be determined by a total of tournament points awarded from the play of several games, thereby

1403. [*CRF, Tournament Rulings, Movement*].

1404. Avatar death penalties (-5) do not count against character MPs [*ICE*, 524].

1405. [*CRF, Tournament Rulings, Victory Conditions*].

The -5 marshalling points apply immediately, and affect your marshalling points for calling the end of the game.

If your Fallen-wizard dies, you may not play cards specific to that Fallen-wizard, and you do not count as that Fallen-wizard for card effects such as *Gatherer of Loyalties* [*CRF, Tournament Rulings, Victory Conditions*].

1406. [*CRF, Tournament Rulings, General*].

1407. [*CRF, Tournament Rulings, Starting Companies*].

decreasing the deterministic role of luck in each game. Keep in mind that this format measures a player's performance versus the field of players, not necessarily against specific players. It is important that players not be allowed to scout their opponent's decks.

The Swiss System format can be used for any of the actual types of games being run (two-deck standard rules, sealed deck starter rules, scenario, etc.). The guidelines below assume a game type using an End-of-Game. will be run. This is as opposed to a Resource/Character scenario tournament; see the special section below for specific suggestions on running a Resource/Character scenario tournament. Here are the basics of the Swiss System tournament structure that The Council of Lórien has adopted:

Number of rounds— A Swiss System tournament is comprised of a certain number of rounds as dictated by the number of participants in the tournament.

Players	Rounds	Official
2	1	No
3-4	2	No
5	3	No
6-8	3	Yes
9-16	4	Yes
17-32	5	Yes
33-64	6	Yes
64+	7	Yes

Each player may participate and play (unless a bye is given) in each round. If a player drops out of a tournament, he or she must inform the tournament coordinator.

Awarding Byes— For each round, it must be determined if an even or odd number of players are participating. If an odd number are participating, one player is given a "bye". The player given the bye does not play a game that round. If a bye needs to be given for the first round, the tournament coordinator randomly chooses a player from all players. If a bye needs to be given for any later rounds, the tournament coordinator randomly chooses one player from the group of players having the lowest tournament point totals. No player should recieve two byes in one tournament. A player given a bye recieves tournament points depending on the round of the tournament:

Round	Points
1	6
2	5
3	4
4	3
5	2
6+	1

Clarification: After awarding one player a bye, an even number of players will remain to play in the round. It is encouraged that the tournament coordinator take steps to avoid giving a bye for the first round. If at all possible, the tournament coordinator should have someone available to play or not play, to make sure there is an even number of players.

With an even number of players participating in a round, players are paired off. Paired players play one game within a time limit. Specific game rules and time limits are dictated by the game type of the tournament (two-deck standard rules, sealed deck starter rules, scenario, etc.).

Pairing Players— For each round after the first round, each player is paired off with another player with the exact same total of tournament points. A tournament coordinator begins pairing each round with the group of players who have the highest total tournament

points. When pairings are being determined, choose a player at random from the pool of available players with the same total of tournament points, and then choose the player with whom he or she is paired.

For the first round only, players are paired off randomly (i.e., each player has zero tournament points).

Clarification: If more than one eligible player exists with whom a player may be paired, the second player is determined randomly from all eligible players. If no eligible players exist with whom a player may be paired, the player is paired with a player with the next lowest total tournament points (chosen randomly if more than one player exists with the next lowest total).

Tournament coordinators must try to avoid having the same players play each other more than once. If a player's tournament points indicate that he should face an opponent he has already faced, try to rearange the pairings with other players of the same tournament points, so that all player's are facing a new opponent. If this is not possible, randomly choose a player from with the next lowest number of tournament points as that player's initially chosen opponent.

Each player is awarded a certain number of tournament points based upon the result of each game he or she plays.

Upon completing a game, a player must notify the tournament coordinator if he or she intends not to participate in the next round. A player can feel free to drop out of the tournament after any round, but the player would then be ineligible to reenter the tournament and ineligible to receive any prize or ranking consideration.

A total of accumulated tournament points is kept for each player. **The winner of the tournament is the player with the most tournament points when all rounds of the tournament are completed**. Runners-up can also be determined at that time by comparing tournament point totals.

Tournament Points— A player is awarded a number of tournament points for the game results on *Table 6.1* (only one result can apply to each player at the conclusion of each of his or her games).

Tournament Point Ties— When all rounds are completed, it is possible that more than one player will have the same highest tournament point total (i.e., the leaders will be tied). The following menu of tie-breaking criteria is followed. Each tied participant is in contention until a criterion is resolved that takes him or her out of contention. Those leading par-

T–6.1 MeCCG Tournament Scoring (Tournament Points)

Victory mode	Sealed Deck Game	1-deck Game	2-deck Game	3/4-deck Game
A. Winning with *The One Ring*	10	8	7	6
B. Defeating opponent with a MPs ratio ≥ 2	6			
C. Defeating opponent with a MPs ratio < 2, but ≥ 1.5	5			
D. Defeating opponent with a MPs ratio < 1.5, but > 1	4			
E. Defeating opponent with the Weakest Link Method at the Council	3.5			
F. Achieving a simply tie (as footnote 1396 on page 203)	3			
G. Losing with the Weakest Link Method at the Council	2.5			
H. Losing to an opponent who wins by result D above	2			
I. Losing to an opponent who wins by result C above	1			
J. Losing the game otherwise	0			

ticipants removed from contention are relegated to the tier of runners-up (and possibly could face another series of tie-breaking criteria—see below). The coordinator resolves the list of criteria in the order given, establishing each player removed from contention, until one player is left in contention, or until the entire list of criteria is resolved and a tie still exists in the following way:

1. *Head-to-Head*. Tally the number of losses of each tied player from all games played with any other tied players. The players with the fewest total head-to-head losses stay in contention. All other players are out of contention.
2. *Number of Wins*. Tally the number of games each tied player received 3.5 or more tournament points-these are wins. Players with the most wins stay in contention, all others are out of contention.
3. *Sum of Opponent's Scores*. For each tied player, add up all of their opponent's tournament point totals. The player with the highest sum wins the tie-breaker.

Clarification: If more than one player is still in contention after criterion 3 is resolved, playoff rounds are held. The playoff rounds are formatted in the same manner as the tournament. See the "Number of Rounds" note above regarding the number of rounds to be played. If both players and the tournament coordinator agree, however, no tie breaker actions are taken, and each tied participant is recognized as co-champion. The pre-determined prizes for the number of top finishers equal to the number of co-champions should be divided up and awarded evenly amongst the co-champions.

If multiple players are tied in a lower tier, the previously mentioned guidelines also apply. Replace the concept of players tied with the most points with players tied with the same number of points.

The tie-breaking policy requires that tournament coordinators keep a running record of each player's opponent in addition to tournament point results each round.

Time Limits— Each game[1408] has a time limit that depends on the type of game being played. The time limit is the amount of time allowed for the play of games. A tournament coordinator needs to consider an additional 15 minutes or so between rounds for administrative tasks. Also, a coordinator needs to consider an amount of start-up time (20 minutes or so):

Format	Time Limit
1-deck Game	50 minutes
2-deck Game	80 minutes
3-deck Game	2 hours
4-deck Game	3 hours
Sealed Deck Game	50 minutes
Resource/Character Scenario Game	1 hour

A tournament coordinator will have an official time keeping device. He or she should announce the time approximately 10 or 15 minutes before final time will be called. When the time limit is reached according to the official time keeping device, play of each game

1408. 1-deck Game, 2-deck Games, 3-deck Games and 4-deck Games (Campaign game) formats are described on *Table 3.1* on page 29. See the descriptions of other different games below for further information.

continues until: the player who went second in the game finishes a turn (i.e., until both players have played the same number of turns); or until the End-of-Game is called normally according to the rules. After the player who went second finishes his or her turn, the End-of-Game begins automatically, regardless of marshalling point totals.

Marshalling Point Ratios— If, at the Free Council after the final marshalling point (MP) totals have been tallied (including all standard rules interpretations), one player has more MPs than the opponent, that player wins. The winner receives either 4, 5, or 6 tournament points depending upon the ratio of his MP total to the opponent's (see above). The loser receives 2, 1, or 0 points respectively. To determine a winner's MP ratio, divide the winner's total MPs by the loser's MPs. A loser with zero MPs automatically gives the winner 6 points.

Negative Marshalling Points— A player's final marshalling point total after all End-of-Game modifications cannot be negative. In this case, the marshalling point total is zero.

If, at the Council after the final marshalling point totals have been tallied (including all standard rules interpretations), both players have the same number of marshalling points (i.e., they are tied), use the Weakest Link Method to determine a winner and a loser[1409] (see above). The winner receives 3.5 tournament points; the looser receives 2.5.

FORMATS

The following formats are allowed for sanctioned tournament play. Other formats will require a written proposal, as outlined above.

Hero alignment includes Wizard players. Minion alignment includes Ringwraith, Sauron, and Balrog players. Fallen-wizard alignment includes Fallen-wizard players. As new avatars come out in future expansions, they will specify to which alignment the avatars belong.

Single Alignment

Each player is the same alignment: Hero, Minion, or Fallen-wizard. Any hazards from any MeCCG expansion may be used, but only the appropriate resources, characters and sites may be used. As an exception, hero items may be used in a minion tournament,[1410] and vice versa, as per the rules of the *MELE* rulebook.[1411] In a Fallen-wizard only tournament, each player should declare which Fallen-wizard he or she is playing to the tournament coordinator. The tournament coordinator should, and is allowed, to break normal pairing rules to not pair two players with the same Fallen-wizard against each other. Single Alignment tournaments require players to each bring one deck.

General Opponent

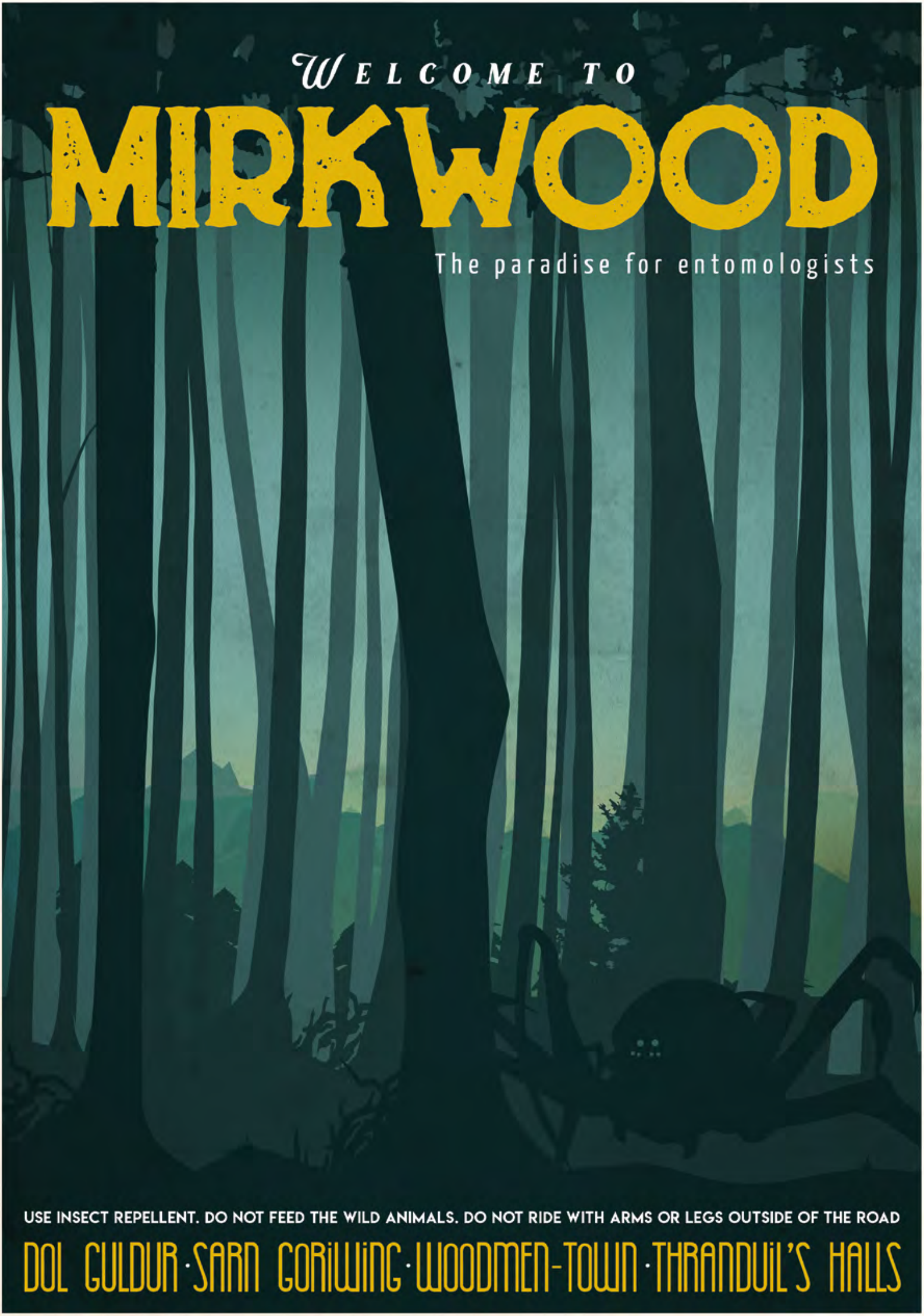
You may play either any alignment you choose: Hero, Minion, or Fallen-wizard. You do not know the alignment of your opponent until he tells you at the start of the game. You may bring two decks of the same alignment to the tournament. One must be dedicated for play against minion opponents, and the other against hero opponents. Either deck may be used against a Fallen-wizard. You may have cards which are used in both decks, but each deck must contain the same cards for each game it is used in.

If your opponent declares he is a Fallen-wizard, he must also declare which one he is. You may add ten predetermined cards to your sideboard against a Fallen-wizard opponent. If you are playing with the Wizard corresponding

1409. See "End-of-Game Ties" on page 203.

1410. You may include hero items in a Ringwraith deck even in a Ringwraith vs. Ringwraith game [*CRF, Tournament Rulings, Deck Construction*].

1411. Specifically, on (*MELE*) page 75.


Welcome to
MIRKWOOD
The paradise for entomologists
USE INSECT REPELLENT. DO NOT FEED THE WILD ANIMALS. DO NOT RIDE WITH ARMS OR LEGS OUTSIDE OF THE ROAD
DOL GULDUR · SARN GORIWING · WOODMEN-TOWN · THRANDUIL'S HALLS

to the Fallen-wizard your opponent is playing, then you may replace those Wizard cards with an equal number of other Wizard character cards that you have available (these need not come from any deck). In any case, you may not play the Wizard corresponding to your opponent's Fallen-wizard.

The Sealed Deck Game

Due to size considerations, sealed deck tournaments only require a 25/25 card minimum deck size).[1412] For a sealed deck game tournament, each player receives a starter deck and three booster packs. ICE suggest using either 3 boosters from *Middle-earth: The Wizards*, or 1 booster from *Middle-earth: the Wizards* and two from either *Middle-earth: Dragons* or *Middle-earth: Dark Minions*. No other cards are allowed in the play area besides the cards received from the Tournament Coordinator. Tournament coordinators should feel free to enforce this policy any way they see fit.

Each player is allowed 45 minutes to construct a deck for a 1-deck Game. It will have to determined if standard or starter rules are being used by the tournament coordinator. It should be noted that on average, seven cards (not counting region cards) from each player's set of cards will not be playable at all. Players should be aware of this extra baggage when constructing their decks. If a player does not have 25 playable hazards or resources, he or she should play with all that he or she does have, and still play with 25 of the other.

Players may exchange cards between his or her deck and the set of cards he received but did not use between rounds. Such exchanges must be completed in the time allotted between rounds and may not interfere with the running of the tournament (i.e., when the Tournament Coordinator announces that the players are to pair up and begin the next round, players must immediately stop exchanging cards and get ready to play the next round).

The Challenge Deck Game

Each player brings a Challenge Deck to the tournament, or purchases one at the tournament. No cards may be added to or removed from the deck, and all cards in the deck must contain the proper icon for that deck. Standard rules should be used for the tournament, and it should be run as a 2-deck tournament.

The Resource/ Character Scenario Game

It is recommended that resource/ character scenarios be considered by a tournament coordinator who has the means of communicating to all players in advance what the pool of scenarios will be for the tournament. It is suggested that the coordinator

1412. [*METW*, 16].

post (in advance) three resource/character scenarios that will be used for the tournament. Each player comes to the tournament with a deck constructed for his or her chosen scenario.

Present Official Scenarios— Presently, the three scenarios for official Council event tournaments are:

- *A Hobbit's Quest* (found on page 72 of the *Middle-earth: The Wizards Companion*)
- *Barrels out of Bond* (found on page 66 of the *Middle-earth: The Wizards Companion*)
- *The King beneath the Mountains* (found on page 67 of the *Middle-earth: The Wizards Companion*)

Resource/character scenario game tournaments can be run within the same tournament Swiss System structure as the other Free Council games (which are the games presented in the rulebook). Each player attempts to complete the victory conditions of his or her chosen scenario instead of playing for the Free Council. After starting characters are revealed, each player must announce to the opponent which scenario he or she has chosen. The opponent then knows what victory conditions the player is trying to achieve.

Other resource/character scenarios can be used if approved by the Council of Lórien. To obtain permission, the tournament coordinator must submit a written proposal for the scenarios he or she proposes to use. Original scenarios so submitted become the property of Iron Crown Enterprises, which may choose to publish them (with credit to the original designer).

Time Limit— For a Resource/Character Scenario tournament game, time is called after one hour. If, at this point, no player has achieved the victory conditions for his or her scenario, the player who currently is taking his or her turn finishes the turn. If the opponent did not have the first turn, the opponent then takes one final turn (i.e., both players get the same number of turns). Assuming in the interim no player achieves the victory conditions for his or her chosen scenario, the winner is the player who achieves the higher "rank" as indicated by his or her specific scenario.

Ties— If both players have achieved the same «rank» as indicated by the specific scenarios, the players tie. Each receives 3 tournament points.

Tournament Points— A player is awarded a number of tournament points in a resource/character scenario game for the following game results:

- Achieving the victory conditions of his or her chosen scenario—6.
- Achieving the higher rank at the game's end—4.
- Tying—3.
- Losing with a lower rank at the game's end—2.
- Losing if opponent achieves his or her victory conditions—0.

COMMON "HOUSE RULES" FOR TOURNAMENTS

Some tournaments deviate (slightly) from the normal tournament rules. Such house rules should in all cases be clearly announced; so read your tournament's announcement to find out. Some of the most common deviations are listed here for easy reference. **These are not official rules: each of these rules is only in effect if the tournament announcement clearly states so.**

Sealed

Use all sites— Many find the limited means of sealed a special challenge and charm. Some find it a bit over the top and vividly remember drawing several factions and other resources

they couldn't play because they didn't draw the matching sites. Therefore in some sealeds it is allowed to use all sites. A downsite is of course that the sites you do draw don't give you any advantage at all.

If you go to a sealed like this you should bring your location deck from home if possible, for convenience. Not having a copy of your own with of each site should not limit you though.

Add one proxy site to sites drawn— Another, probably more balanced way to enhance the sealed experience is to allow one proxy site; just one. Other than that you have to make do with what you draw.

When you are done making your deck you can choose one site and add it. This site remains fixed for the tournament. Usually a proxy is made from a superfluous region or site card.

Constructed

Balrog character trickses are limited to two minders— It is widely believed that the Barlog, being the last set ICE introduced, is a bit too powerful and would have been rebalanced by new cards and errata by now, had ICE still been around to do so. Some players went over the set looking and found the ease with which *The Balrog* throws in fresh characters worth marshalling points and all the most disturbing. They suggest to limit *The Balrog*'s ability to play characters from dicard pile or sideboard to characters with a maximum of two mind (instead of three mind). So *The Balrog*'s rules on playing characters read like this:

- During his organization phase, a Balrog player may bring into play (and/or remove from play) up to two characters—one of these characters must be non-unique. The normal requirements for bringing into play (or removing from play) a character must still be met.
- When a Balrog player brings into play a non-unique character with a mind of 2 or less, that character may come from his hand, his discard pile, or his sideboard.

The suggestion is detailed here on the forums. We'd appreciate it if you'd use that thread to share your experiences with tournaments that used this rule.

And More

These are just the most commonly used ones we're aware of. Many more are waiting for you to try them, comment on them and contribute to them on the forums of the websites:

- meccg.com
- councilofelrond.org

CHAPTER VII

Solitaire Rules & Scenarios

But the cries of the others got steadily further and fainter, and though after a while it seemed to him they changed to yells and cries for help in the far distance, all noise at last died right away, and he was left alone in complete silence and darkness.

—Hob

SOLITAIRE RULES

Getting Started

Place all of your hazard cards in one shuffled deck:[1413]

- ***Variant #1:*** Have someone construct a hazard deck for you.
- ***Variant #2:*** Construct several "well-tuned" hazard decks of approximately 25 cards each, then play against each one.

Your play deck has no hazards and must have at least 30 cards. Your hand size is only five cards.[1414]

During Play

Proceed normally, except for the following exceptions:[1415]

- There is no opponent's player turn.
- Whenever you would draw or discard to get a hand of 8 cards, you now draw or discard to get a hand of 5 cards.
- During the movement/hazard phase, you draw and discard normally for each company.

Playing Hazards

During the movement/hazard phase, for each company, you draw hazard cards equal to 2 plus twice the number of hazard cards normally drawn for that site. Then you must play as many of those hazard cards as you can within the hazard limit for the company. You should play the hazards in the fashion that is most disadvantageous for your companies. Any cards requiring *Doors of Night* are saved and played when a *Doors of Night* is drawn.[1416]

- ***Variant A:*** Follow these guidelines when playing hazards:[1417]
  1. Start the game with 5 hazard cards face down in a row.
  2. When a company begins its movement/Hazard phase, draw the normal number of Hazard cards specified by the new site. Place these cards face down at the end of the row of hazard cards.
  3. Then, turn over cards from the front of the row until a number of "legally playable"

1413. [*MELE, 72*].
1414. Idem.
1415. Idem.
1416. Idem.
1417. [*Middle- earth: The Wizards Companion, 41*].

cards equal to the hazard limit are face up or until you have turned up all of the cards in the row.

4. If a hazard card (β-card) is only playable after one of the other cards (f-card) is played, move the f-card so that it is directly in front of the β-card. Similarly, if a hazard card (β-card) receives a bonus only after one of the other cards (f-card) is played, move the f-card so that it is directly in front of the β-card.
5. Then, play a number of cards equal to the hazard limit (from the front of the row) on the moving company. When assigning strikes as the attacker, you should try to tap all of the characters if the group is moving to a non-Haven site and to eliminate weaker characters otherwise.
6. If the row has more than 5 cards at the end of a moving company's movement/hazard phase, discard cards from the front until there are only 5 cards left.

- ***Variant B:*** As Variant A, except that: if a Nazgûl appears in a row, play it as a permanent-event. As long the Nazgûl is a permanent-event, the base size of the hazard row is increased by one (to a maximum of 9).[1418]

Object of the Game

The object of the solitaire game is to accumulate as many marshalling points (MPs) as you can by the time you exhaust your play deck for the second time.

- ***Variant I:*** The object of the game is to accumulate 20+ MPs in the fewest number of turns.[1419]
- ***Variant II:*** As Variant #1 above, except that you may make corruption rolls and go to a Council when you have accumulated 20+ points (see pages 28-30). You may lose marshalling points due to failed corruption checks, and your MPs may be modified as outlined on page 30. To "win" you must have a MP total greater than: [4 + (# of turns taken) x 2]. E.g., to win on turn 5, you need more than 14 MPs.[1420]

1418. [*Middle- earth: The Wizards Companion, 41*]
1419. Idem.
1420. Idem.

MECCG SCENARIO

HERE BE DRAGONS

Fire leaped from thatched roofs and wooden beam-ends as he hurtled down and past and round again, though all had been drenched with water before he came. Once more water was flung by a hundred hands wherever a spark appeared. Back swirled the dragon. A sweep of his tail and the roof of the Great House crumbled and smashed down. Flames unquenchable sprang high into the night. Another swoop and another, and another house and then another sprang afire and fell; and still no arrow hindered Smaug or hurt him more than a fly from the marshes..

—Hob

INTRODUCTION

For countless generations, Dragons have served as a focus for the terror and anger of the populations of Rhovanion and other parts of Middle-earth. Creatures of legend sprung from the very ground of the Withered Heath, they wing their way south into the lands of Men, Dwarves, and Elves, laying waste to whole regions, and gathering treasures untold their lairs.

Here Be Dragons is a comprehensive scenario for two or more players, any or all of whom may choose to be Dragon players. Those players who do not choose to be Dragons may be Wizards, Ringwraiths, or Fallen-wizards (or Sauron), as their desires dictate. Each Dragon player must choose a different Dragon to play—this should be decided before the players construct their decks.

> ***Note:*** Players playing wizard, ringwraith, or fallen-wizard decks should follow their own standard rules when dealing with their companies, victory conditions, and so on. The information below deals with specifics for the Dragon player.

A Dragon Player's Objectives

You are the most magnificent creature to walk Middle-earth, or so you believe. None can withstand the power of your breath, claw or tooth. Whole villages tremble when your winged shadow passes over them. No mere Man or Dwarf or Elf dare oppose you. You are a Dragon.

As a Dragon player, your desires are simple: to garner an infinitude of treasure to build your hoard, to feast well on the tastiest flesh, and to protect yourself from the encroachment of others into your domain—whether Man, Dwarf or Dragon. So collect as many treasures as you can, feast on the beasts of the wild (or on unwary travelers), and destroy every town and village you encounter. The stronger and more powerful you become, the less likely that you will be disturbed when you settle in on your bed of riches for a long, deep sleep.

A Dragon Player

A Dragon player acts as a Ringwraith player. Any card and rules text applying to a Ringwraith also applies to a Dragon character (e.g., if a card refers

to a Ringwraith, it now applies to "a Ringwraith or a Dragon character").

However, instead of using the special rules listed on page 59 of the *MELE* rules (or wherever else these rules may appear), a Dragon player uses the following special rules:

- A Dragon character has zero direct influence.
- A Dragon character has the warrior skill.
- See later sections for more on your Dragons movement and combat capabilities.
- A Dragon character may carry up to two items (including rings) but may not be used them (i.e., an item has no effect on a Dragon character's company or on his attributes and abilities).
- A Dragon character never makes corruption checks and corruption cards may not be played on a Dragon character.
- A Dragon character may not have allies or other characters in his company (unless at his Darkhaven [✸]).
- Your Dragon's company is overt.

Note: Rules and cards for Dragon players in tournament play will be introduced in *Middle-earth: The Dwarf-lords*™.

THE VICTORY CONDITIONS

As a Dragon player, you may win if your opponent is eliminated or if you have the most marshalling points at the Diet of Wyrms (i.e., for you this is equivalent to the Audience with Sauron). Though you are considered to be a minion player, you need not play *Sudden Call* to call the Diet of Wyrms—you call it as a Wizard player calls the Free Council.

However, at least half of your marshalling points (MPs) must come from hoarded (stored) items, creature kills, and destroyed sites—whether calling the Diet of Wyrms or tallying your final MP total.

GETTING READY TO PLAY

A Dragon player prepares for play just as a Ringwraith player does, with the following exceptions:

Your location deck and sites— Your location deck may include one copy of each of the minion site cards with the following exceptions:

- Instead of the normal minion site cards, use hero site cards for:
  - » Moria, Carn Dûm, Dol Guldur, and Minas Morgul
  - » All Dark-holds [▟] (Barad-dûr, Cirith Ungol, and Cirith Gorgor)
- You may include multiple copies of the site at which your Dragon character's card may normally be played as a hazard (i.e., your Dragon's Lair). This site is a Darkhaven for your companies with the following additional effects:
  - » It has no automatic-attack for your companies.
  - » Nothing is playable there by them that would normally tap the site.
  - » If one of your companies is at this site, all attacks against it are cancelled.

Your starting company, play deck, and sideboard— Your starting company and play deck (and your sideboard) may be constructed like any other Ringwraith's—with the following exceptions:

- Instead of three Ringwraith cards, you may include up to three copies of one unique Dragon creature. This is you or "your" Dragon, and the

uniqueness rules apply as though these were Ringwraith cards.
- Only minion characters with a mind less than 6 can be included.
- A Dragon player may not include any of the following cards:

Cards that cannot be included	
Above the Abyss	*Open to the Summons*
Bade to Rule	*Orders from Lugbúrz*
Black Horse	*Padding Feet*
Black Rider	*Sauron*
By the Ringwraith's Word	*The Balrog* (character)
Creature of an Older World	*The Black Council*
Fell Rider	*The Ring Leaves its Mark*
Helm of Fear	*The Fiery Blade*
Heralded Lord	*The Lidless Eye*
Kill All But NOT the Halflings	*They Ride Together*
Morgul-blade	*Use Your Legs*
News of the Shire	*While the Yellow Face Sleeps*
Ringwraith cards	
Others manifestations of your Dragon character	

Your starting site— Your starting company must begin play at your Darkhaven (i.e., your Dragon's Lair).

MOVEMENT

For a Dragon player, the following special rules apply to movement:
- Your companies can never use starter movement.
- When one of your companies moves to a site, you and your opponent draw cards based upon the site being moved to. This applies even if moving to your Darkhaven.
- Your Dragon is not burdened with a Ringwraith's movement restrictions. (e.g., he may move to non-Darkhaven sites without having a special resource card).
- Your Dragon may not move using Free-domains [] and Border-lands [].
  - » If *Doors of Night* **and/or** *Dragon's Desolation* is in play during your organization phase, your Dragon may move using Border-lands.
  - » *If Doors of Night* **and** *Dragon's Desolation* are in play during your organization phase, your Dragon may move that turn using Free-domains.
- Your Dragon may always move using Free-domains and/or Border-lands in order to move away from a site he reached using the same Free-domains and/or Border-lands.
- If your Dragon is Bairanax, Daelomin, Scorba, or Smaug, he may move up to 5 regions instead of only 4. However, any rolls that he makes to move between adjacent Under-deeps sites is modified by -3.
- If your Dragon is Agburanar, Itangast, Leucaruth, or Scatha, any rolls that he makes to move between adjacent Under-deeps sites is modified by +3.
- If your Dragon is Earcaraxë, he may move up to 5 regions instead of only 4 if at least two of those regions are Coastal Sea [].

MARSHALLING POINTS

As a Dragon player, you receive marshalling points (MPs) as a Ringwraith, except for the following:

Items— Items may only be stored at your Darkhaven [✸]. Items which are not stored are only worth half (round down) of their printed marshalling points.

Creature Kills— Dragon players receive kill MPs for defeating any hazard creature, regardless of whether or not the creature has an "*" next to its MPs.

Destroying Sites— Dragon players receive extra marshalling points for destroying Free-holds and Border-holds. Dragon players receive an additional MP for *Burning Rick, Cot, and Tree* and *Smoke on the Wind*.

COMBAT

Your Dragon's prowess is equal to the power printed on the card minus 7 (you will roll 2d6 and add the result to the Dragon's prowess during combat). Your Dragon's Body is as printed on the card.

Your Dragon receives a number of strikes as printed on his card, which are usable in the following manner:

- In company vs. company combat, each of your Dragon's strikes is assumed to be a separate character. If any of your Dragon's strikes is "wounded", your Dragon is wounded. All of your Dragon's strikes must be defeated for your Dragon to be defeated.
- Otherwise, since your Dragon is the only character in his company, an attack against him is resolved as a single strike (excess strikes for the attack increase the strike prowess). Each of the strikes that your Dragon's has in excess of one gives your Dragon +1 prowess and +1 body.

DRAGON RESOURCES

A Dragon player may use the following hazard cards as resources, playable on his Dragon:

Dragon resources
Deftness of Agility
Passion of Wrath
Prowess of Age
Prowess of Might

When *Dragon's Desolation* is played, it gives +2 prowess to your Dragon for the rest of the turn. Alternatively, if it is played during your organization phase, your Dragon may move that turn using Border-land—if *Doors of Night* is in play, he may also move using Free-domains.

The following enhancers may be played as resources on your Dragon engaging in company vs. company combat in addition to *Dragon's Desolation*, *Passion of Wrath*, *Prowess of Age*, and *Prowess of Might*:

Dragon resources (only on CvCC)
Deftness of Agility
Dragon's Blood
Dragon's Breath
Dragon's Terror
Half an Eye Open
Subtlety of Guile
Velocity of Haste

A Dragon player may also use the above cards as normal hazards (the player chooses which function the card will have when it is played).

MISCELLANEOUS

- If you are a Dragon player, your opponent may include any of hazards that are manifestations of your Dragon character.
- Rings are not automatically tested for a Dragon player at his Darkhaven.
- A Dragon player may not store anything at Barad-dûr.
- If your Dragon character is in play or has been defeated, your opponent may ignore all automatic-attacks at your Dragon Lair (i.e., the site corresponding to your Darkhaven).
- Resources which specifically target a Dragon attack (e.g., *Dragon-helm*) may be used in company vs. company combat against a Dragon character.

Additionally, those cards, such as *The Old Thrush* or *Black Arrow*, which normally affect hazard versions of the Dragon will affect the Dragon character as well (in company vs. company combat). For such cards, use the Dragon's prowess as printed on the card for determination of whether the card is usable, rather than their reduced prowess as a character.

FULL PLAYER TURN SUMMARY

Player's alternate taking tums, following the sequence outlined below. You may play resources any time during your turn, unless card text states otherwise. You may play hazards only during your opponent's movement/hazard phase. If both players wish to play cards at the same time, see "Chain of effects" on page 92.

1. Untap Phase

Perform the following steps in this order:

1. Untap your tapped character cards.
2. Heal any wounded characters you have at a Haven/Darkhaven [✡]. These characters move from wounded to tapped.
3. Untap all our non-character, non-site cards.

2. Organization Phase

You may perform the following steps in any order:

- Bring a new character into play at a Haven/Darkhaven [✡] or their home site, **or** reveal your avatar card:
  - » A **Wizard** may be revealed at Rivendell or his home site.
  - » A **Ringwraith** may be revealed at Minas Mogul, Dol Guldur, or his home site.
  - » A **Fallen-wizard** only may be revealed at his home site.
  - » ***The Balrog*** only may be revealed at the Under-gates.
- Reorganize your characters and companies, including changing followers and company composition (see page 47).
- Transfer and store items (see pp. 111 & 112).
- Place face down a new site card (or declare movement to a site already in play) for each company that you want to move (see page 63).

Note: All company composition changes, including reorganizing companies and bringing characters into play, must all be done at the same time during the organization phase. No other actions may be taken while you are making company composition changes.

3. Long-event Phase

During this phase do the following in this order:

1. Discard all of your resources long-events.
2. Discard all of your opponent's hazard long-events.
3. If you have any resource long-events in your hand, you may play them at this time.

Resource long-events may only be played during this phase. You may play hazard long-events during your opponent's movement hazard phase.

4. Movement/Hazard Phase

Each of your companies has a movement /hazard phase, even if it does not move. You choose the order to resolve your companies' movement/hazard phases. For each company, follow these steps in order:

1. If the company has a face down site card, turn it over. If the company is moving to a site that is already in play, tell your opponent what the site card is it. In both cases, this is your company's *new site*, and their current site becomes now their *site of origin*. If there is no new site, no cards are drawn.
   a. For the companies of Hero and Minion (non-*The Balrog*) players that move to a non-Haven site, players draw cards depending on the site that

the company is moving to (its new site). For the companies of Hero and Minion players that move to a Haven site, players draw card depending on the site that the company is moving from (its site of origin).

b. For the companies of Fallen-wizard and Balrog players, players always draw cards depending on the site that the company is moving to (its new site).

2. Your opponent plays hazards on the company (see pages 100-103). A number of hazards equal to the company's hazard limit (page 102) may be played. Hazards may not be played that target another company, or an entity associated with another company.

If a hazard requires the company to return to its site of origin, return the new site card to the location deck (discard it if tapped) if no other company is moving or located there, and proceed to **step 4** (the site of origin becomes again its current site). No additional hazards may be played on a company once it returns to its site of origin.

3. Remove the company's site of origin. Discard the site if it is tapped and not a Haven/Darkhaven [✡]. Otherwise return it to the location deck.

4. You must discard any cards in excess of your hand size in your hand; your opponent does the same for his hand. If you have fewer cards than your hand size, you must draw cards until your hand size (see page 20); your opponent does the same for his hand.

Note: The normal value of your hand size is 8. This value can be increased beyond eight by certain cards and abilities.

Once all of your companies have resolved their movement/hazard phases, any two of your companies at the same non-Haven/non-Darkhaven [✡] site combine (companies at Havens/Darkhavens [✡] may combine if they wish).

5. Site Phase

Your companies are now considered to be at their new site (that is, the new site becomes its current site).

Each of your companies has a site phase, and you may resolve them in any order you wish. **In order to do anything during the site phase, you must first enter the site and then face any and all automatic-attacks** listed on the site card (a character at his home site may tap to cancel one automatic-attack at his home site, but this does not apply if a character's home site is not a specific site—e.g., an Orc with an "Any Darkhold" home site may not cancel an attack in this fashion). See "Combat" on page 72.

Once you have entered the site, you may:

- Play an item, faction. ally, or any other resource playable at the site. Play an items, faction, or ally requires an untapped character and can only be played at an untapped site—unless specifically allowed at a tapped sites ontheir card. See "Playing Resource Cards (Non-events)" on page 95.

  If a resource card that taps a site (e.g., ally, faction, item, information, etc. is successfully played at a site), one additional character may tap to play a minor item.
- Influence your opponent's resources or (non-avatar) characters at the site—if you not have declared company vs.company combat this turn (see below). See "Influencing an Opponent's Resource", p. 87.
- Attack your opponent's company at the site. See "Company vs. Company Combat" on page 80.

5. End-of-Turn Phase

During the end-of-turn phase, you may discard one card. Then you must draw or discard cards until your hand size. You must discard the card before you reset to hand size. Note that some effects can increase or decrease the number of cards in your hand.

COMBAT & STRIKE SEQUENCE

The resolution of a declared attack initiates *combat*, during which actions may be taken by either player according to the normal rules for the turn phase in which the combat is taking place (unless otherwise restricted). Combat proceeds through the following steps in order:

Step 1

Pre-assignment actions: The resource player may take resource/character actions, and the hazard player may take hazard actions (if combat is taking place during the movement/hazard phase —played hazards still counting against the company's hazard limit), that would cancel the attack or modify attributes of the attack as a whole (e.g. the number of strikes, which player assigns strikes, the prowess or body of the attack…). Players cannot take actions that cancel the attack or modify the attack as a whole after this step, which continues until both players have finished taking actions prior to strike assignment.

Step 2

Defending player assigns strikes. The resource player may choose which untapped characters facing the attack will be assigned a strike. If the attack has an effect that the attacker chooses defending characters, this step is skipped. This step happens immediately, and cannot be responded to.

Step 3

Opponent assigns remaining strikes. The hazard player's assigns any remaining strikes to characters that have not yet been assigned a strike, up to the number of characters facing the attack. Excess strikes cannot be canceled. This step happens immediately, and cannot be responded to.

Step 4

The Strike Sequence. Once strikes are assigned, in an order determined by the resource player, a strike sequence is performed for each strike assigned to a character. Each strike sequence proceeds through the following teps immediately in order, during which the designated actions, **and only those actions**, (strike sequences don't follow immediately one after the other, meaning that players may also take actions before, between, and/or after Strike Sequences if the action would otherwise be legal during the current turn phase in which the attack resolved):

I. *Hazard player actions*. Hazard player may take hazard actions that would affect the resolution of the strike (if the attack is occurring during their opponent's M/H phase —played hazards still counting against the company's hazard limit).

II. *Allocating excess strikes*. Hazard player may allocate any not-yet-allocated excess strikes of the attack as -1 modifications to the prowess of the character facing the strike. If the strike being resolved is the last strike to be resolved from the attack, all not-yet-allocated excess strikes must be applied (because all strikes of the attack must ultimately be allocated).

III. *Applying -3 to stay untapped*. Resource player may apply a -3 modification to the prowess of the character facing the strike in order to prevent the character from tapping after the strike.

IV. *Tapping for +1 support*. Resource player may tap one or more of their untapped characters in the same company who hasn't been assigned a strike

(even if the supporter character wasn't allowed to face the attack) to support by applying a +1 modification to the prowess of the character facing the strike.

V. *Resource player actions*. Resource player may take resource/character actions that would affect the resolution of the strike, including playing up to one resource that requires a skill. Actions that would tap the character facing the strike but not otherwise affect the strike cannot be taken.

A strike may be canceled up until the strike roll has been made, even if the attack could not be cancelled.

VI. *Roll 2D6*. The strike is resolved by the resource player rolling 2D6 and adding the character's prowess after applying any modifications in effect, starting with modifications from the weapon that the character is currently using (if any) and then applying any other modifications in an order chosen by the character's player, including the following (which are still applied even if an alternate attribute is used instead of the character's prowess):

- Unwounded, tapped character: -1 prowess against the strike
- Wounded character: -2 prowess against the strike
- Each allocated excess strike: -1 prowess against the strike

VII. *Resolve the Strike*. The result of the modified roll is compared to the strike's modified prowess:

- If modified roll is greater than modified strike: The strike fails; the character facing the strike is tapped (unless a -3 modification was applied in step III) and the resource player initiates a body check against the strike. The strike is defeated if that body check fails; if the strike doesn't have any body, it is automatically defeated without rolling.
- If modified roll is less than modified strike: The strike is successful; the defending character is immediately wounded (which is considered synonymous with the strike succeeding) and then, after resolving any passive condition actions of the strike failing, the hazard player immediately initiates a body check against the character.
- If modified roll is equal to modified strike: The strike is ineffectual (i.e. the strike is not defeated) and the character facing the strike is tapped (unless a -3 modification was applied in step III).

Step 5

Resolve the Attack. When the final strike and all associated body checks and/or other actions have been resolved, the resolution of the attack concludes as follows:

- *Creature Attacks:* If any of the strikes were not defeated (or if no strikes were assigned), the creature is immediately discarded. If at least one strike was assigned and all assigned strikes were defeated, the creature is defeated and placed in the marshalling point (MP) pile of the resource player (unless detainment or taken as a trophy).

  Hero and Fallen-wizard players only get MPs from creatures without a "*" next to its marshalling points value.

  Minion players only get MPs from creaures with a "*" next to its MPs value.
- *Automatic and Rescue-attacks:* If at least one strike was assigned and all assigned strikes were defeated, the attack is defeated. Creature cards played as automatic-attacks are immediately discarded.
- *Agent attacks:* If at least one strike fails, the agent is wounded and must make a body check. If the body check fails and all strikes are defeated, a defending Hero or Fallen-wizard player may place the agent in their own marshalling point pile to be counted as kill marshalling points; otherwise the agent is removed from play.

THE STRIKE SEQUENCE SUMMARY

Abbreviations: *RP: Resource player* *HP: Hazard player* *BC: Body check*

	Combat on M/H Phase	Combat on Site Phase	CvCC
	E.g., Creature attacks.	*Automatic-attacks*	*Combat vs. company combat*
1	After the attack declaration, the RP may take resource/character actions, and the HP may take hazard actions, that would cancel the attack or modify attributes of the attack. Played hazards still counting against the company's hazard limit.	After the attack declaration, the RP may take resource/character actions, and the HP may take actions (e.g., reveal on-guard cards), that would cancel the attack or directly affects the attack.	After the attack declaration, the defender may take resource/character actions that would cancel the attack or modify the mechanics of the attack (e.g., play *Ruse*).
	If the attack is faced, continue with the next step. If the the attack is canceled, go to step 5. After this point the attack cannot be canceled.	*If the attack is faced, continue with the next step. If the the attack is canceled, go to step 5. After this point the attack cannot be canceled.*	*If the attack is faced, continue with the next step. If the the attack is canceled, go to step 6. After this point the attack cannot be canceled.* *The defender is considered to be facing a single attack with one strike for each character in the attacking company.*
2	The RP may choose which untapped characters facing the attack will be assigned a strike.	The RP may choose which untapped characters facing the attack will be assigned a strike.	The defender chooses which their untapped characters will face an strike.
3	The HP assigns any remaining strikes to characters that have not yet been assigned a strike, up to the number of characters facing the attack.	The HP assigns any remaining strikes to characters that have not yet been assigned a strike, up to the number of characters facing the attack.	The attacker chooses which other defending characters not yet assigned a strike will face any remaining unassigned strikes from his untapped characters.
4	**The strike sequence begins.***	**The strike sequence begins.***	The defender assigns any remaining strikes to his characters that have not been assigned strikes.
I	The HP may take hazard actions that would affect the resolution of the strike (and still counting against the company's hazard limit).	...	
5			**The strike sequence begins.***
I			The attacker may take resource actions that affect the strike.
II	The HP may allocate any not-yet-allocated excess strikes of the attack as -1 modifications to the prowess of the character facing the strike.**	The HP may allocate any not-yet-allocated excess strikes of the attack as -1 modifications to the prowess of the character facing the strike.**	The attacker may allocate any not-yet-allocated excess strikes of the attack as -1 modifications to the prowess of the character facing the strike.**
III	The RP may apply a -3 modification to the prowess of the character facing the strike in order to prevent the character from tapping after the strike.	The RP may apply a -3 modification to the prowess of the character facing the strike in order to prevent the character from tapping after the strike.	The attacker and the defender may apply a -3 modification to the prowess of the characters in order to prevent them from tapping after the strike.
IV	The RP may tap one or more of their untapped characters in the same company who hasn't been assigned a strike to "support" by applying a +1 modification to the prowess of the character facing the strike.	The RP may tap one or more of their untapped characters in the same company who hasn't been assigned a strike to "support" by applying a +1 modification to the prowess of the character facing the strike.	The defender may tap one or more of their untapped characters in the same company who hasn't been assigned a strike to "support" by applying a +1 modification to the prowess of the character facing the strike.
V	The RP may take resource/character actions that would affect the resolution of the strike, including playing up to one resource that requires a skill.***	The RP may take resource/character actions that would affect the resolution of the strike, including playing up to one resource that requires a skill.***	The defender may take resource actions that would affect the strike, including playing up to one resource that requires a skill.***
VI	The strike is resolved by the defending player rolling 2D6.	The strike is resolved by the defending player rolling 2D6.	The strike is resolved by the defending player rolling 2D6.
5	When the final strike and the associated BC are resolved, the attack ends.	When the final strike and the associated BC are resolved, the attack ends.	
6			When the final strike and the associated BC are resolved, the attack ends.
X	The company is considered to have faced the attack.	The company is considered to have faced the attack.	

- ** Repeat steps I-VI for all assigned strikes.*
- *** If the strike being resolved is the last strike to be resolved from the attack, all not-yet-allocated excess strikes must be applied.*
- **** Actions that would tap the character facing the strike but not otherwise affect the strike cannot be taken.*
- *Two or more attacks declared at the same time must be resolved one at a time.*
- *An attack may not be canceled once its strikes have been assigned. A strike may not be canceled once the dice-roll for the strike has been made.*
- *CvCC can only happen during the site phase. Hero and Fallen-wizard companies may attack minion companies and vice versa. Overt Fallen-wizard companies may attack any company controlled by another player.*
- *See "Combat" on page 72 and "Combat vs. Company Combat" on page 80.*

Play Ringwraiths, The Lidless Eye also needs

HEROES

SAURON WANTS YOU FOR THE ARMY OF SHADOW

Feel the Nine Rings power, the breath of Sauron on your back and the ice-cold night wind as you ride to the victory

RINGWRAITHS ARE COOL. WIZARDS ARE MEDIOCRE. BALROG PLAYERS ARE COWARDS. THERE IS ONLY ONE CHOICE.

MIDDLE-EARTH COLLECTIBLE CARD GAME

ALL-IN-ONE RULEBOOK

Middle-earth Collectible Card Game (MeCCG) is an out-of-print collectible card game released by Iron Crown Enterprises (ICE) in late 1995. MeCCG is the first card game based on J.R.R. Tolkien's fictional universe of Middle-earth, with added content from ICE's *Middle-earth Role Playing Game*.

After his discontinuation in 1998, the international community of players has always set new standards and defined new rulings, and approving new support material that has been enhanced and strengthen on time the value of this game, by forging a greater level of informal cooperation which must be taken in account for its application in any game or tournament.

MeCCG All-in-One Rulebook compiles in a single volume all this material that has appeared over the years. The manual you hold in your hands has been drafted from the most recent rules published by ICE (*Middle-earth: The Lidless Eye*™ *Rulesbook*), text that now have been added the specific rules published with each of the different expansions of the game, discarding those who have become obsolete with the appearance of each official expansion. The resulting document has been completed with errata and clarifications that have appeared in the different guides published by ICE (*The Wizards Companion*, *The Wizards Player Guide*, *The Dragons Player Guide*, *Dark Minions Player Guide*, *The Lidless Eye Companion*, and *The Lidless Eye Player Guide*), together with any clarifications studied by the different NetRep teams of ICE (official) and Council of Elrond (after the game was discontinued), decision-makers over any conflict in the game.

We expect that this updated version of the MeCCG rules contribute to a coherent understanding and dissemination of its regulations and, consequently, will serve as a guide to assist in any game. We hope that it meets your expectations.

middle earth
COLLECTIBLE CARD GAME