

LORD-PLAYER RULES



“There are many powers in the world, for good or for evil,” said the wizard solemnly. “Some are greater than I am. Against some I have not yet been measured. But my time is coming. War is preparing!”

—The Fellowship of the Ring

The evil will of Sauron, infused with the malice of Morgoth, has ever sought to dominate the lands of Middle-Earth and all living beings in it, man, beast and plant alike. And if these did not yet succumb to his lust for power, it was not because of their unison in fighting the Lord of the Rings. For whether by the cunning and devises of Sauron, or by the nature of the Free Peoples themselves, seldom have they been united in their struggle against the Dark Lord.

Dwarves too often closed the doors of their mountain strongholds, denying aid to those in desperate need, caring naught for the world but for the treasures hidden within. Elves have likewise withheld their wisdom and powers from those of lesser mind, deeming them weak and feeble. They feel the fates of Elves and Men have been sundered by the Powers forever, and have distanced themselves even from the Three Houses of the Edain and their descendants. Some have withdrawn to the woods and keep to speaking with the Olvar and Kelvar, or to chanting the stars above. Others have forsaken Middle Earth completely.

And what of men? Men fight their petty wars and waste the short span of their lives on coveting the lands and possessions of their neighbours. Even the heirs of Númenor, splendid of old, who once brought down the Black Gates and forced Sauron to come forth, are withering away in their tombs of stone. Strength, valour and honour have been forgotten, or live only in songs sung by children.

Such are the times, when in the 30th century of the Third Age Sauron returns to Mordor and rebuilds his fortresses. When the Necromancer prepares to cover the lands in a second darkness, the Free Peoples find themselves on islands in the rising tide. Yet resist they will, for resist they must. And each Lord will look first for strength in his own race.

In Middle-Earth: *The Firstborn* (MEFB), Middle-Earth: *Durin's Folk* (MEDF), Middle-Earth: *Treason of Isengard* (METI) and Middle-Earth: *War of the Ring* (MEWR), you are given the opportunity to play a Lord of Elven, Dwarfven, or Mannish race. As such, this Lord is your avatar and you will compete with other Lords and Wizards over the valuable resources to defend your kingdom. You may play one of the following Lords:

Elf-lords: Círdan, Elrond, Galadriel, or Thranduil

Dwarf-lords: Balin, Dáin, Thorin, or Thráin

Atani-lords: Denethor, Elessar, Imrahil, or Théoden

The rules for playing an Elf-lord, Dwarf-lord, or Atani-Lord (i.e. Dúnadan or Man-lord) are for the larger part similar; where these rules differ for each set of Lords it will be indicated with EL, DL, or AL.

Being a Lord-player

When playing a Lord avatar, assume you are a Fallen-wizard player, unless specified otherwise below. For the purpose of playing and interpreting hazards, assume your Lord is a Wizard and Fallen-wizard (except for a number of cards, see appendix B). See also for more information the Middle-earth: *The White Hand* rules, and the *Dream-card General Rules*.

Nb. When you declare that you are playing a specific Lord, you may not play any other character manifestation of that Lord.

Nb. These rules apply only to hero Lord-players, not to Dragon-lord or War-lord players (see the *Dragon-lord & Grey Player Rules* file for those).

Getting ready to play

Declaring you are a Lord-player

You must tell your opponent(s) which Lord you are playing before the start of the game. They may replace any manifestations of your Lord and cards only playable on your Lord with an equal number of cards from their sideboard (replacing resources/characters/hazards for cards of the same type; reveal the removed cards). Any such manifestations and resources only playable on your Lord may not be played by any opponent, unless they play the same Lord.

Your Location Deck may contain:

- multiple copies of any Haven specific to your Lord and of Deep Mines;
- one copy of every stage site not specific to another avatar, except Isengard and The White Towers. Stage sites are sites with the light-grey template;
- one copy of every hero site, and one copy of every minion Free-hold, Border-hold, and Ruins & Lairs.

Nb. you may not use a non-Haven site if you have another version of the site in play or in your discard pile (except Deep Mines).

Your Deck (play deck, sideboards, and pool) may contain:

- one of each unique card (including cards with the same title);
- three of each non-unique hero resource or character card;
- three of each non-unique stage resource card;
- two of each non-unique minion resource or character card.

Furthermore, your play deck may normally not contain:

- resources specific to another avatar (unless these are also specific to your Lord);
- a number of specific cards listed in appendix A.

the following minion resources:

- minion magic resources; *EL:* Elf-lords may include spirit-magic resources
- minion factions; *EL:* may include minion Wolf factions
- minion allies; *EL:* may include non-overt minion allies (see the DC General Rules appendix 1 for a definition of overt allies)

Nb. As per General Dream-card Rule, you may not play cards you are not allowed to put in your play deck, and vice versa. However, such cards may be in your sideboard, as other cards might make them allowed for you to play (e.g. *Sulhelka* allows the play of *Bitter Cold*).

Starting Company and Playing Characters

- Your starting company may include up to 5 hero and minion characters.
AL: Atani-lords may start with up to 6 characters.
- You may normally not start with characters that are not of the same race as your Lord.
AL: may start both Man and Dúnadan characters.
- You may normally not play characters with mind 6 or more; this restriction does not apply to characters of the same race as your Lord.
AL: may play Man/ Dúnadan characters not of their avatar's race with mind up to 8.
- You may not play overt characters (see the DC General Rules), not even with the use of any resource (e.g. *Thrall of the Voice*).
- *DL:* Dwarf-lords may play Dwarf-lord avatar manifestations (other than their avatar) as normal characters. As avatar, a Dwarf-lord is not worth any marshalling points.





Starting Site

Your starting company normally begins play at your Lord's home site.

DL: Thráin starts at any of your *Dwarf-lord only* Havens.

The Victory Conditions

As a Lord you may win the game in two ways:

- If you have more marshalling points at the Free Council than any other opponent. The Free Council is handled normally, however, for your Lord it is called your *Day of Reckoning*, and your marshalling points reflect how far you have progressed towards completing your own agenda and your ability to safeguard your own people.
- If you recover *The One Ring*, play a Lord-specific card that states the conditions for you to win the game, and fulfill these conditions.

EL: Elrond may win the game by successfully playing *Gollum's Fate* or *Cracks of Doom*.

Marshalling Points

- Stage resources, as well as characters, factions and allies of the same race as your Lord are worth normal marshalling points to you. Any other card worth marshalling points is normally worth only 1 marshalling point to you. Marshalling points cannot be modified by hero or minion resource cards, unless specifically mentioned and allowed to by card effect (e.g. *Hoard Gathering* states it is worth full MP's to a Dwarf-lord).
- You do not receive marshalling points for cards stored at a non-Haven site that is not a hold of your race (see the DC General Rules, appendix 2, for a definition of holds).

Playing and using cards

Sites:

- When rules and non-site cards refer to a Haven, Darkhaven, or Wizardhaven, they apply instead to your Lordhaven.
- However, Lordhavens are not a Haven for the purpose of playing characters. You can only bring characters into play at your Lordhaven if it is their home site, or if card effect allows it (e.g. *Open to the Summons*).
Nb. *Thrall of the Voice* also allows a character to be played at one of your Lordhavens (see the DC General Rules, appendix 1).
- All Lord- and Fallen-wizard players must use stage versions of sites for their non-overt companies, *if* such a version exist *and if* they are allowed to use it.
Nb. In addition to those from ME:TW, *any* hero Haven (e.g. Rhûbar) is not considered a Haven to Lord and Fallen-wizard players.
- Agents that have the same race as an opposing Lord-avatar may move to any version of that Lord-avatar's Lordhavens.
- *EL:* Elf-lord companies may not move to Deep Mines from their Lord-specific Lordhaven.

Items:

- Unlike Fallen-wizard players, Lord-players may normally not use minion items. The following applies to the various Lord-players:
EL: may use any minion ring items, and may play these at hero sites.
DL: may use any minion non-ring items, and may play these at hero sites.
AL: may use any minion battle-gear items, and may play these at hero sites.

APPENDICES

A. You may not play the following cards as a Lord-player:

Hero resources:

Cracks of Doom, Gollum's Fate *EL*: Elrond Half-elven may play these cards
Favor of the Valar *AL*: Atani-lords may play this card
Hour of Need *AL*: Atani-lords may play this card
Saw Further and Deeper

Stage cards:

A New Ringlord
Bad Company, Great Ruse, Greater Half-Orcs, Half-Orcs
Keys of Orthanc
Keys to the White Towers *EL*: Elf-lords may play this card
Hidden Haven *EL*: Elf-lords may play this card
Mischief in a Mean Way *AL*: Atani-lords may play this card
Wizard's Myrmidon

Minion Resources:

Awaiting the Call, Hold Rebuilt and Repaired
Long Grievous Siege, Skies of Fire
No Better Use
The Iron-crown
World Gnawed by the Nameless

B. The following hazards may not be played on/ do not affect a Lord:

Cast from the Order
Fool's Bane *DL/AL*: may be played on a Dwarf-lord or Atani-lord
Foul Tooth Unsheathed
Longing for the West *EL*: may be played on an Elf-lord
Mask Torn
Stormcrow

C. Lists of clarifications:

Dwarven descent clarification: the following Dwarves gain a keyword:

- *Longbeard*: Balin, Dwalin, Dori, Nori, Ori, Fíli, Kíli, Gimli, Glóin, Óin, Dáin II, Thorin II, Drór, Fori the Beardless
- *Ironfist*: Gulla, Threlin
- *Firebeard*: Bifur, Bofur, Bombur, Bróin, Náin

Elven descent clarification: the following Elves gain a keyword:

- *Noldo*: Arwen, Elrond, Elrohir, Elladan, Galadriel, Gildor, Glorfindel, Anarin, Calendal
- *Sinda*: Celeborn, Cirdan, Galdor, Legolas, Thranduil, Nimloth
- *Nando*: Arinmîr, Haldir, Orophin, Elwen
- *Silvan*: Annalena, Carambor, Hendolen

- *Ancient Dwarf-ruins*: the following sites gain the keyword *ancient Dwarf-ruin*:

- Carn Dûm, Dol Guldur, Gondmaeglom, Moria, Mount Gram, Mount Gundabad, The Lonely Mountain, Zarak-dûm

