

The goal of these rules is to persuade faction battles. Characters moving with the faction are expected to initiate CvCC the same turn or the next turn of the initial faction movement. Risk to these characters are reduced to encourage characters moving with the faction  
The rules are numbered to facilitate understanding.

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### Moving with a faction

Factions can move, using proper rules and cards (i.e. mustering). Characters can control a faction for benefits including:

1. Moving at start of the player's movement/hazard phase
2. Characters controlling a faction and his followers move with the faction
3. Characters moving with faction are either at or moving to a site
4. Creature attacks must be the same type of opposing faction in same regions or at same site no matter what the creature is keyable (except for Coastal Sea only creatures).
5. Hazards creating an attack (e.g. Cruel Caradhas) have no effect on faction or characters.  
[idea: may allow any attack to be detainment]  
Hazards can still be played such as Doors of Night and Lure of Nature.
6. Factions cannot help with combat.
7. Faction cannot use its ability after it has moved from its site of playing (i.e. Beasts of the wood). But can use its ability if it returns to the same site.
8. When moving with a faction, resources cannot be played as normal needing an untap or tap site during the site phase. Combat and Battle are the focused areas now.
9. Automatic-attacks have no effect on the characters moving with a faction.  
(e.g. Tidings of Bold Spies has no effect, At Home)
10. Characters can move in unison with a faction, but have separate movement/hazard phases that are normal.

The characters are limited to actions such as playing resources tapping the site during the site phase. Therefore, safety is added when moving with a faction.

Clarification: [1,2,3]

*Example:*

- [1,2] Indur the Ringwraith on an Oliphaunt with Swift Onset in play moves with Hathorians from site Tanith in region Hathor to region Koronande at the start of the movement/hazard phase. The faction can also be in the region Hathor when the controller moves.
- [3] Faction stays in region Koronande (could move to Korlan) and Indur the Ringwraith moves to Korlan for CvCC. Faction can either not battle or battle with a faction in the region.

Clarification: [4,5]

*Example:*

- [4] Hazard player has faction Kirani at site Korlan (or in region Koronande). Indur the Ringwraith's movement is through Border-land and a Jungle. Hazard limit of 2. Slayer cannot be played (slayer creature) and Ambusher cannot be keyed to Hathor (border-land), but can be keyed to Koronande (Jungle).
- [5] Trouble on All Borders is on Kirani. Its attack has no effect on Indur the Ringwraith's cards.

Clarification: [6]

*Example:*

[6] Ambusher is keyed to Koronande, a jungle. Hathorians cannot aide the Ringwraith or ally.

Clarification: [8,9]

*Example:*

[8] Indur the Ringwraith has moved to Korlan this turn with Hathorians. His site phase can only be either CvCC, CvCC & FvFC, or FvFC. Hathorians enter battle with Kirani in region Koronande. Indur the Ringwraith enters Korlan and no automatic-attacks are faced before the combat. Korlan allows major item play, but cannot be played without stealing the item first. But any item can be stolen as normal.

Clarification: [10]

*Example:*

[10] Indur the Ringwraith moves from Tanith to Korlan after Hathorians move to Korlan. The character has a normal phase including creatures and those not keyed due to opponents faction, faces automatic-attacks, taps to play an item, then CvCC.

### Characters able to control factions: 10/30/2016

{might removed this entirely, 100s}

101. Wizard, Ringwraith, Balrog, Dragon, Lord, warlord, leader
102. possessing a bonus to influence the faction by name or type (given on character card).
103. resource allows it
104. Only Aragorn II can control Army of the Dead
105. Dragon factions if moved to a site must have a character listed for [101] at that site.
106. A non-avatar character can control a number of factions equal to its mind stat

Clarification: [102]

*Example:*

[103] Dain can control Men of Dale since the character has +1 DI against Man factions.

Clarification: [105]

*Example:*

[105] Scatha Roused cares not for Beorn's House unless Hurog is at that site manipulating (bribing) the dragon into an attack for its own gain.

### Characters unable to control factions:

- Race with a negative standard modifier

## Faction Movement

201. Factions can normally move three regions
202. Flying factions can move four regions
203. A faction played in a mountain region can use mountain region if it can use region movement (i.e. it first needs Swift Onset)
204. Any faction can move out of a Desert region into a non-Desert region
205. Only factions played in a Desert region can move into a Desert region by choice
206. A non-animal faction playing at a site in a Coastal Sea can move with region movement from or to its home region, with a resource allowing region movement in play, using an adjacent non-Coastal Sea Region.
207. Factions with a home region not a Coastal Sea cannot use Sea movement.
208. Faction cannot enter a site if an enemy faction is in the same region unless the site is a battleground.
209. No more than 5 factions per alignment at a site or region.
210. A faction cannot move from a site to another region if an enemy faction is in the site of origin's region

Clarification: [206]

*Example:*

[206] Men of Sûlcoron can move from its home region Bay of Drel to either Elorna, Miredor, or Drel and back.

Clarification: [208,209]

This provides some protection against assaults at sites, adds to strategy and battleground sites.

*Example:*

[208] Felagrog sends six orc factions from the Misty Mountains towards Minas Tirith. Riders of Rohan is in the region Anorien. Felagrog's factions cannot enter Druadan Forest or Minas Tirith. Two factions are sent to Anorien. The other three are sent to Osgiliath.

Ren the Ringwraith sends five Orc factions to Osgiliath and three move to Anorien.

Lord Denethor has seven factions at Osgiliath, and five at Minas Tirith.

## Faction Battles

301. Battles between factions will mirror that of CvCC (FW vs. hero, 12 SP or more, Prone to Violence)
302. Dragon factions can use their normal attack ability to choose defenders overriding cards or wounded/tap status
303. Factions can tap or stay untap as characters (-3 modifier)
304. -1 prowess for a tapped faction
305. -2 prowess and -1 body for a wounded faction
306. One faction attacks another. +1 prowess for each excess faction that taps.
307. Body checks are modified by adding each increment of 5 between final prowess
308. At the end of a battle, any untapped faction available for battle can assign its strike. Untapped defenders assign first as usual.
309. A character can successfully influence one of his wounded factions to heal it to tap. No effects such as a site or Ioreth are applied to faction healing.

Clarification: [307]

*Example:*

[307] Hero Easterlings final prowess is 19. Orcs of Udun rolls to have 13 prowess. Body check to the orcs is +1 ( $19-13=5$ ,  $6/5=1$ )

Clarification: [308]

This rule speeds the destruction of factions to declare a winner.

*Example:*

[308] Bozishnarod.8@6, Visi.8@7 and Half-Trolls.10@9 move to Bosiri. There is already the hero factions Sirani.10@8, and Dwarves of Mablad-dûm.9@7.

Sirani assigns strike to Bozishnarod. Dwarves assign strike to Half-trolls. Visi does not tap for support. Each faction, but Visi, taps for battle. Both minion factions are either wounded or killed. Instead of ending the battle, Visi assigns strike to Bozishnarod either tapping or not tapping. If Visi does not tap and still is not wounded after this strike, Visi can attack again and to either hero faction.

## Battleground

- 401. Battleground sites have no limits on faction quantity *moving* to site
- 402. Calvary factions have +1 prowess versus Infantry factions
- 403. Heavy factions have +1 body versus Infantry factions
- 404. No company composition limits unless companies join at start of site phase (e.g. multiple leaders, elves with orcs, Ringwraiths at same site but in different companies)
- 405. Full round of battles when a player engages his turn

Clarification: [401]

*Example:*

[401] Lord Denethor uses his stage event to make Sackville a battleground site (Battle of the Spoons). Hosts of orcs and men are at that site. The event is discarded, but the nine orc factions and 11 man factions do not need to move away when the status changes.

Clarification: [405]

If you want a winner, then keep fighting

*Example:*

[405] Lord Denethor has factions at Osgiliath. Ren the Ringwraith sends orc factions to that site for battle. Ren is the “attacker.” Instead of ending the site phase for battles, Lord Denethor has the option to be the “attacker.”

Before Ren has his turn again, Felagrog enters the fray at Osgiliath. Felagrog is the “attacker.” Ren is given the choice to be the “attacker” next. Either way, Lord Denethor is given the chance to be the “attacker.” This site phase can have three battles.

Now, when Lord Denethor has his turn he can enter battle or not at Osgiliath. If not, then no more battles at the site that turn. But if yes, then it goes Denethor, then Felagrog, then Ren for that site phase.

**PRACTICE FATE GAME in order of play. Number is the turn number.**

12. **REN THE RINGWRAITH**

Nurniags move to Nurad through Nuriag from Nurn.

12. **VALDACLI**

Faction movement.

Men of Mirëdor, region, Bay of Drel+Elorna+Hyarn

Men of Sûlcoron, region, Miredor+Elorna+Hyarn

13. **REN THE RINGWRAITH**

Nurniags move to Orgothraath through Chey Sart from Nurad.

13. **VALDACLI**

Faction movement.

Men of Mirëdor, region, Hyarn+Cleft of Goats+Usakan

Men of Sûlcoron, stay, Hyarn

Clans of Pel, region, Pel+Mag+Tumag

Clans of Pel, region, Pel+Drel+Miredor

14. **INDUR THE RINGWRAITH**

Orcs of the Yellow Mountains move from Bosiri through Dushera to site Thorion in Tanturak; a battleground site.

14. **ADUNAPHEL THE RINGWRAITH**

Faction move.

Bozishnarod moves from Ûrêzâyan in Felayja to Mardruak.

Black Numenoreans moves from Harondor through Hyarmenfalas to Mardruak.

Cult of the Eye discarded.

Umbarean Corsairs moves from Hyarmenfalas to Mardruak

14. **REN THE RINGWRAITH**

Nurniags move to Ammu Baj through Chy from Orgothraath.

14. **PALLANDO**

Faction Movement:

Sirani moves from Kirmlesra to Isra to Chennacatt.

Dwarves of Mablâd-dûm move from Yellow Mountains ES to Chennacatt.

Junast's Guard moves to Chennacatt from Seznebab from Bozisha-Dar.

14. **VALDACLI**

Men of Mirëdor, region, Usakan+Bosiri

Clans of Pel, region, Tumag+Usakan+Bosiri

Men of Sûlcoron, stay in Hyarn.

Clans of Pel, region, Miredor+Elorna+Hyarn

15. **AKHORAHL THE RINGWRAITH**

Vîsi moves from Bozisha-Dar through Seznebab to Curinshiban.

Half-Trolls moves from Seznebab to Curinshiban.

[Logic is to win battles. Chennacatt has stronger hero factions. Funnel the hero factions to Thorion, which is a battleground site.]

15. **INDUR THE RINGWRAITH**

Mumakaniril moves to Tanturak through Koronande from Mumakan.

15. **ADUNAPHEL THE RINGWRAITH**

Faction move.

Bozishnarod moves to Bellazen through Felayja from Mardruak.

Black Numenoreans moves to Bellazen through Felayja from Mardruak.

Umbarean Corsairs moves to Bellazen through Felayja from Mardruak.

15. **REN THE RINGWRAITH**

Nurniags move to Kirmlesra through Harshandatt from Ammu Baj.

15. **VALDACLI**

Faction movement. All move to site Thôrion.

Men of Mirëdor, region, moves to Usakan from Bosiri.

Clans of Pel, region, moves to Usakan from Bosiri.

Men of Sûlcoron, moves to Usakan through Cleft of Goats from Hyarn.

Clans of Pel, region, moves to Usakan through Cleft of Goats from Hyarn.

## FACTION BATTLES

USAKAN at Thôrion

u.Men of Mirëdor.10@7+Usakan

u.Men of Sûlcoron.8@7+Usakan

u.Clans of the Pel.6@5+Usakan

u.Clans of the Pel.6@5+Usakan

u.Mûmakaniril (Mûmakani).15@10+Usakan

u.Orcs of the Yellow Mountains.7@5+Usakan

Men of Mirëdor	3(5)	10	7	Heavy Infantry	u
Men of Sûlcoron	1(*)	8	7	Heavy Infantry	u
Clans of the Pel	1*	6	5	Light Infantry	u
Clans of the Pel	1*	6	5	Light Infantry	u
Mûmakaniril (Mûmakani)	2(5)	15	10	Heavy Calvary	u
Orcs of the Yellow Mountains	2	7	5	Light Infantry	u

Orcs v Men of Miredor.

Mumakaniril v. Men of Sulcoron

Both Clans of Pel tap to support Men of Sulcoron.

Orcs, u, 7p+12roll=19

Men of Miredor, 10p+5roll, bc.9, killed.

Alliance of the Free Peoples discarded.

Mumakaniril, u, 15p+1.calvary+3roll=19

Men of Sulcoron, u, 8p+2sup+8roll=18, wounded, bc.6, alive.

Valdacli

5	8
9	6

Indur

12	3
9	6

Valdcli Turn 15 continues.

Battleground effect. Indur now counterattacks. Valdacli is the defender.

All tapped.  
Clans of Pel v Orcs of YM  
Clans of Pel v Mumakaniril

Orcs, t,  $7p-1t+12\text{roll}=18$   
Clans of Pel,  $6p-1t+6\text{roll}=11$ , wounded, bc.  $2\text{roll}+1.(18-11)=3$ , alive.

Mumakaniril, t,  $15p+1.\text{calvary}-1t+7\text{roll}=22$   
Clans of Pel, t,  $6p-1t+7\text{roll}=12$ , bc.  $8\text{roll}+2(22-12)=10$ , killed.

Valdacli

6	10
4	4

Indur

12	7
2	8

[This battle has gone as expected. Valdacli had a chance to kill, but failed]

END

15. **Pallando**

**FACTION MOVEMENT**

Nar's Folk moves to Kirmlesra through Isra from YM-Eastern Spur

Sirani moves to Thorion in Usakan through Bosiri from Chennacatt.

Dwarves of Mablad-dûm moves to Thorion in Usakan through Bosiri from Chennacatt.

Junast's Guard moves to Thorion in Usakan through Bosiri from Chennacatt.

**CURRENT STATUS, before Pallando engages in battles for his Turn 15.**

Endurance of Stone is in play.

Pallando	Valdacli
u.Sîrani.10@8+Usakan	
u.Junast's Guard.9@6+Usakan	killed.Men of Mirëdor.10@7+killed15
u.Nâr's Folk.7@6+Kirmlesra	w.Men of Sûlcoron.8@7+Usakan
	w.Clans of the Pel.6@5+Usakan
u.Dwarves of Mablad-dûm.9@7+Usakan	killed.Clans of the Pel.6@5+killed

Ren	Adunaphel
	u.Bozishnarod.8@6+Bellazen
u.Nûrniags(M).8@6+Kirmlesra	u.Black Numenoreans.10@8+Bellazen
	u.Umbarean Corsairs.10@8+Bellazen
Akhorahil	
	Indur
u.Half-Trolls.10@9+Curinshiban	t.Mûmakaniril (Mûmakani).15@10+Usakan
u.Vîsi.8@7+Curinshiban	t.Orcs of the Yellow Mountains.7@5+Usakan

Pallando has the choice to send his factions in Seznebab to avoid the Mumakaniril for a turn, but that would be four strong factions. Then Turn 16 has Akhorahil's two factions, Ren's single faction, which can be beaten engaging. Adunaphel's factions are two turns away. Turn 16 can then move Men of Ciryataire enter the fray and Turn 17 the Dwarves of Blackflame. However, Pallando has characters near Usakan to heal the factions on Turn 16.

## Faction battle in Kirmlesra

Pallando

DWARF	Nár's Folk	1(*)	7	6	Heavy Infantry	u
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Ren the Ringwraith

MAN	Nûrniags(M)	2	8	6	Light Calvary	u
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Dwarf faction is worth now 3 MP with three dwarf-holds in play in the Sunlands/Uttersouth.

u.Nár's Folk.9@6+Kirmlesra

u.Nûrniags(M).8@6+Kirmlesra

Nár's Folk v. Nûrniags

Nár's Folk, u, 9p + 10roll = 19

Nûrniags, u, 8p + 9roll=17, wounded. Bc.5, alive

Pallando

10
5

Ren

9
9

Pallando Turn 15 continue.  
 Faction battle at Thorion in Usakan a battleground site.

Pallando  
 u.Sirani.10@8+Usakan  
 u.Dwarves of Mablad-dûm.9@7+Usakan  
 u.Junast's Guard.9@6+Usakan

Indur  
 t.Mûmakaniril (Mûmakani).15@10+Usakan  
 t.Orcs of the Yellow Mountains.7@5+Usakan

Valdacli  
 w.Men of Sûlcoron.8@7+Usakan  
 w.Clans of the Pel.6@5+Usakan

MAN	Sirani	2(4)	10	8	Heavy Infantry	u
MAN	Junast's Guard	3	9	6	Heavy Infantry	u
DWARF	Dwarves of Mablad-dûm	2	9	7	Heavy Infantry	u
DUNADA	Men of Sûlcoron	1(*)	8	7	Heavy Infantry	w
MAN	Clans of the Pel	1*	6	5	Light Infantry	w
MAN	Mûmakaniril (Mûmakani)	2(5)	15	10	Heavy Calvary	t
ORC	Orcs of the Yellow Mountains	2	7	5	Light Infantry	t

Sirani (Junast's Guard taps) v Mumakaniril  
 Dwarves of Mablad-Dum v Orcs of YM

Sirani, u,  $10p+3sup+2roll=15$ , wounded, bc.  $+1+6roll=7$ , alive  
 Mumakaniril, t,  $15p-1t+1.calvary+9roll=24$

Dwarves, u,  $9p+9roll=18$   
 Orcs, t,  $7p-1t+10roll=16$ , wounded, bc.12, killed.

Pallando

2	9
8	12

Indur

9	10
6	6

Now at the battleground site, Indur can start a new battle, which he does against anyone at the site.

Faction battle at Thorion in Usakan a battleground site.

Pallando

w.Sîrani.10@8+Usakan

t.Dwarves of Mablad-dûm.9@7+Usakan

t.Junast's Guard.9@6+Usakan

Indur

t.Mûmakaniril (Mûmakani).15@10+Usakan

Valdacli

w.Men of Sûlcoron.8@7+Usakan

w.Clans of the Pel.6@5+Usakan

MAN	Sîrani	2(4)	10	8	Heavy Infantry	u
MAN	Junast's Guard	3	9	6	Heavy Infantry	u
DWARF	Dwarves of Mablad-dûm	2	9	7	Heavy Infantry	u
DUNADA	Men of Sûlcoron	1(*)	8	7	Heavy Infantry	w
MAN	Clans of the Pel	1*	6	5	Light Infantry	w
MAN	Mûmakaniril (Mûmakani)	2(5)	15	10	Heavy Calvary	t
ORC	Orcs of the Yellow Mounta	2	7	5	Light Infantry	t

Mumakaniril v Men of Sûlcoron

Mumakaniril, t,  $15p-1t+1.calvary+10roll=25$

Men of Sûlcoron, w,  $8p-2w+6roll=12$ , bc.  $+1w+2+6roll=9$ , killed.

Indur

10
6

Valdacli

6
10

Valdacli chooses not to battle.

Current status at end of Turn 15

<u>Pallando</u>	<u>Imrahil</u>	<u>Valdaci</u>
ww.Sîrani.10@8+Usakan		
tap.Junast's Guard.9@6+Usakan		killed.Men of Mirëdor.10@7+killed
tap.Nâr's Folk.7@6+Kirmlesra		killed.Men of Sûlcoron.8@7+killed
		ww.Clans of the Pel.6@5+Usakan
tap.Dwarves of Mablad-dûm.9@7+Usa		killed.Clans of the Pel.6@5+killed

Ren
ww.Nûrniags(M).8@6+Kirmlesra

<u>Akhorahil</u>	<u>Adunaphel</u>	<u>Indur</u>
u.Vîsi.8@7+Curinshiban	u.Bozishnarod.8@6+Bellazen	
	u.Black Numenoreans.10@8+Bellazen	
	u.Umbarean Corsairs.10@8+Bellazen	
u.Half-Trolls.10@9+Curinshiban		tap.Mûmakaniril (Mûmakani).15@10+U
		killed.Orcs of the Yellow Mountains.7@