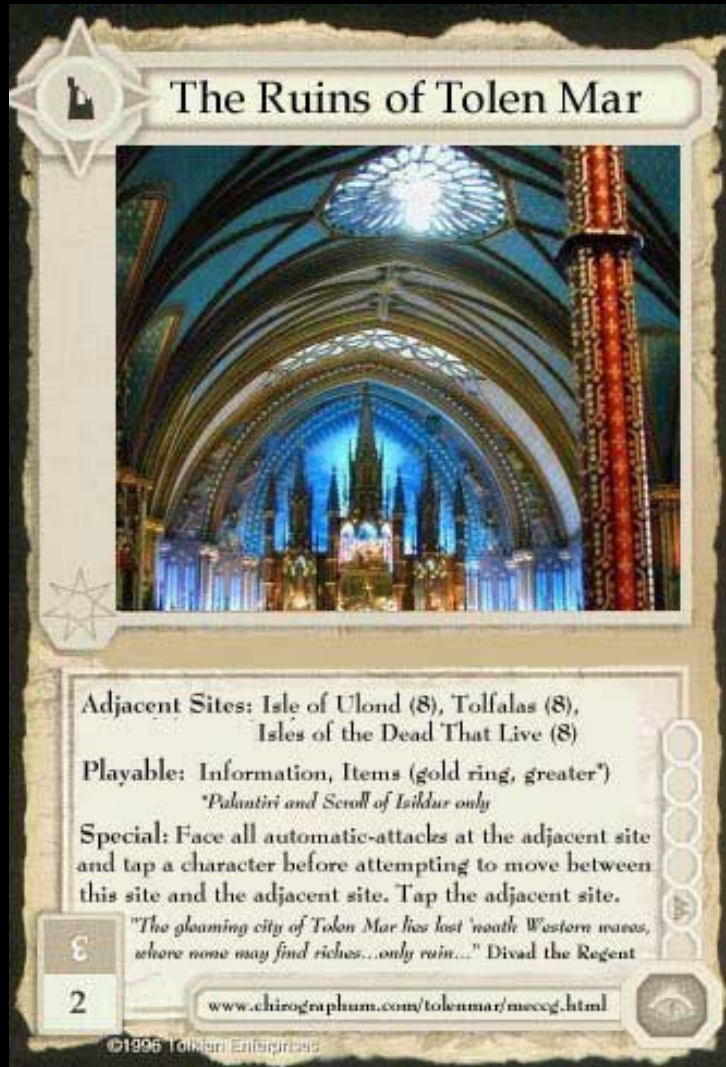


# The Ruins of Tolen Mar

## Montreal MECCG League



# R U L I N G S

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# Errata (Cards)

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These are the errata for the specific cards.

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## AAA

### A Strident Spawn

Card Erratum: Add "Unique."

Allows you to play Half-orcs without Bad Company in play.

### Abductor

Does not affect Ringwraiths.

### Aiglos

Would not get the bonus for Doors of Night when used in company vs. company combat.

### Akhôrahil

Card Erratum: Change "...gives -1 penalty to one..." to "...modifies any one character's body by -1 for the rest of the turn. See also Rulings by Term, [Nazgûl](#)."

### Alatar

Card Erratum: Change "he must tap and make a corruption check immediately following the attack." to "he must make a corruption check immediately following the attack, and, if untapped, he must tap."

Alatar can force someone to draw 0 cards when he moves.

When Alatar uses his special ability he must face a strike.

Alatar overrides all other effects pertaining to the assigning of strikes.

Alatar must teleport and declare he is facing a strike before any other strikes are assigned. Allies Alatar controls are discarded when he teleports.

### Align Palantír

Card Erratum: Add "May not be duplicated on a given Palantír." Align Palantír can be stored.

### Ancient Stair

Replacing the site card is considered movement, without a movement/hazard phase.

### Anduin River

The "otherwise" on this card should be read as "alternatively."

### Angmar Arises

May not be used to play creatures keyed to double Shadow-lands.

### Arkenstone

Card Erratum (minion version): Change "and all cards he controls" to "and all non-follower cards he controls." [Effective 7/13/96]

### Army of the Dead

Card Erratum: Add "May not be influenced by an opponent."

### Ash Mountains

The "otherwise" on this card should be read as "alternatively."

### A Short Rest

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.

**Assassin**

Card Erratum: Gives 2 MP, not 1. 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. You may decide to cancel one of the attacks after facing another attack.

@ As a special case, you may cancel the first attack of an Assassin by tapping a character, after strikes are assigned.

**Await the Advent of Allies**

Read "is wounded" as "becomes wounded." "Playing a resource at the site" means playing a resource that taps the site or a resource that requires the site.

**Aware of Their Ways**

Consider sites to be unique cards for the play of this card.

## BBB

**Baduila**

Read "If Baduila is discarded" as "If you choose to discard Baduila."

**Bad Company**

Does not allow you to start with a character that says he cannot be in the starting company.

**Bade to Rule**

Bade to Rule may only be played if you are playing an actual Ringwraith deck, not a Fallen-wizard or Balrog deck.

**The Balance of Things**

The Balance of Things may be revealed as an on-guard card so long as at least one character in the company during whose site phase The Balance of Things is revealed carries at least one corruption source.

**The Balrog**

Makes a company overt.

**Balrog of Moria**

You cannot get the MP from a Balrog of Moria that you played.

**Bane of the Ithil-stone**

Bane of the Ithil-stone will only cancel effects outside of normal play as outlined in the rules. If a card has multiple effects, Bane of the Ithil-stone will only cancel those effects that concern searching through decks and discard piles. See also Rulings by Term, [Card Effect Limitations](#).

**Beater and Biter**

Beater and Biter increases the bonus the weapon gives, so maximums on the weapon still apply.

**Bill the Pony**

Card Erratum: The body should be 10, not 6. Bill the Pony's special ability may not be used at an Under-deeps site. Replacing the site card is considered movement, without a movement/hazard phase. 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.

**Blackbole**

May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site. Blackbole may attack in company vs. company combat, but he may not defend.

**The Black Enemy's Wrath**

See Rulings by Term, [Card Effect Limitations](#).

**Black Rain**

A Fallen-wizard may use this to play a hero ring item, but a Ringwraith player could not.

<b>Book of Mazarbul</b>	Card Erratum: Replace "tap the bearer during the organization phase" with "tap Book of Mazarbul during your organization phase."
<b>Bridge</b>	Reset to hand size before moving to the second site.
<b>Burglary</b>	If you fail the roll for Burglary, you cannot then play an item. See also Rulings by Term, <a href="#">Burglary Attempts</a> .

## CCC

<b>Chance of Being lost</b>	Chance of Being Lost will change your site path. See also Rulings by Term, <a href="#">Card Effect Limitations</a> .
<b>Chill Douser</b>	Does not receive benefits from itself, although it is affected by other Chill Dousers played previously in the turn on the same company.
<b>Círdan</b>	Cancels creatures keyed by region type, not by name.
<b>Corsairs of the Umbar</b>	Card Erratum: Add "May also be played at any sites in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anuin."
<b>Cracks of Doom</b>	Card Erratum: Add "Only playable during the site phase." Remove "Otherwise, discard The One Ring." Pledge of Conduct played on the bearer of the One Ring for this check will discard Cracks of Doom without effect.
<b>Creature of an Older World</b>	Makes a company overt. This card will not put a Ringwraith into Fell Rider mode if there are any other allies in the company.
<b>Cruel Caradhras</b>	Card Erratum: Replace "Minas Morgul" with "Imlad Morgul." This card can be played on a company using region movement to leave a site in an affected region.

## DDD

<b>Deeper Shadow</b>	<p>Card Erratum: This is a short-event, not a long-event. Deeper Shadow can cancel 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. 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.</p> <p>The character must also be moving to lower the hazard limit.</p>
<b>Deep Mines</b>	Card Erratum: Add "Cannot be duplicated on a given Wizardhaven." [Effective 4/20/98]
<b>Deftness of Agility</b>	The extra strike is dealt with in a separate strike sequence.
<b>Despair of the Heart</b>	The corruption check occurs before the body check.
<b>Dodge</b>	Card Erratum: Replace "his body check is modified by -1." with "his body is modified by -1 for the resulting body check."
<b>Double-dealing</b>	You may only play items as listed on the card in front of you, although they may be of the other alignment.

## Errata (Cards): EEE

<b>Doubled Vigilance</b>	Can be revealed on-guard.
<b>Dragon's Blood</b>	If the body check forced by Dragon's Blood fails, the character is not wounded.
<b>Dragon's Desolation</b>	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.
<b>Dragon's Hunger</b>	Card Erratum: Replace "Otherwise, the attack is canceled." with "Otherwise, the attack is canceled and the opponent must reveal his hand." 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.
<b>Drowning Seas</b>	Card Erratum: Remove "Cannot be duplicated."
<b>Dwar of Waw</b>	See Rulings by Term, <a href="#">Nazgûl</a> .
<b>Dwar Unleashed</b>	Dwar must already be in a mode to use this card.
<b>Dwarven Rings (all)</b>	Give +7 to direct influence to Dwarves.
<b>Dwarven Ring of Barin's Tribe</b>	The site has to be untapped to use this ring.
<b>Dwarven Ring of Bávör's/Drúin's Tribe</b>	Card Erratum: One "reshuffle the play deck" is sufficient.
<b>Dwarven Ring of Thélör's/Thrár's Tribe</b>	Card Erratum: Values in parenthesis and brackets apply to Dwarf bearer. The prowess/body modifications should read: "+2(4)/+1."
<b>EEE</b>	
<b>Elf-song</b>	When Elf-song saves a character from being discarded it also saves that character's items. Elf-song will effectively stop influence attempts against characters.
<b>Elven Cloak</b>	Can cancel a strike keyed to two or more Wilderness.
<b>Emerald of the Mariner</b>	Emerald of the Mariner is considered a source of 0 corruption points.
<b>Enchanted Stream</b>	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.
<b>Ent-draughts</b>	Card Erratum: Replace "as a minor item" with "in addition to an ally or faction which has been successfully been played at Wellinghall."
<b>Escape</b>	Cannot be played on a wounded character.
<b>Evenstar</b>	Can be played even if there are no Wilderness in play. Does not affect attacks.



# FFF

<b>Fair Sailing/Fair Travels cards</b>	See Turn Sequence, Organization Phase, <a href="#">Choosing a New Site</a> .
<b>Fate of the Ithil-stone</b>	Fate of the Ithil-stone must be tapped before entering Barad-dûr, in order to rotate it 180 degrees.
<b>Favor of the Valar</b>	Favor of the Valar requires you to draw 8 cards, not to your hand size.
<b>Fell Beast</b>	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, or else 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.
<b>Fever of Unrest</b>	The Dragon played is not considered keyed to anything.
<b>Flatter a Foe</b>	Against attacks with two of the types listed, use the harder number.
<b>Focus Palantír</b>	Will not allow a Ringwraith to use a palantír.
<b>Foolish Words</b>	All versions cannot be duplicated on a given character. Card Erratum: Add "Cannot be duplicated."
<b>Foul Fumes</b>	Will tap all sites in play that meet the requirements. Foul Fumes will not continually keeps sites tapped, it is only applied once to each site each turn.  See also Rulings by Term, <a href="#">Card Effect Limitations</a> .
<b>Freeze the Flesh</b>	Freeze the Flesh will stop your opponent from gaining kill marshalling points from a character he eliminated in company vs. company combat.  # Cannot be used on your Ringwraith to keep you from losing the game.
<b>Fortress of Isen</b>	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.)"
<b>Fortress of the Towers</b>	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.)"
<b>Fury of the Iron Crown</b>	Orc and Troll characters may use a creature enhanced by Fury of the Iron Crown as a trophy. A player only gains marshalling points from the creature if he would have recieved them normally.

# GGG

<b>Gandalf</b>	Must be in the same company as the ring he tests.
<b>Gates of Morning</b>	Gates of Morning discards hazard environments when it resolves, even if Peril Returned is in play. [effective 11/17/97]
<b>Giant</b>	Card Erratum: Add "Giant."
<b>Girdle of Radagast</b>	Does not affect the regions in starter movement, except for the starting and ending regions.
<b>Gloom</b>	The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.
<b>Goldberry</b>	You may tap Goldberry to cancel an effect declared earlier in the same chain of effects that would return Goldberry's company to its site of origin. Goldberry cannot prevent a company from returning to its site of origin that failed its roll to move to an adjacent Under-deeps site. May tap to give +1 prowess to another character facing an attack.
<b>Gollum</b>	The text on Gollum is an ability that you can choose to use.
<b>Gollum's Fate</b>	This card 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.
<b>Golodhros</b>	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.
<b>Good Sense Revolts</b>	The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.
<b>Gothmog</b>	Gothmog is not keyed to anything, the Orc or Troll he is played after must be keyed to a Shadow-land or Dark-domain.
<b>Great Bats</b>	Makes a company overt. May tap to give +1 prowess to characters in combat.
<b>Great Goblin</b>	Card Erratum: "Unique. Orc. One Strike"
<b>Great Lord of Goblin-gate</b>	Card Erratum: "Unique." Makes a company overt.
<b>Great-road</b>	Card Erratum: Replace "opponent draws twice" with "opponent draws up to twice"  If you have two movement/hazard phases on the turn you played a Great Road, you return to the Haven at which you started the turn. Replacing the site card is considered movement, without a movement/hazard phase.
<b>Great Secrets Buried There</b>	The item must be normally playable at the Under-deeps site. See Tournament Rulings, <a href="#">Great Secrets Buried There</a> and Rulings by Term, <a href="#">Card Effect Limitations</a> .

**Great Ship** Card Erratum: Add "Tap a character in target company during the organization phase to play Great Ship on that company." Replace "...contains a coastal sea region..." with "...contains a coastal sea region and no consecutive non-coastal sea regions..." 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.

**Greed** Is triggered by a special ring item being played, but not by items being transferred.

**Guarded Haven** You may not use this card as a starting stage resource. [Effective 8/27/98]

Card Erratum: Remove "A company moving to or from this site is not considered to be moving through the region containing the site (including one less region in their site path."

**Gwaihir** Card Erratum: Should read "you may discard Gwaihir during the organization phase to allow his company..."

## HHH

**Half an Eye Open** The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

**Halfling Strength** If used to heal a Hobbit when healing effects affect all characters in a company, Halfling Strength will heal all other wounded characters in the company.

**Healing Herbs** Cannot stop a body check.

**Healing of Nimrodel** See Turn Sequence, Organization Phase, [Choosing a New Site](#).

**Heedless Revelry** The "playable on ..." conditions of the first paragraph do not apply to the second paragraph. Card Erratum: Change "after the successful play" to "in response to the play." [Effective 8/27/98] Does not interfere with the playing of the card it is revealed in response to.

**Helm of Her Secrecy** 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 Eowyn out of his hand until the first copy declared is resolved.

**Helm of Fear** Has no effect on a non-Ringwraith.

**Here is a Snake** Here is a Snake does not prevent the use of hazards already on the table. The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

**Here, There, or Yonder?** The ally does not have to be chosen or played until after the dice are rolled.

**Hermit's Hill** To play a major item here, Hermit's Hill must be untapped

**Hidden Haven** 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.

**Hidden Knife** Hidden Knife is effectively an attack.

## Errata (Cards): III

<b>Hoarmûrath of Dir</b>	See Rulings by Term, <a href="#">Nazgûl</a> .
<b>Hold Rebuilt and Repaired</b>	Card Erratum: Add "Playable during the site phase." See also Turn Sequence, Site Phase, <a href="#">General</a> .
<b>Horses</b>	Card Erratum: Add "Playable only at the end of the organization phase."
<b>Hour of Need</b>	May not be played in the Under-deeps.
<b>The Hunt</b>	The discarding and revealing of the card do not have to be in any specific order.
<b>Huorn</b>	Card Erratum: Add "Awakened Plant."
<b>III</b>	
<b>Ice-orcs</b>	Card Erratum: Change the Shadow-hold symbol into a Ruins & Lairs symbol.
<b>Icy Touch</b>	If two of these are in play, they both trigger at the same time, and the second one is discarded without effect.
<b>Incite Denizens</b>	When copying an attack put on the site by another card, Incite Denizens will not copy any other effects of the card. When copying an attack put on the site by another card, the Incite Denizens attack will disappear if the other card is discarded.
<b>In Darkness Bind Them</b>	May not be used to play creatures keyed to double Shadow-lands.
<b>Indûr Dawndearth</b>	Only one wounded character has to discard an item, and the hazard player chooses which character and which item they bear. See also Rulings by Term, <a href="#">Nazgûl</a> .
<b>Inner Cunning</b>	The site type for the agent's home site is the one you would use if you went to visit the site. The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.
<b>In the Heart of His Realm</b>	See Rulings by Term, <a href="#">Card Effect Limitations</a> .
<b>In the Name of Mordor</b>	The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.
<b>Ioreth</b>	Card Erratum: Replace "Healing card" with "Healing effect." Will not duplicate the untap portion of a healing effect on tapped but unwounded characters.
<b>Iron-road</b>	Replacing the site card is considered movement, without a movement/hazard phase.
<b>Iron Shield of Old</b>	Card Erratum: Add "Shield." [effective 11/17/97]
<b>KKK</b>	
<b>Khamûl the Easterling</b>	The number of cards discarded is set at the time of declaration. The cards are discarded from your opponent's hand. See also Rulings by Term, <a href="#">Nazgûl</a> .
<b>Knowledge of the Enemy</b>	Removes cards from the game, not just from play.

# LLL

<b>Last Child of Ungoliant</b>	Makes a company overt.
<b>Leaf Brooch</b>	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. 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.
<b>Leaflock</b>	<p>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.</p> <p>May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.</p>
<b>The Lidless Eye</b>	Playing this card discards its player's Bade to Rule and prevents him from subsequently playing Bade to Rule. You may only play this card if none of your opponents are Ringwraiths.
<b>Long Dark Reach</b>	The creature does not count against the hazard limit. A creature must be played if there is one available.
<b>Long Grievous Siege</b>	There must be an eligible borderhold for this card to be played.
<b>Long Winter</b>	Will tap all sites in play that meet the requirements. Long Winter will not continually keeps sites tapped, it is only applied once to each site each turn.
<b>Lucky Search</b>	Card Erratum: Replace "Discard all revealed cards except the item." with "Reshuffle all revealed cards except the item back into the play deck." Add at the end of the first paragraph "Discard item if the scout is wounded by this attack." You are not allowed a minor item after the Lucky Search item. A Noble Hound does not face the attack instead of the character that played Lucky Search, because the strike is never assigned.
<b>Lure of Expedience</b>	Will trigger when a gold ring item is tested and a special item is successfully played. Will trigger when an item is transferred. Can be played on-guard and will trigger a corruption check when revealed in response to an item played.
<b>Lure of Nature</b>	Card Erratum: Replace "at the end of each movement/hazard phase" with "after all other hazards have been played." Corruption checks from Lure of Nature do not trigger if its bearer's company returns to its site of origin. 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. Hazards 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.
<b>Lure of Power</b>	Two Lure of Powers only force one check at -4, and both are discarded.
<b>Lure of the Senses</b>	The corruption checks happen at the end of the untap phase.

## MMM

<b>Magical Harp</b>	Can be used at the Free Council.
<b>Mallorn</b>	Card Erratum: The first sentence should read: "Playable at Bag End only if Earth of Galadriel's Orchard is stored there."
<b>Many Turns and Doublings</b>	If Gates of Morning is in play, Many Turns and Doublings can cancel 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.
<b>Marvels Told</b>	May be played during the site phase by a character in another company, as if he were in the company resolving their site phase.
<b>Memories Stolen</b>	This card is played after strikes are assigned, and the skills are lost as long as this card is in play.
<b>Messenger to Mordor</b>	Cards stored with Messenger to Mordor must be storable at a generic Darkhaven, not a specific one.
<b>Mind Ring</b>	May not be used by a Fallen-wizard to play a six mind character.
<b>Mistress Lobelia</b>	May not retrieve minor items unless they are listed as playable on the site or the item.
<b>Misty Mountains</b>	The "otherwise" on this card should be read as "alternatively."
<b>Morannon</b>	Card Erratum: Should read "This card is used as a Dark-hold site card in the region of Udûn that is moved to..."
<b>Mordor in Arms</b>	See Rulings by Term, <a href="#">Card Effect Limitations</a> .
<b>More Alert than Most</b>	The minimum of one strike still applies while Gates of Morning is in play.
<b>More Sense than You</b>	If there is only one character in the company, the attack is discarded without effect, but not canceled. The attack is still considered faced.
<b>Morgul-horse</b>	<p>To bring a Nazgûl permanent-event back into your hand, Morgul-horse must be declared after tapping the Nazgûl is declared and before it resolves. The alternative effect of 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 the alternative effect of Morgul-horse.</p> <p>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.</p>
<b>Morgul-knife</b>	The corruption is received immediately following the attack.
<b>Morgul Night</b>	Morgul Night is not discarded if Doors of Night leaves play.
<b>Mountains of Shadow</b>	The "otherwise" on this card should be read as "alternatively."
<b>Mount Doom</b>	If the site type of Mount Doom changes, creatures may be keyed to the new site type, but not to the old site type.

<b>Mouth of Sauron</b>	Card Erratum: Add "Man."
<b>Mûmak</b>	See Rulings by Term, <a href="#">Card Effect Limitations</a> .
<b>Muster</b>	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."
<b>Muster Disperses</b>	Muster Disperses cannot be revealed as an on-guard card.
<b>My Precious</b>	Does not count as Gollum for the purposes of Gollum's Fate or any other card that specifically calls for Gollum. May not be played as a character. Does not give -1 MP to minions. Must be face-up to gain two actions. His attack is successful if all of the strikes are successful. His attack fails if any of his strikes fail.
<b>NNN</b>	
<b>Narya</b>	Because of the way that timing rules work, characters tapping in support have no effect on the corruption check, since they will be untapped when the support resolves. See also Rulings by Term, <a href="#">Corruption</a> .
<b>The Nazgûl are Abroad</b>	See Rulings by Term, <a href="#">Card Effect Limitations</a> .
<b>Neeker-breckers</b>	Card Erratum: Add "Does not effect Wizards."
<b>Nenseldë the Wingild</b>	May tap to give +1 prowess to another character facing an attack.
<b>New Friendship</b>	The influence bonus from New Friendship applies only to the diplomat, but the corruption check bonus applies to any character in the diplomat's company.
<b>News Must Get Through</b>	Cards stored with News Must Get Through must be storable at a generic Darkhaven, not a specific one.
<b>News of the Shire</b>	Affects all versions of Bag End.
<b>Night</b>	The bonuses for Men and Dúnedain do not apply to attacks.
<b>Noble Hound</b>	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."
<b>Nobody's Friend</b>	The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.
<b>No Escape From My Magic</b>	Card Erratum: Change "Playable on any faction in play" to "Playable on any unique faction in play."
<b>Not at Home</b>	Cannot cancel any attack or automatic-attack except one from a Dragon, Drake, or Troll.

## OOO

<b>Old Forest</b>	Card Erratum: Replace "healing cards" with "healing effects."
<b>Old Friendship</b>	The influence bonus from Old Friendship applies only to the diplomat, but the corruption check bonus applies to any character in the diplomat's company.
<b>Old Man Willow</b>	Card Erratum: Add "Awakened Plant."
<b>Old Road</b>	May be used to influence an opponent's faction only when you are attempting to bring your copy of the faction into play.
<b>The Old Thrush</b>	Card Erratum: Add "Cannot be duplicated on a given attack." Cannot be used against agents, since none of them have a listed prowess of 13 or greater.
<b>The One Ring</b>	Can be used multiple times in a turn if the corruption checks are successful.  "Starting prowess" refers to the prowess printed on the character card. If the bearer is a Ringwraith, The One Ring does not provide corruption to the characters in the company. Cannot be played after a test from storing a gold ring.
<b>Open to the Summons</b>	Card Erratum: Replace "minion company" with "company." Does not allow you to start with a character that says he cannot be in the starting company.
<b>Orc Mail</b>	Cannot be played on a company with allies in it, as there are no Dwarf or Hobbit allies.

## PPP

<b>Padding Feet</b>	@ 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."
<b>Palantir of Amon Sul</b>	Discard immediately if its company contains less than two characters while moving.
<b>Palantir of Elostirion</b>	Card Erratum: This item does not give MPs to a Fallen-Wizard regardless of other cards in play.
<b>Palantir of Orthanc</b>	Cannot be used on site cards. Card Erratum: This item does not give MPs to a Fallen-Wizard regardless of other cards in play.
<b>Palantir of Osgiliath</b>	Discard immediately if its company contains less than four characters while moving. Only copies tapping effects of other Palantiri, not continuous effects.
<b>The Pale Sword</b>	The corruption is received immediately following the attack. You must control both the Pale Sword and the Nazgûl it is played on.
<b>Pallando</b>	Can only see the top card of an opponent's discard pile.
<b>Panalopy of Wings</b>	The Radagast bonus applies if you have a character manifestation of Radagast in play, or if you have declared you are playing Fallen-Radagast.



<b>Peril Returned</b>	Will not stop Gates of Morning from discarding hazard environments when it resolves. [effective 11/17/97]
<b>Plague</b>	Card Erratum: Change "At the end of the target's movement/hazard phase" to "At the end of your opponent's turn." [Effective 8/27/98]
<b>Praise to Elbereth</b>	Nazgûl events discarded by Praise to Elbereth have no effect. Which characters are tapping to discard which events must be declared when Praise to Elbereth is declared. Nazgûl permanent-events that are targeted by Praise to Elbereth maynot be tapped in response to its play.
<b>Prophet of Doom</b>	"Number of regions between" includes the region of Pallando's site and the region the faction is played in.
<b>Pûkel-men</b>	Card Erratum: Add "Pûkel-creature."
<b>QQQ</b>	
<b>Quiet Lands</b>	Card Erratum: Replace "is reduced to half its original prowess (rounded up)." with "is reduced by half (rounded up)."
<b>Quickbeam</b>	May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.
<b>RRR</b>	
<b>Radagast's Black Bird</b>	This is a two mind ally.
<b>Rats</b>	Only an unwounded character may be wounded by this card.
<b>Rebuild the Town</b>	Card Erratum: Replace "Playable on" with "Playable during the site phase on."  See also Turn Sequence, Site Phase, <a href="#">General</a> .
<b>Reforging</b>	You can use it on hoard items.
<b>Reaching Shadow</b>	May not be used to play creatures keyed to double Shadow-lands.
<b>Ready to his Will</b>	Note that cards like Rank Upon Rank are applied as a passive condition, once an attack of the right type is in play. Therefore you can play and successfully resolve Ready to His Will in respons to the declaration of Rank Upon Rank's effect.
<b>Regiment of Black Crows</b>	Makes a company overt. May tap to give +1 prowess to characters during combat.
<b>Reluctant Final Parting</b>	Card Erratum: Add "Determine nearest Haven using site cards of the same alignment (minion/hero) as the ally." [Effective 4/20/98] Reluctant Final Parting has no effect on The Balrog.
<b>Ren the Unclean</b>	If you tap Ren, then you cannot play resources to aid your character's corruption checks. Your characters may tap in support. The moving player makes corruption checks first. Each player decides the order of the corruption checks for their characters. See also Rulings by Term, <a href="#">Nazgûl</a> .

## Errata (Cards): SSS

### Rescue Prisoners

Card Erratum: This cards gives 2 marshalling points, not 3. Add "You receive the marshalling points for this card only when it is stored."

### Returned Beyond All Hope

Returned Beyond All Hope "un-eliminates" a creature, allowing any manifestations of that character to be played. This card may target creatures still in play as trophies.

### Rhosgobel

Card Erratum: Remove "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." Card Erratum: Replace "healing cards" with "healing effects."

### Ride Against the Enemy

Hazards have no effect on the attack, and any resource effects that benefit the attack are cancelled. The attack may still be cancelled. You may not use a Wizard your opponent has played Sacrifice of Form on. The character gets any appropriate combat bonuses list on his card.

### Ringlore

Card Erratum: Add "Playable only during the site phase. Tap the sage and the site."

### The Ring's Betrayal

The ring must be chosen at time of declaration if the character bears more than one.

### River

Card Erratum: Should read "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." 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.

### Röac the Raven

Card Erratum: Replace "no modifications to the influence check are required." with "treat this influence check as if it was made by a diplomat." His special ability may only be used during the site phase. He can make the attempt by himself. 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.

### Rumor of Wealth

Can be played on-guard.

### Ruse

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. The attack is considered faced but not canceled.

## SSS

### Sable Shield

A bearer who did not tap while facing a strike will not tap if the strike is successful. A detainment strike will not discard the Sable Shield.

### Sack over the Head

Affects any Hobbit or Dwarf wounded by the attack, not just those wounded by the Troll.

### Sacrifice of Form

Card Erratum: Replace "-3 to any body checks" with "+3 to any body checks."

After Sacrifice of Form is played, you may not play a different Wizard and your opponent may not play the Wizard you sacrificed. This card is played after strikes are assigned. See also Turn Sequence, Site Phase, [Company vs. Company Combat](#).

<b>Secret Entrance</b>	Can be played on a company that does not move. See also Turn Sequence, Organization Phase, <a href="#">Choosing a New Site</a> .
<b>Secret Passage</b>	Does not work if the site type changes. See also Turn Sequence, Organization Phase, <a href="#">Choosing a New Site</a> .
<b>Siege</b>	Card Erratum: Change the Border-land symbol in the first line to a Border-hold symbol. Goes away when the site it was played on is discarded. If you move to a site with Siege played on it, any effect which can give you a second movement/hazard phase that turn will allow you to avoid the effects of Siege.
<b>Sentinels of Numenor</b>	Sentinels of Numenor will not give an extra marshalling point to Army of the Dead.
<b>Shadowfax</b>	Card Erratum: "an additional site card may be played and an additional movement/hazard phase." Cannot use his special ability if another ally is in the company.
<b>Silent Watcher</b>	Card Erratum: Gives 1 marshalling point, not 0. Add "Pûkel- creature."
<b>Skinbark</b>	May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.
<b>Slayer</b>	Card Erratum: Gives 2 marshalling points, not 0. Add "Slayer." Only one attack can be canceled by tapping a character. All of the strikes will go against the same character.
<b>Sly Southerner</b>	This is a two mind character.
<b>Snaga-hai</b>	Can be influenced at any site they can be played at.
<b>Sneakin'</b>	Will still affect the company if its size rises above 2 after resolution.
<b>Something Has Slipped</b>	The -2 applies for each character that is wounded. Wounding an ally triggers this card. You cannot "become wounded" if you are already wounded before the strike.
<b>So You've Come Back</b>	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. A character in a company with just allies is by himself for the purposes of this card.
<b>Spider of the Morlat</b>	Spider attacks from Spider of the Morlat played as a permanent- event are considered detainment vs. minion companies.
<b>Squint-eyed Brute</b>	This is a two mind character.
<b>Star of High Hope</b>	Does not affect attacks.
<b>Stay Her Appetite</b>	Card Erratum: Change "plus two" to "plus five." [Effective 11/3/97] If Stay Her Appetite is played on an ally with no prowess, there is no attack, but all other affects of the card apply.
<b>Stealth</b>	Prevents the revealing of a creature on-guard.
<b>Sudden Call</b>	You may not shuffle Sudden Call into your deck while you are drawing cards.  Drawing cards is an indivisible action.

## Errata (Cards): TTT

### Summons from Long Sleep

Card Erratum: Change "When the reserved creature is played, another Dragon or Drake may be reserved." to "Discard this card after the reserved creature attacks." Reserving the creature does not count against the hazard limit.

### Sun

Does not affect attacks.

### Swarm of Bats

Does not help an attacking company in company vs. company combat.

## TTT

### They Ride Together

Company size is still limited to seven.

### Thing Stolen

Playing the item will tap the site if it is not already tapped.

### Thong of Fire

The prowess requirement only applies when transferring or playing Thong of Fire, and includes modifications to the character's prowess.

### Thorough Search

Card Erratum: Replace "...to play any item normally found at its current site." with "...to play a minor, major, or gold ring item normally found at its current site."

### Thrall of the Voice

Does not allow starting with a character that specifies it may not be in the starting company.

### Threats

For this card, your prowess is calculated when it resolves.

### Tidings of Bold Spies

Tidings of Bold Spies only copies attacks, not effects that allow certain creatures to become automatic-attacks.

### Tolfalas

Card Erratum: Should read: "Playable: Items (minor, major, greater\*) \*Scroll of Isildur only."

### Tom Bombadil

Card Erratum: Change "that targets a company" to "that targets a company, or an entity associated with a company."

### Traitor

Card Erratum: Replace the last paragraph with "This card is discarded when a character fails his corruption check." Two Traitors have no extra effect and are both discarded with the next failed corruption check. Traitor cannot be revealed as an on-guard card. This is an attack with the same race as the character attacking, and a normal prowess of ten plus the character's prowess. Characters facing a Traitor when it is not their turn may not play resources, but may still tap for full prowess.

### Treebeard

Card Erratum: Replace "Redhorn Gap" with "Redhorn Gate." May tap to give +1 prowess to another character facing an automatic- attack, or hazard keyed to his site.

### True Fána

Combat modifiers that modify prowess only against a strike do not count when determining the Wizard's prowess. When this spell is used against an agent, the agent does not receive the two 6-sided dice bonus. See also Turn Sequence, Site Phase, [Company vs. Company Combat](#).

## Twilight

Card Erratum: Add "This card may be played at any time during any player's turn." Can target a card that has not yet resolved. Can be played as a resource during your opponent's turn.

## "Two-headed" Troll

Makes a company overt.

# UUU

## The Under-galleries

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.

## Ursiev of Treachery

You may not use this item to assign a third strike to the character.

## Use Palantir

Card Erratum: Change text to "Sage only. Tap sage to enable him to use one Palantir he bears for the rest of the turn."

## Use Your Legs

All strikes by the entire company count for capturing Hobbits. The characters placed off to the side are not considered prisoners for MP purposes.

# VVV

## Veils Flung Away

Card Erratum: Each body check is modified by -1, not +1.

## Vilya

Card Erratum: Vilya should now read: "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."

## Voices of Malice

May be played during the site phase by a character in another company, as if he were in the company resolving their site phase.

# WWW

## We Have Come to Kill

We Have Come to Kill may be used to bring in agents, but not Ringwraiths. You must have enough influence to control the character to play this card.

## Were-worm

Wounding an ally discards an item.

## Where There's a Whip

Only characters with a mind and prowess less than the Whip bearer's will untap.

@ The body check will discard Orcs and Trolls.

## White Mountains

The "otherwise" on this card should be read as "alternatively."

## The White Tree

Card Erratum: Add "Discard the Sapling of the White Tree."

## Will of Sauron

Long-events are only discarded if Will of Sauron ceases to be in play, not if one particular card leaves play.

## The Windlord Found Me

Can be used to recover a Wizard discarded with Sacrifice of Form. You can play your Wizard at the Haven when you store this card even if Saw Further and Deeper is in

## Errata (Cards): WWW

play. @ Card Erratum: Add "If you do not place this card with a character after the attack, discard it."

### **Winds of Wrath**

See Rulings by Term, [Card Effect Limitations](#).

### **Winged Change Master**

Only affects Radagast when using region movement.

### **Witch-king of Angmar**

Although he 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. See also Rulings by Term, [Nazgûl](#).

### **Withdrawn to Mordor**

To discard an on-guard card with Withdrawn to Mordor you must do so before the card is revealed. The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

### **Wizard's Laughter**

Card Erratum: Change "Wizard only." to "Wizard only during opponent's site phase."

### **Wizard's Myrmidon**

Can be played with another card, like Squire of the Hunt, that reduces the influence required to control the character. Use the lower number to control the character.

### **Wizard's Ring**

Card Erratum: Replace "Ignore any effect that would discard this item" with "Cannot be stored, stolen, or transferred." This is not a ring item.

### **Wolf-riders**

The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

### **Wolves**

Card Erratum: Change "Animals" to "Wolves."

### **Worn and Famished**

See Rulings by Term, [Card Effect Limitations](#).

### **The Worthy Hills**

Since this site never taps, no free minor items may be played here. (minion) The Worthy Hills effect of not tapping does not interfere with the satisfying of active conditions.

### **Woses of Eryn Vorn**

Card erratum (minion version): Change "Man faction" to "Wose faction."

# Errata (Rules)

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These are the general rules errata.

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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.

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.

An on-guard 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.

A tapped agent may take an action to untap (i.e., move from tapped status to untapped status).

An agent may tap to play creatures at a site if the company is moving to the site.

Attacks keyed to Darkhavens are considered detainment. [effective 11/17/97]

Dragons Rules, Characters Facing Multiple Strikes: Change "are then considered to be canceled" to "are then considered to be successful."

Dragon Rules, Hoards: Change "Each site with a Dragon automatic-attack (i.e., each Dragon's Lair) contains a hoard" to "Each site which had a Dragon automatic-attack at the beginning of the turn contains a hoard."

White Hand Rules, Playing and Using Resource, Targeting Site and Resource Cards: change both instances of "resource card may not target/affect" to "resource event card may not target/affect."

Agent attacks against minions are always detainment. [Effective 8/27/98]

Corruption cards must always start a chain of effects. [Effective 8/27/98]

If a company returns to its site of origin, it may do nothing during its site phase. A company failing its underdeeps movement roll is not affected by this rule.

Hazard effects in play that affect attacks have no effect on company vs. company combat.

Balrog players receive no MPs for hero items played at their darkhavens.

## Errata (Rules):



# Tournaments

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These are the general tournament rulings.

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## General

Dice must be used to obtain random numbers.

There is a required 30 card minimum for both resources and hazards for sanctioned tournament play.

All Ringwraith/Sauron players always have +5 unused general influence at all times. This bonus general influence can never be used to control characters.

@ 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.

## The Character Draft

The starting character pool consists of 10 characters.

Each player reveals one character at a time from their pool, simultaneously with their opponent. Non-duplicated characters go into the starting companies, duplicated characters are put aside and not allowed in either starting company.

Each player continues until they want to stop, they have 20 points of mind in their starting company, or they have five characters in their starting company.

Ringwraith players may start with 6 characters in the character draft. If one player stops revealing characters, the other one may continue to reveal characters.

No player may reveal a character that would bring his starting company's total mind over 20.

When players are finished, each may put up to 10 characters into their deck, including characters from his starting pool that did not end up in the starting company.

Characters left over from the character pool may be placed either in the play deck, or out of play, but may not be placed in the sideboard.

## Deck Construction

Cards that can be played as either hazards or resources may count as either for purposes of deck construction.

Each deck must contain at least 12 creatures.

The following count as 1/2 a creature for deck construction: hazards that can be played as creatures or events, At Home Dragon manifestations, Ahunt Dragon manifestations, and agents. Note that agents count as characters in Ringwraith decks, not as 1/2 creatures.

Up to 3 copies of one Wizard or Ringwraith is allowed in a play deck, or up to 2 copies of one and 1 copy of another. One copy each of three different Wizards or Ringwraiths is not allowed.

You may place Ringwraiths or Wizards in your sideboard, as long as only one of them is duplicated in the deck and sideboard combined, and you have only Ringwraiths or only Wizards in the deck and sideboard combined.

You may include hero items in a Ringwraith deck even in a Ringwraith vs. Ringwraith game.

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.

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

## Freeze the Flesh

If used on your Ringwraith or Fallen-wizard, it will remove the -5 MP penalty for having them eliminated.

## Great Secrets Buried There

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.

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.

## Movement

Maps of the regions of MECCG may be used in place of region cards in Council of Lórien tournaments. 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 its movement/hazard phase.

Wizard companies cannot use starter movement to or from sites in Gorgoroth. If using region movement to or from sites in Gorgoroth, they must move from a site in Imlad Morgul, through either Nurn or Udûn, or use a movement enhancer like Ash Mountains or Eagle-mounts. Such sites may be reached normally with Under-deeps movement.

## Sites

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.

## 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.

## Victory Conditions

Eliminating a Wizard or Ringwraith does not end the game. An eliminated Wizard or Ringwraith is placed in the out-of-play pile, and gives -5 MP to the final total. That player may not reveal another Wizard or Ringwraith. This includes Wizards who fail corruption checks. [effective 1/1/98]

The -5 MPs apply immediately, and affect your MPs 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.

## The Weakest Link Method

If there is a tie at the Free Council, add one corruption point to each non-Wizard character in play. All characters then make corruption checks.

After all corruption checks, recount marshalling points.

Continue this until there is no longer a tie or until all non-Wizard characters are corrupted away.



# CRF v.3

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This is the collected rulings file of the Council of Lórien.

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## General

### Participation

Anyone is welcome to participate in a Council of Lórien sanctioned tournament except:

- ICE employees, their spouses, and their immediate family.
- Free-lance contractors and artists are eligible to compete.
- Official representatives of Iron Crown Enterprises in an on-going 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).

### Space

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.

### Maps

If standard rules are being used, an appropriate map of the regions of MECCG can be used to depict region movement (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 (and is detailed below).

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 though 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 rulesbook 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.

## 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, 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:

- 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 character in play. Each character (including any Wizard) 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 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/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. Creatures that are also events count as only half a creature towards this limit (rounding down). Such creatures include the Nazgûl, Mouth of Sauron, and Shelob. 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 minion and Fallen-wizard decks for these purposes.

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.

**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. 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. 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.

**End-of-Game MP 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. 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 16 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 believed 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.

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. 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 19 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 outlined in 19 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.

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 page 50 of the Middle-earth: The Wizards Companion.

**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, 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.

## 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 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 receive two byes in one tournament. A player given a bye receives tournament points depending on the round of the tournament:

Round	Points
1	6
2	5
3	4
4	3
5	2
6+	1

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.).

For the first round only, players are paired off randomly (i.e., each player has zero tournament points).

## 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.

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 rearrange 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 following game results (only one result can apply to each player at the conclusion of each of his or her games).

- A. Winning with The One Ring (i.e., successfully executing Cracks of Doom, A New Ringlord, etc.)-10 (in sealed deck game), 8 (in a single-deck game), 7 (in a two-deck), 6 (in a three-deck or four-deck game);
- B. Defeating opponent with a Marshalling Points Ratio of 2 or greater-6;
- C. Defeating opponent with a Marshalling Points Ratio less than 2 but greater than or equal to 1.5-5;

- D. Defeating opponent with a Marshalling Points Ratio less than 1.5 but greater than one-4;
- E. Defeating opponent with the Weakest Link Method of breaking ties at the Free Council-3.5;
- F. Achieving a tie as per item 6 under GENERAL at the top of this document-3;
- G. Losing with the Weakest Link Method of breaking ties at the Free 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.

## 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 participants 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 (see below for this case).

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.

If more than one player is still in contention after criterion three 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 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). one-deck game-50 minutes two-deck game-1 hour and 20 minutes three-deck game-2 hours campaign game-3 hours sealed deck game-50 minutes\* resource/character scenario game-1 hour\* \* See the descriptions of the different games below for further information.

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 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 MPs

A player's final MP total after all End-of-Game modifications cannot be negative. In this case, the MP total is zero.

If, at the Free Council after the final MP totals have been tallied (including all standard rules interpretations), both players have the same number of MPs (i.e., they are tied), use the Weakest Link Method to determine a winner and a loser (see above). The winner receives 3.5 tournament points; the loser 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, and vice versa, as per the rules on p.75 of the MELE rulesbook. 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 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.

## **Sealed Deck**

Due to size considerations, sealed deck tournaments only require a 25/25 card minimum deck size (as printed in the rulesbook). 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 one-deck game. It will have to be 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).

## **Challenge Deck**

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 two-deck tournament.

## Resource/ Character Scenario

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 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.

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 rulesbook). 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).

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.

A player is awarded a number of tournament points in a resource/character scenario game for the following game results:

- A. Achieving the victory conditions of his or her chosen scenario-6
- B. Achieving the higher rank at the game's end-4
- C. Tying-3
- D. Losing with a lower rank at the game's end-2
- E. Losing if opponent achieves his or her victory conditions-0



# Rulings by Term

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These are the rulings by term.

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## AAA

### Actions

Tapping a resource can only be done at a time when you could otherwise play a resource event.

### Active Conditions

An active condition must be in play or established when the action requiring it is declared. Active conditions serve as the price of an action. They are restrictions on the player invoking the action.

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 canceled.

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 was 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.

Your opponent's resources may be the active conditions for your resources, but may not be the targets for your resources.

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
- Wolf-riders

See also Rulings by Term, [Targets](#).

**Agent**

Rules Erratum: A tapped agent may take an action to untap (i.e., move from tapped status to untapped status).

Rules Erratum: An agent may tap to play creatures at a site if the company is moving to the site.

Rules Erratum: Agent attacks against minions are always detainment. [Effective 8/27/98]

Playing a card that makes an agent attack is considered the attack's declaration.

Agents are not creatures.

Rolls made by agents during combat are done simultaneously with rolls made by characters during combat, after step 4 of the strike sequence.

Only face-up agents are considered for uniqueness.

While in play agents played as hazards may not become minion characters, and agents played as minion characters may not become hazards.

An agent played as a character in a Ringwraith deck can only be played at his home site.

When constructing a Ringwraith deck, agents are always considered characters.

The maximum of 36 mind of agents in your sideboard and play deck combined still applies.

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.

Revealed agents may return to their home site, even if they are at one of their home sites.

Cards played on an agent remain face up when the agent turns face down.

Agents may not move to any version of a hero Haven, unless they have a special ability allowing them to.

Fallen-wizards use minion rules for agents, except where specified by the White Hand rules insert.

Only Elven agents can move to a site that is a Wizardhaven.

Agent attacks are not keyed to anything.

When an agent is revealed, only the site he is at will be affected by environment cards.

Agents do not get the -5 penalty for influencing across alignments.

If you are a Ringwraith, your agents may move as if Dagorlad and Udûn are adjacent.

The rules on agent movement 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.

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.

Agents in starting companies count against the 36 mind limit.

An agent may only attack once per site phase.

See also Rulings by Term, [Card Effect Limitations](#).

### **Ahunt Manifestations**

If one Ahunt is out and you move through two or more of the regions listed on it, then you face the attack once.

### **Ally**

Allies may tap to cancel attacks from Slayers and Assassins.

Allies cannot be targeted to be taken prisoner, and otherwise cannot be taken prisoner.

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

Playing an ally is not an influence attempt.

If an ally's controller leaves play for any reason, that ally is discarded.

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.

## **BBB**

### **Balrog**

Erratum: Balrog players receive no MPs for hero items played at their darkhavens.

### **Burglary Attempts**

After a successful burglary attempt, another character may tap to play a minor item.

The character who fails the burglary roll must face the automatic-attack as though he were a one-character company. He can receive no combat support other than what he himself can provide.

On-guard creatures are faced by the whole company after a Burglaring attempt, regardless of the success of the attempt.

### **Body Check**

Annotation 22: When a character fails a body check, his items may be immediately reassigned to unwounded characters in his company, one item per character.

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 discarded.

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.

If an Orc or Troll could be discarded and eliminated by a result, discard them instead of eliminating them.

"Affecting the body check" includes modifying the die roll or the body of the character making the check.

See also Movement/Hazard Phase, Combat, [General](#).

## CCC

### **Cannot be Duplicated**

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.

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

### **Card Effect Limitations**

You may not play the following cards if your opponent is a Ringwraith or Sauron. Additionally, if you are not a Ringwraith or Sauron, a Ringwraith or Sauron opponent can play these cards against you and not be affected by any of their global effects.

- All hazard events that require an agent\*
- Bane of the Ithil-stone
- The Black Enemy's Wrath
- Foul Fumes
- In the Heart of His Realm
- Mordor in Arms
- Mûmak
- Worn and Famished

\* Near to Hear a Whisper and Sudden Fury from Middle-earth: Against the Shadow and Great Need or Purpose may be played because they do not target a specific agent.

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.

- **Chance of Being Lost and Winds of Wrath:** You may play these cards against any opponent who is using the same type of location deck (hero sites or minion sites) as yourself.
- **Great Secrets Buried There:** This card may be played against a Ringwraith or Sauron player.
- **The Nazgûl are Abroad:** This card 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.

### **Challenge Decks**

Page 12 should say that companies must join at non-Haven sites. Companies at Havens at the end of the movement/hazard phase may join or not as they choose.

The end-of-turn phase was left out of the rulesbook. During the end of turn phase you may discard one card, then you must reset to hand size.

In the Dwar deck (H) and the Indûr deck (J), the Arkenstone should have the icon for a play deck card, not a sideboard card.

Old Forest should read "healing effects," not "healing cards."

### **Character**

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

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

You can have three of a non-unique character in your deck.

Prowess modifications due to tapped and wounded status apply only during the strike sequence.

See also Turn Sequence, Organization Phase, [Playing Characters](#).

### **Command Cards**

Command cards return other command cards of the same name to your hand.

### **Company**

If all characters in a company are removed from the company, all resource permanent-events played on the company as a whole are discarded.

If all characters in a company leave play, the site goes 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.

The following allies make a company overt:

- The Balrog
- Creature of an Older World
- Great Bats
- Great Lord of Goblin-gate
- Last Child of Ungoliant
- Regiment of Black Crows
- "Two-headed" Troll

Entities associated with a company include the characters, allies, and 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.

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.

See also Turn Sequence, Organization Phase, [Organizing Companies](#); and Rulings by Term, [Influence](#).

## **Corruption**

Rules Erratum: Corruption cards must always start a chain of effects. [Effective 8/27/98]

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 check, take effect as the first declared action in a chain of effects immediately following the chain of effects that contains the corruption check.

Characters with 0 corruption points must still make corruption checks.

A character may attempt to remove a corruption card without tapping. The roll is at a -3 penalty.

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.

The resolution of a character tapping to give +1 to a corruption check happens when the corruption check itself resolves.

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.

A character attempting to remove a corruption card on another character may ignore the tapping requirement and receive -3 to the roll.

See also Turn Sequence, Organization Phase, [Storing Items](#).

## DDD

### Darkhaven

Rules Erratum: Attacks keyed to Darkhavens are detainment. [effective 11/17/97]

Whenever a hazard affecting heroes refers to a Darkhaven, interpret it as referring to a Haven instead.

Attacks at Darkhavens are canceled only if the company is at the Darkhaven.

Darkhavens count as their own nearest Darkhaven.

### Detainment Attacks

When a strike from a detainment attack succeeds, the character who was facing that particular strike must tap.

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.

### Discard

A discarded non-Wizard/non-Ringwraith character may be brought into play again by any player.

When a card is discarded, so are all permanent-events on that card.

Cards discarded from a player's hand must be discarded one at a time. This is mainly to allow a Pallando player to see each card as it is discarded. Whenever a character is discarded, all non-follower cards played with that character are also discarded.

If a card leaves active play, including being returned to a player's hand, it immediately ceases having an effect on play. [effective 11/3/97]

Cards in the discard pile do not remember how they were played.

### Dragons

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

If a manifestation of a unique Dragon is defeated, then the automatic- attack at the associated site is removed, and that site therefore loses its hoard status.

If you defeat the attack from a Dragon manifestation, you get kill marshalling points from the manifestation as if you had defeated a creature.

## EEE

### Eliminated

When a card is eliminated, all permanent-events on that card are discarded.

### Exhausted

Permanent-events discarded when the play deck is exhausted are shuffled into the new play deck along with the rest of the discard pile.

# FFF

## Fallen-wizard

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.

A Fallen-wizard may use a minion resource to cancel the automatic-attack at a hero site, and vice versa.

Fallen-wizards may not play characters with more than five mind, but if they have one in play the character is not discarded.

A Fallen-wizard is at -5 for influence attempts against a Ringwraith, but not against a Wizard.

Fallen-wizards may not use starter movement, but they may use any other form of movement.

Fallen-wizards use Ringwraith rules for agents.

You may not declare yourself as a specific Fallen-wizard unless you have his card in your deck.

Fallen-wizards can have a character with more than five mind, they just can't start with one or play one.

For starting companies, minor items come into play after characters, so they cannot affect a character's mind for the purpose of playing him.

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.

You may use minion or hero resources to affect the automatic-attack at a site, regardless of the site's alignment.

If any version of a site is in play or in your discard pile, you may not play another version of that site.

Fallen-wizards may receive one extra MP for factions played on a leader.

Fallen-wizards may not play *Bade to Rule*

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.

None of a Fallen-wizards MPs may be modified by non-stage resources.

See also Rulings by Term, [Specific](#).



## GGG

### Gold Ring Item

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.

Ring special items played as a result of storing a ring at a Darkhaven come into play stored.

## HHH

### Hand Size

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.

See also Card Errata and Rulings, [Favor of the Valar](#).

### Haven

Havens can tap.

Whenever a hazard affecting minions refers to a Haven, interpret it as referring to a Darkhaven instead.

Havens count as their own nearest Haven.

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.

### Hobbits

If a Hobbit is a starting character and leaves play, then it may only be brought back into play normally at Bag End.

## III

### Influence

Restricted direct influence is limited in its use, usually to characters and/or factions of specific races. Unrestricted influence has no use restrictions.

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.

A character removed from the control of direct influence outside the organization phase does not need to be controlled by general influence until that player's next organization phase.

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

See also Turn Sequence, Organization Phase, [Organizing Companies](#); and Rulings by Term, [Company](#).

### Items

The "free" minor item may only be played immediately after playing the resource that taps that site.

## LLL

### Leader

Factions played with a leader are worth two extra MP per group of factions, not per faction.

## MMM

### Manifestations

A Fallen-wizard (nor any other player) may not have two resource manifestations of the same unique resource in his deck.

### Marshalling Point Pile

Under standard rules, no more than half of your marshalling points can come from any one type of marshalling point. Do not round up. The easiest way to deal with this is to set the category with the most marshalling points to equal the total of all other categories of marshalling points.

You may not target hazards in your opponent's marshalling point pile for removal.

You may not gain marshalling points from a hazard you played yourself.

### May not Untap

Nothing may untap a character who is the subject of an effect that states the character may not untap.

### MELE vs. METW

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.

# If you are playing against a deck with three Wizards in it, you may play any combination of three Ringwraiths, except one each of three different Ringwraiths.

You may not have both the minion and hero version of a unique item in your deck.

### Minion characters

Minion characters are not affected by cards that target agents.

### Modes

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.

### Multi-player Games

Only the moving player, and the hazard player drawing cards based on his movement, may take advantage of drawing cards, including cards drawn for events like The Nazgul are Abroad and From the Pits of Angband. These two players are also the only ones who may discard a card at the end of the turn. All players reset their hand size when any turn or movement/hazard phase ends.

In multi-player games the following hazards count as 1/2 a creature: hazards that can be played as events or creatures, Ahunt Dragon manifestations, and At Home Dragon manifestations. Agents in a Wizard deck also count as 1/2 creatures.

You may only play The Lidless Eye if none of your opponents are Ringwraiths.

Twilight may only be played by the moving player and the hazard player. As an exception, a player who's own environment will be discarded by an environment may play Twilight to cancel that environment.

For Spying out the Land and Here is a Snake, each 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.

Actions taken during the movement/hazard phase, against a specific player, must be done against the moving player.

## NNN

### Normal

Normal means as written on the card, not considering other card's effects. Note that this definition only applies to effects refering to card texts.

### Nazgûl

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

## OOO

### Off to the Side

Host cards of cards off to the side can be targeted normally.

### Optional Rules

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

A character tapping to face two strikes is at -3 prowess against both strikes.

The character taps when resolving the second strike.

For recently visited sites in multi-player games, the automatic-attack gets +1 for each player who has that site in their discard pile.

See also Rulings by Term, [Burglary Attempts](#).

## PPP

### Passive Conditions

A passive condition causes an action to happen as stated on a card already in play.

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 canceled. 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.

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.

## **Playing a Card**

Playing a card is the process of bringing a card from your hand into play.

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.

# **RRR**

## **Reveal**

Any revealed cards are shown to all players.

## **Ring Items**

You should shuffle your deck after searching it for a Lesser Ring.

## **Ringwraith**

You may have any number of Ringwraiths in your sideboard, as long as you do not duplicate more than one of them in the combined deck and sideboard.

Characters with combat bonuses against Nazgûl also get those bonuses against Ringwraiths. However, other effects that affect Nazgûl do not affect Ringwraiths.

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.

## **Ringwraith Follower**

Ringwraith followers may still use magic as printed on their card.

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.

# **SSS**

## **Sage Only**

Any card requiring a sage to play is a sage only card.

## **Short-event**

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.

## **Sideboard**

The sideboard is increased to 30 cards for one and two-deck games, 35 for three-deck, and 40 for four-deck.

You can access hazards from your sideboard when your opponent's Wizard/Ringwraith is in play. You must declare this at the end of your opponent's untap phase and then access hazards as if you had tapped a Nazgûl permanent-event to do so. The hazard limit against all of your opponent's companies that turn is halved, rounded up.

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.

You may have Wizards in your sideboard. You may have no more than three copies of one Wizard, and one copy of each other Wizard, in your sideboard and play deck combined.

You may access your sideboard when your opponent plays The Lidless Eye as if he had revealed his Ringwraith.

## **Site**

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.

## **Site Path**

Certain cards refer to the site's site path. The site's site path is always the site path given on the site card, regardless of how the company got to that site.

Events can alter both a site's site path and a company's site path.

## **Skill Cards**

Two or more skill cards may be played by a single character outside of the strike sequence.

Two skill cards may not be declared by one character against a given strike.

"(Foo) only" cards can only be played by characters with the (foo) skill.

## **Specific**

To play a name-specific card, you must have declared yourself as the character with that name. That character need not be in play.

## **Stage Resources**

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.

Wizard specific Stage Resources may be played with the starting company.

Stored stage resources give stage points, and may be discarded normally.

If you start with Hidden Haven, you must bring out your staging site when you reveal Hidden Haven.

## **Stored Cards**

Stored cards are not considered to be in play, except for uniqueness.

Stored cards get no bonuses based on who bears them.

See also Rulings by Term, [Stage Resources](#).

# **TTT**

## **Targets**

A target is an entity that an action is played out through. Entities are only targets of an action if the action specifies those entities by number and type.

Note that "the foo" counts as specifying one "foo."

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.

See also Rulings by Term, [Active Conditions](#).

## **Timing**

The validity of an effect, including the hazard limit, is checked upon declaration and upon resolution.

Annotation 24: If a card specifies that more than one action occurs when the card itself is 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.

(amendment to original version of Annotation 24): As an exception, if one of the effects of a card is an attack, cards may be played that cancel the attack, cancel one of its strikes, or that otherwise are playable during the strike sequence--see Annotation 18 (Turn Sequence, Movement/ Hazard Phase, Combat, [Strike Sequence](#)).

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.

## **Trophies**

Creatures whose marshalling points are listed with an \* give marshalling points while used as trophies.

Defeated Dragon manifestations can be used as trophies, including Dragon factions.

Trophies can be discarded to satisfy "thieving" attacks, and count as items for all other effects.

Characters may not be taken as trophies. Trophies in Fallen-wizard companies give prowess and influence bonuses based on the MPs printed on the card.

## **UUU**

### **Under-deeps**

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 minion and Fallen-wizard companies.

When a company's site of origin is an Under-deeps site and the company reveals a new site at the start of its movement/hazard phase, the company is declaring it will make a roll to determine if the movement was successful. No cards can be played between the site being revealed and the roll except for Reach of Ulmo.

Neither player draws cards for this movement if the roll is not successful.

At an Under-deeps site, after a successful rescue attempt, a character can tap for a minor item only.

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.

With the addition of the sites in Balrog, Windthrone is now always a surface site of an underdeeps.

## WWW

### Wizard

# You may put two of the same Wizard in your deck, or you may put one copy each of two different Wizards in your deck.

### Wizardhaven

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.

The phrase 'protected Wizardhaven' is just a keyword, and has no effect by itself.

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 MPs).



# Turn Sequence

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These are the turn sequence rulings.

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## Beginning of the Game

# If a character is put in the deck due to duplication in the starting company, then it does not count against the 10 character limit.

# You should either draw numbers for the whole game or roll dice for the whole game.

Your starting company can only contain 20 points of unmodified mind.

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

Your starting hand is eight cards, regardless of what characters you have at particular sites.

## Untap Phase

Corruption checks triggered at the end of the untap phase happen after everyone untaps.

## Organization Phase

### Choosing a New Site

Rules Erratum: 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.

Any single site path cannot have more than one copy of a particular region.

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.

Two companies may not start at the same site of origin and move to the same new site.

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. 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.

### Followers

A character cannot use a bonus to direct influence against "Blue Mountain Dwarves" to control characters with the home site Blue Mountain Dwarf-hold. The bonus only applies to the faction.

Bonuses to direct influence against characters apply only once, not for each character.

## Organizing Companies

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.

Company composition changes that you choose to make, including bringing a character into play, must all be done at the same time during the organization phase. During this time no other actions may be taken.

If a company splits, all but one of the split companies must attempt to move to a different site this turn. The company may not rejoin in the same phase.

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

See also Rulings by Term, [Company](#) and [Influence](#).

## Playing Characters

Rules Erratum: 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.

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. [Effective 11/17/97]

## Storing Items

Minions who roll equal to or one less than their accumulated corruption when storing an item are only tapped. A minion who taps from a corruption check for storing/transferring an item still successfully stores/transfers that item.

# Long Event Phase

Nothing.

# Movement/Hazard Phase

## General

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 movement/hazard phase until their old site card is discarded during the same movement/hazard phase. During this period a company is considered to be en-route between sites and not at any site.

Annotation 25a: A company's movement/hazard 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.

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.

Annotation 26: If at the start of a player's movement/hazard phase, there are multiple effects in play such that their net effect depends on the order they are applied, the player who is currently not taking his turn (i.e., the hazard player) decides the order in which they are to be applied. Once this interpretation is established, all further actions are applied in the order they are resolved for the rest of the turn.

Once the effects of an environment card have been applied to a target during a given movement/hazard phase, that effect is not applied again to that target during the current turn.

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.

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.

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.

If two companies join at a site, cards affecting one of the companies now affect them both.

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. [effective 11/17/97]

The same region (as in region card) may not occur twice in a single site path.

A non-moving company's current site is considered its new site for card play.

## **Movement**

If a company does not move, it still has a movement/hazard phase. No cards are drawn based on the company's movement, and the only hazards that can be played on the company are creatures that can be keyed to the company's site and events.

Lebennin and Ithilien are not adjacent, even though they look that way on some maps.

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. 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.

## **Playing Hazards**

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. [effective 11/17/97]

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.

## Turn Sequence: Combat

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.

If you say you are done playing hazards and your opponent plays a resource before the movement/hazard phase ends, you may then resume playing hazards, assuming you have not yet reached the hazard limit.

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. Angmar Arises, In Darkness Bind Them, and Reaching Shadow may not be used to play creatures keyed to double shadow-lands.

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.

For the purposes of interpreting hazards, no Darkhaven or Haven has a site path except for Geann a-Lisch.

You check the hazard limit at declaration and resolution. At declaration there must be less hazards already declared than the hazard limit. At resolution there must be no more hazards declared than the hazard limit.

## Returning to Site of Origin

If a company returns to its site of origin, its site path immediately disappears, and its movement/hazard phase immediately ends.

An effect that returns a company to its site of origin may not be declared in the middle of an attack.

Rules Erratum: If a company returns to its site of origin, it may do nothing during its site phase. A company failing its underdeeps movement roll is not effected by this rule.

# Combat

## General

Side effects of losing a character are resolved immediately after the character is lost, before other characters resolve their strikes.

All strikes of an attack must be assigned before any are resolved.

See also Rulings by Term, [Ally](#) and [Body Check](#); and Turn Sequence, Site Phase, [Company vs. Company Combat](#).

## Attack

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.

Annotation 13: 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.

Annotation 14: A canceled attack has no effect on its target company, except that the company is considered in its history to have faced the attack.

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. 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. Cards only modify attacks if they say they specifically mention attacks.

When a minion company defeats an attack with no \* by the MPs, the creature goes to the out-of-play pile belonging to the person who played the attack.

They may still be taken as a trophy, but go to the appropriate out-of-play pile when the trophy is discarded.

Excess strikes applied as -1 modifiers do not have to have their body defeated.

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.

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.

Attacks created by events are not keyed to anything unless specifically stated as being keyed to something on the card.

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" 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.

If an attack can not be cancelled, strikes from the attack may still be cancelled.

An attack is considered faced by a company if it successfully resolves in its chain of effects.

@ 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.

## **Strike Sequence**

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.

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 particular 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.

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" 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 20: If more than one special action is to follow a strike, the defending player decides the order they are resolved.

Annotation 21: 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. Wounded characters only suffer a -2 prowess. In general, wounded characters are not considered tapped.

Non-item prowess bonuses are applied in the order the player controlling the character decides.

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

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

## Site Phase

### General

Items, factions and allies must be played during the site phase.

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.

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.

You may only play a free minor item after playing an ally, faction, or item that taps the site.

See also Rulings by Term, [Items](#).

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.

### **Company vs. Company Combat**

The defender may take actions that affect the attack or any of the strikes.

The attacker may only take actions that affect individual strikes.

True Fána and Sacrifice of Form cannot be used in company versus company combat.

Rules Erratum: Hazards effects in play that affect attacks have no effect on company vs. company combat.

Only the defender is considered to be facing an attack, but all characters are considered to be facing strikes.

@ Tapped defending characters choose their strikes after untapped attacking characters have assigned their strikes.

@ 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.

See also Card Rulings, [Swarm of Bats](#).

### **Automatic- attacks**

A card that can cancel an attack can cancel an automatic-attack, and this counts as facing the automatic-attack.

Automatic-attacks added to a site are faced after the normal automatic-attacks for the site. Multiple automatic-attacks are faced in the order listed and/or resolved.

Company composition and overt/covert status is checked before each automatic attack.

Any character may tap to cancel one automatic-attack at his home site.

The only resources you may play against automatic-attacks are ones that cancel the attack, cancel a strike, or would be otherwise playable during the strike sequence.

### **Influence Attempts**

It is not possible to influence anything away from a Wizard or Ringwraith.

You may influence a Hobbit if you are not at Bag End.

A successful influence attempt on an opponent's resource does not tap the site.

You may only make one influence attempt against your opponent's resources during each turn.

When influencing factions across alignments, you roll against the number on the card in play, that you are trying to influence away.

For a Fallen-wizard, the resource revealed must match the alignment of the site at which the attempt is taking place.

## **On-Guard Cards**

Rules Erratum: 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.

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.

An on-guard card may be revealed when the company plays a resource that potentially taps the site. The card must affect the company or a character in the company that site phase. Note that this clarification is looser than the rule printed on p.61 of the Unlimited Rules book

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.

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 card cannot be revealed that:

- Returns a company to its site of origin
- Taps a company's site
- Potentially removes a character from a company, besides combat or corruption checks
- Forces a company to do nothing during its site phase
- Directly taps a character in the company

A card that potentially removes an ally from the company can be revealed, so long as it otherwise is legal.

The on-guard card is not considered to be in any player's hand.

When an on-guard card is revealed, it immediately ceases to be considered an on-guard card.

Creatures may only be revealed on-guard if there is an automatic-attack at the site.

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).

If the site an on-guard card is played on leaves play before the site phase, the on-guard cards are returned to their owner's hand.



See also Rulings By Term, [Burglary Attempts](#).

## End-of-Turn Phase

End-of-turn effects are triggered by the ending of the End-of-Turn phase. Once both players are done with all actions in the End-of-Turn phase, all End-of-Turn effects are declared and resolved in the order chosen by the current player. No further actions may be declared that turn.

Cards may be played during the End-of-Turn phase after hand size has been reconciled.

Replacing one site with another at the end of the turn counts as movement, without a movement/hazard phase.

## End-of-Game

These rulings apply to any end game, whether it is the Free Council, the Audience with Sauron, or the Day of Reckoning.

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.

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

To calculate marshalling points at the Free Council, follow these steps:

- Total up the marshalling points for each category. The modifications from My Precious, factions played on a leader, and eliminated characters apply now.
- If your opponent has no points in a category double your points in that category. Doubling does not apply to the Miscellaneous or Kill categories.
- 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.
- Subtract any points that are subtracted from your total, including points from unique resources your opponent has duplicated in his hand.

See also Rulings by Term, [Under-deeps](#).

**Turn Sequence:** End-of-Game

Marshalling points that minions have at an Under-deeps site do not count for calling the Audience with Sauron, but do count at the Audience with Sauron.

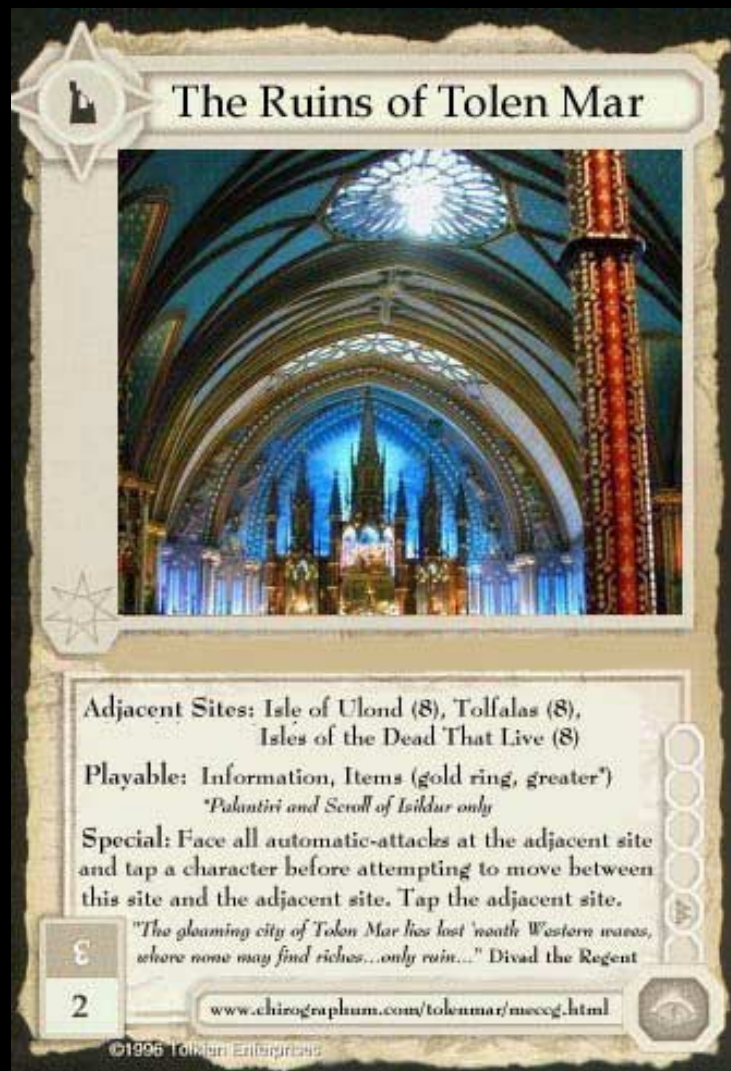
You may only call the Free Council if you have met the deck cycling and marshalling point requirements, not if only your opponent has.

You may not receive kill MPs from a card you played.

MPs from special and minor items count as item MPs.

# The Ruins of Tolen Mar

## Montreal MECCG League



[www.chirographum.com/tolenmar/](http://www.chirographum.com/tolenmar/)

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# Dragons

This insert provides expansion rules and clarifications. These rules are recommended for all METW games even if METD is not used.

## Key Words and Terms (Clarification)

A “key word” is an identifier for a card which makes it affectable by or usable with other cards as the cards’ text dictate. For example, in METW, key words include: Orc, spell, environment, Dragon, Undead, Wolves, etc. Middle-earth: The Dragons introduces several “key words” to the Middle-earth collectible card game: Drake, light enchantment, dark enchantment, ritual, riddling attempt, riddling roll, offering attempt, flattery attempt, capture, and helmet. There are no special rules for these key words; except that a character may only use the effects of one helmet at a time. Note that the key words, Dragon and Drake, are mechanically independent. Some of the key words 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.

## Dragon Lairs

Any site with a Dragon automatic-attack is a Dragon’s lair. There are nine unique Dragons associated with the following 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	DûmAngmar
Smaug	The Lonely Mountain	Northern Rhovanion

## Hoards

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) contains a hoard. 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.

*Example: You cannot play a hoard minor item at Wellinghall after successfully influencing the Ents of Fangorn like you can with a normal minor item.*

Wellinghall does not contain a hoard.

## Manifestations of Dragons

Each of the nine unique Dragons (see above) has three different manifestations:

- **Basic**—In this manifestation a Dragon is in his standard active mode. Each of these manifestations is represented by a standard creature card (e.g., the cards for Smaug, Agburanar, Daelomin, and Leucaruth from METW).
- **Ahunt**—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 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).
- **At Home**—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).

Different manifestations of the same Dragon may be in play at the same time. The fact that each manifestation is unique unto itself does not preclude the other manifestations.

Only your opponent can receive marshalling points from defeating a manifestation of a Dragon that you played. If you defeat a Dragon manifestation that you played, it is removed from the game 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 the game:

- All existing manifestations in play of the same Dragon are removed from the game.
- No further manifestations of the same Dragon may be played.
- The Dragon's lair no longer has an automatic-attack.

*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 for defeating Smaug and Smaug, Smaug at Home, and Smaug Ahunt 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.



## Hazard Limit (Clarification)

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. Any cards which modify a company's hazard limit played prior to this point are then immediately applied to the company's base hazard limit in the order chosen by the player controlling the company. With such modifications established, any cards played after this point 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.

## Characters Facing Multiple Strikes

When certain Middle-earth: The Dragons cards are played, a character may be assigned to receive 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 cancelled (i.e., they have no further effect).

## 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).

A character may only attempt to remove each corruption card once per turn if he ignores the tapping restriction to do so.

*Example: During his organization phase, Beorn has 3 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, Beorn had not tapped for this attempt, he would have failed (he would have needed to roll a 10 or better). 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, so the card is removed (greater than 5 was required).*

## Sideboard

With the publication of Middle-earth: The Dragons, the number of different resource and hazard strategies increases dramatically. To enable players to react to more specific strategies during play, the sideboard size is increased by five (e.g., from 15 to 20 for the 1-deck and 2-deck games, from 20 to 25 for the 3-deck game, etc.).

At the end of your opponent's untap phase, if your opponent's Wizard is in play, 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 (round up, e.g., a hazard limit of 2 becomes 1, a hazard limit of 3 becomes 2, etc.).

## **Region Movement Limitation**

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 allows additional region cards to be laid down, no more than six regions may be used.

# Dark Minions

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This insert provides expansion rules and clarifications for use with all Middle-earth Collectible Card Game (MECCG) products.

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## Minion Cards (Clarification)

MEDM includes minion cards—a new type of card with a new type of template—the background is iron with a “rusty” purple tint. In MEDM, minions are used as hazards called agents. An agent 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.

The concept of minions used in a non-agent fashion will be introduced in Middle-earth: The Lidless Eye (a stand-alone expansion due out in the Spring of 1997). In The Lidless Eye, minions will be used like characters, but each minion will be under the influence of one of Sauron’s Dark Lieutenants.

## Permanent-events (Clarification)

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).

You may not make an influence attempt on an item with a permanent event on it.

## Placement of Cards “off to the side” (Clarification)

Certain cards and effects require other cards be placed “off to the side” (for example, Sacrifice of Form from Middle-earth: The Wizards). Cards placed off to the side are placed on the playing surface off to the side of the normal area of play. Such cards are kept with their host permanent- event that caused this effect. Any 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.”

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 card placed off to the side will give its marshalling points to its owner. However, the cards typical with Middle-earth: Dark Minions are “taking prisoners” cards, and characters taken prisoner yield negative marshalling points.

## The Under-deeps

*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 countless, 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. Though 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 strongholds seem lost. Many appear as simple caves or side passages, no longer resembling their past grandeur. 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:

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.

- 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.
- Normally, when you successfully play an item, faction, ally, or information at a site, the site card is tapped and one additional 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.
- You may not consider marshalling points associated with a company at an Under-deeps site for the purposes of calling the Free Council.

*Example: Legolas taps and plays Glamdring (a major item) at The Under-grottos and the site taps. At this point, Gimili could only tap to play a minor item at a non-Under-deeps site. But The Under-grottos is an Under-deeps site, so Gimili can tap to play anything playable at The Under-grottos: a minor item, a major item, or a gold ring. He taps and plays a Precious 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.

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 an adjacent site is revealed by one of your companies whose site of origin is an Under-deeps site, you must make a roll (2D6). 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, the company returns to its site of origin and the movement/hazard phase proceeds as if the company had not moved.

---

**Note:** A company moving from a surface site to its Under-deeps site does not need to make a roll.

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*Example: A company that starts 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 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.*

## Manifestations

Certain entities (e.g., the Balrog, Gollum, Lobelia, etc.) have several different manifestations, each represented by a different MECCG card.

If one manifestation of such an entity is already in play, you may not play another manifestation of the same entity.

If an attack from a manifestation is defeated, the manifestation is removed from play and you may not play any further manifestations of the same entity.

Exception: Different manifestations of the same unique Dragon may be in play at the same time.

---

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

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*Example: Gollum (the ally manifestation of Gollum) is in play with one of your characters. So, neither you nor your opponent can play My Precious (the agent manifestation of Gollum) until Gollum is discarded. If your Gollum is eliminated, My Precious and your opponent's Gollum (if any) may never be played.*

## Taking Prisoners

Certain hazard permanent-events cause a character 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.

- 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.).
- 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.
- 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.
- 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.
- 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.

If a rescue site is not available within these rules, the hazard host cannot be played!

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 borne 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. If eliminated while imprisoned, the character yields these negative character marshalling points permanently (place the character’s card in your marshalling point pile).

### 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.

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**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.

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## Agents

An agent has the same attributes as a character: race, skills, direct influence, prowess, body, mind, marshalling points, and special abilities. During play, each agent 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 that acts as a creature with the following special effects:

- It normally remains in play until it is eliminated.
- If using the minimum number of creatures requirement (i.e., in the Council of Lórien tournament rules) for a starting play deck, each agent only counts as half a creature.
- 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”).
- 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.

### Playing an Agent

To play an agent, place it face-down (and untapped). 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.
- An agent may return to its home site (i.e., remove all of the site cards on the agent).
- An agent may tap to make certain creatures playable at its current site (see below).
- A wounded agent may heal (i.e., move from wounded status to tapped status).
- A tapped agent may untap.
- An untapped, face-up agent may be turned face-down along with its site card.

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.

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**Note:** Certain cards allow an agent to take more than one action during a given turn.

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### Moving an Agent

When one of your agents moves, tap it and place its new site card 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).

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**Note:** If Starter Rules are being used and/or you are not using region movement, agents may not move.

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## 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.

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**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).

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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. If you do not have such a site card in your location deck, discard the agent at the end of the current turn.

If one of your agents is revealed after it has moved, the first site card that 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.

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).

## Playing Creatures at an Agent's Site

If one of your agents and one of your opponent's companies are both at the same Ruins & Lairs, Shadow-hold, or Dark-hold, 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 and one of your opponent's companies are both at the agent's home 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, the agent is revealed (if it was not already revealed).

## 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.
- 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.

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**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.

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## Resolving Combat With an Agent

When one of your agents attacks 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.
- 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.

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**Note:** Agents are not characters—you may not play resource cards to modify an agent's prowess (e.g., a Risky Blow will not affect an agent's prowess).

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Hazard cards affect an agent attack normally.

*Example: During your opponent's movement/hazard phase (MH-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 MH-phase, his main company moves to L—*

*rien. 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 MH- 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. Marshalling points from defeating an agent count as kill points not as character points.

### **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, 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 in section 9 of the Standard Rules. However, the following exceptions apply:

- Your agent's unused direct influence and any other modifications are used (i.e., the agent is doing the influencing, not a character).
- 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.

## 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.

# Against the Shadow

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This insert provides expansion rules and clarifications for use with all Middle-earth Collectible Card Game (MECCG) products.

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## Placement of Cards “off to the side” (Clarification)

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 off to the side of the normal area of play. Such cards are kept with their host permanent-event that caused this effect. Any 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.”

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 card placed off to the side will give its marshalling points to its owner.

*Example: You can play an ally “off to the side” with Come at Need. While that ally is “off to the side” it may not be targeted with, or affected by, Stay Her Appetite. While “off to the side,” no manifestations of the ally may be played, and it gives the normal marshaling points. Come at Need may be targeted by Voices of Malice. If Come at Need is discarded by Voices of Malice, so is the ally.*

## Hoard

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) contains a hoard. 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.

*Example: You can not play a hoard minor item at Mount Gram after successfully influencing the Orcs of Angmar like you can with a normal minor item. Mount Gram does not contain a hoard.*

## Region Movement Limitation

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 allows additional region cards to be laid down, no more than six regions may be used.

## 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.

## The Under-deeps

*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. Though 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 strongholds 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 site’s region, and its name contains “...-deeps” or “Under-...” An Under-deeps site is just like any other site with the following exceptions:

- 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.
- 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.
- You may not consider marshalling points associated with a company at an Under-deeps site for the purposes of calling the Free Council or the Audience with Sauron.
- Normally, when you successfully play an item, faction, ally, or information at a site, the site card is tapped and one additional 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.

*Example: Aternak taps and plays High Helm (a major item) at The Under-grottos and the site taps. At this point, Dorelas could only tap to play a minor item at a non-Under-deeps site. But The Under-grottos is an Under-deeps site, so Dorelas can tap to play anything playable at The Under-grottos: a minor item, a major item, or a gold ring. He taps and plays a Gold-ring that Sauron Fancies.*

### 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.

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 an adjacent site is revealed by one of your companies whose site of origin is an Under-deeps site, you must make a roll (2D6). 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, the company returns to its site of origin (no cards are drawn) and the movement/hazard phase proceeds as if the company had not moved.

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**Note:** A company moving from a surface site to its Under-deeps site does not need to make a roll.

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*Example: A minion company that starts 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 Džm (0), The Under-leas (5), or The Under-vaults (6). However, after committing to movement, the moving player must roll a 5 or better to successfully move to The Under-leas or a 6 or better to successfully move to The Under-vaults.*

*Example: A company is moving from The Under-gates to Moria 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 Shadowhold of Moria.*

## Characters Facing Multiple Strikes

Certain effects 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 have been successful.





# The White Hand

When you play a Fallen-wizard, assume that your Fallen-wizard is a METW “Wizard.” All of the normal METW rules apply except for the specific exceptions outlined in these rules. The MELE rules that concern Wizards also apply to Fallen-wizards.

## Overview

You should read the following section to get a general idea of how to play a Fallen-wizard. Then read the rest of the rules for more specific details.

### Wizards

When the rules and cards refer to a Wizard, they apply to your Fallen-wizard. The White hand symbol on a Fallen-wizard’s card is that Fallen-wizard’s general influence when that card is in active play.

### Wizardhavens

When the rules and non-site cards refer to Havens and Darkhavens, they apply instead to your Wizardhavens. The special effects of METW Havens (i.e., healing, bringing characters into play, etc.) do apply to your companies at your Wizardhavens. These same effects do not apply to your companies at MELE Darkhavens and METW Havens.

### Stage Points

Certain cards give your Fallen-wizard “stage points.” Stage points reflect how far your 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 a cog-shaped symbol with a number inside.

### Stage Resources

MEWH introduces a new type of resource card called a stage resource card. Such a card is actually a “Fallen-wizard- only resource card”-only Fallen-wizard players may include them in their decks. Stage resources have a green-colored (i.e., tarnished copper) background. Most stage resource cards give stage points.

### Characters

You may use both hero and minion characters. However, you may only use a character if his mind attribute is 5 or less. All of your non-Orc/Troll characters are considered to be hero characters. You may only use up to two of each non-unique character.

### Orcs & Trolls

Because most Fallen-wizard characters will not be Orcs and Trolls, specific rules concerning Orc and Troll characters are collected in one section at the end of these rules.

### Hero/Minion Resources

You may use both hero and minion resources. However, you may only include up to a total of two of each non-unique hero or minion resource in your play deck and sideboard.

### Sites

There are four Fallen-wizard site cards: Isengard, The White Towers, Rhosgobel, and Deep Mines. These site cards have a light gray background.

Unless stated otherwise on a card, a Fallen-wizard player may use these sites instead of the hero/minion versions.

Most Fallen-wizard companies use hero site cards when moving to non-Fallen-wizard sites (see the Movement section for exceptions).

### **Marshalling Points**

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 MPs cannot be modified by a hero or minion resource event (e.g., Rumor of the One, Tribute Garnered, Sentinels of Numenor, etc.). However, Fallen-wizard abilities and stage resource cards can modify the number of marshalling points certain cards give.

## **The Victory Conditions**

As a Fallen-wizard you may win in the same way a METW Wizard wins: your opponent is eliminated or you recover The One Ring or you have the most marshalling points at the Free Council. The following exceptions apply:

- In order to win by recovering The One Ring at least one A New Ringlord card must be played and the conditions outlined on that card must be met.
- The Free Council is handled normally, and victory is determined in the standard way by comparing marshalling points. However, to you (a Fallen-wizard) it is called your Day of Reckoning and your marshalling points reflect how far you have progressed towards completing your own personal agenda.
- You do not receive marshalling points for cards stored at non-Wizardhaven sites.

## **Getting Ready to Play**

A Fallen-wizard player prepares for play just as a Wizard does, with the following exceptions:

### **Declaring That Your Wizard is Fallen**

If you are playing a Fallen-wizard, you must tell your opponent which Fallen-wizard you are playing before choosing starting companies. 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).

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**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.

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### **Your Location Deck**

Your location deck may include multiple copies of the Fallen-wizard site cards: Isengard, The White Towers, Rhosgobel, and Deep Mines. However, your location deck may only include one of every hero site and minion site.

## **Your Play Deck**

The resource half of your play deck (and your sideboard) may include hero, minion, and stage resources. But, you are limited to:

- One of each unique card (including cards with the same name)
- Three of each non-unique stage resource card
- Two of each non-unique character card
- Two of each non-unique hero resource card
- Two of each non-unique minion resource card

You 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).

You may not include any of the following cards:

- The Balrog
- Messenger of Mordor
- Cracks of Doom
- News Must Get Through
- Favor of the Valar
- News of the Shire
- Gollum’s Fate
- Old Road
- Hour of Need
- The Windlord Found Me
- Kill All But Not the Halflings
- Wizard Uncloaked
- The Lidless Eye
- Use Your Legs
- The Sun Unveiled
- Glamour of Surpassing Excellence

## **Starting Stage Cards**

You must attempt to start with one, two, or three (your choice) stage resource permanent-event cards in play. These cards must have a combined total of 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.

## **Starting Characters**

Your starting characters (up to 5) may include hero characters and minion characters, but you may not start a character with a mind greater than 5.

However, you may not start Orc and Troll characters unless you start with an appropriate stage resource card (e.g., Bad Company).

## **Starting Site**

Your starting company may begin play at The White Towers or at any Ruins & Lairs site in Rhudaur or Arthedain. If you start at a Ruins & Lairs site, one of your starting stage resource cards may be a Hidden Haven played on your starting site.

## Player Turn

The Player turn proceeds normally with the following exceptions:

- You may discard one of your stage resource cards already in play during your organization phase. You may not discard such a card if it would reduce your stage points below 3.
- You may only play stage resource permanent-events during your organization phase (unless a specific card states otherwise).
- Fallen-wizard companies may attack Ringwraith companies (see MELE rules, p.80) and vice versa. 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 the section on Special Rules for Orcs and Trolls).

## Characters and Companies

All of your non-Orc and non-Troll characters are considered to be hero characters. Thus, a company consisting of only such characters is treated as a hero company. Such a company is covert for the purposes of playing minion resources.

- Your Fallen-wizard may only start at his home site.
- You may not start or bring into play any character with a mind greater than 5.

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**Note:** See the section on Orcs and Trolls for more details.

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## Movement

Fallen-wizard companies must use region movement. When one of your Fallen-wizard companies moves to a site, you and your opponent draw cards based upon the site being moved to. This applies even if moving to one of your Wizardhavens.

The METW Havens (i.e., Grey Havens, Rivendell, Lórien, Edhellond) and MELE 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 for using sites can be modified by the play of certain hazards 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 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 your 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.

## Corruption Checks

Corruption checks are handled normally with these exceptions:

- Corruption checks for a Fallen-wizard are handled as if he were a minion character. That is, if the roll for a corruption check is equal to a Fallen-wizard's 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.
- Corruption checks for a Fallen-wizard's non-Orc and non-Troll characters are handled as if the player were a Wizard.
- Corruption points given on all non-item stage resource cards apply to your Fallen-wizard.

## Playing and Using Resources

Playing resources is handled normally with these exceptions:

**Testing Gold Rings**—Whenever a Fallen-wizard player tests a hero gold ring item, the roll is modified by -1.

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**Note:** The restrictions below do not apply to Spells and Magic.

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**Targeting Site and Resource Cards**—A hero resource card may not target/affect a minion site card or a minion resource during the site phase that tap the site.

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**Note:** When the test of a gold ring indicates that a specific type of ring may be played, you may play either a hero or a minion ring of the appropriate type.

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**Playing Resources at a Site**—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 site card (or any Wizardhaven) is both a hero site and a minion site

This applies to all factions, allies, and items; as well as other cards played during the site phase that tap the site.

**Using Items**—All non-Orc/Troll characters may freely use both hero and minion items.

## When Your Fallen-wizard Leaves Play

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.

## Using Sites for Agents

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.

## Special Orc & Troll Rules

- A company with any Orc or Troll characters is an overt company. In addition, a company with any of the following allies is an overt company: Great Bats, Great Lord of Goblin-gate, Last Child of Ungoliant, Regiment of Black Crows, Two-Headed Troll. Any other company is a hero company.
- 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 an Orc.
- You may not play Orc and Troll characters until you have played the appropriate card (e.g., Bad Company).
- Unless at a Wizardhaven, an Orc or Troll cannot be in the same company as an Elf, Dwarf, Dunadan, or 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 in the MELE rules (p. 31). Overt companies are minion companies for hazards that can only attack/effect minion companies (e.g., 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, etc.).
- 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, 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).

## Optional Rules

### Company vs. Company Combat

Normally, non-overt Fallen-wizard companies and Wizard companies may not attack each other.

If using this 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.

### Wizard to Fallen-wizard Conversion

You (as a Wizard player) 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). If you choose to do so and have the appropriate cards in your sideboard, you must follow this procedure:

1. Immediately, replace your Wizard with the corresponding Fallen-wizard from your sideboard. Place your Wizard card in your sideboard.
2. Take one playable stage resource permanent event card giving 3 or fewer stage points from your sideboard. Play the card.
3. Normal play resumes with all of the Fallen-wizard rules applying to you.

## Tournament Rules

### Starting Stage Cards

When the Character Draft is used, treat the starting stage cards as if they were characters.

### Sideboard Size

The sideboard size is increased to:

- 30 cards for the 1-deck game and the 2-deck game.
- 35 cards for the 3-deck game.
- 40 cards for the 4-deck game.

### Revealing Your Wizard

In the general opponent format, you must reveal the identity of your Fallen-wizard before the game begins.





# The Balrog

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This is an expansion set of over 100 cards for the Middle-earth Collectible Card Game. While it is fully compatible with both Middle-earth: The Wizards and Middle-earth: The Lidless Eye, Middle-earth: The Balrog focuses on a player using resources from The Lidless Eye.

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The Balrog is supremely confident of his own immense personal power. After all, just like Sauron, he was one of Morgoth's chief lieutenants. The Balrog 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.

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**Note:** Middle-earth: The Balrog introduces a new classification of creatures called "Spawn." These monstrous creatures were created by Morgoth or other fallen spirits. Like the Balrog, a few Spawn survived the War of the Wrath and hid deep underground.

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## Balrog Player

A Balrog player acts as a Ringwraith player. Any card and rules 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").

However, instead of using the special rules listed on page 59 of the MELE rules (or wherever else these rules may appear), a Balrog player uses the following special rules:

- 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).
- The Balrog never makes corruption checks and corruption cards may not be played on The Balrog.
- Normally, The Balrog may not use starter and region movement (as stated on his card). However, the play of certain resources can expand his movement capabilities.
- The Balrog's company is always overt.

## Victory Conditions

As a Balrog player, you may win in the same way a MELE Ringwraith wins: your opponent is eliminated or you recover The One Ring or you have the most marshalling points at the Audience with Sauron. The following exceptions apply:

- In order to win by recovering The One Ring, at least one Challenge the Power card must be played and the conditions outlined on that card must be met.
- The Audience with Sauron is handled normally, and victory is determined in the standard way by comparing marshalling points. However, to you (The Balrog) it is called your Day of Decision and your marshalling points reflect how far you have progressed towards taking your true place in Middle-earth. You must play Sudden Call to call your Day of Decision.

## Getting Ready to Play

A Balrog player prepares for play just as a Ringwraith player does, with the following exceptions:

### Declaring that You are a Balrog Player

If you include The Balrog card (the character card with the special reddish background) in your deck or sideboard, you are a “Balrog player.” In this case, you must tell your opponent before choosing starting companies.

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**Note:** You and your opponent may both be Balrog players, but winner will probably be the first player to get his Balrog into play.

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### 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 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.
- Geann a-Lisch is a Ruins & Lairs with no Darkhaven effects.

## **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:

“Balrog specific” cards may be included. Such cards may only be included in a Balrog player's deck. “Balrog specific” cards do not require that The Balrog be in play, only that you are a Balrog player.

- Only Orc and Troll minion characters can be included.
- Only Orc, Troll, Dragon, Wolf, and Animal factions may be included.
- Unless they are “Balrog specific” characters, only minion characters with a mind less than 9 can be included.
- Agents count as hazards, not as characters.

A Balrog player may not include any of the following cards:

- Above the Abyss
- The Lidless Eye
- Bade to Rule
- Morgul-blade
- The Balrog (Ally)
- News of the Shire
- The Black Council
- Open to the Summons
- Black Horse
- Orders From Lugalburz
- Black Rider
- Padding Feet
- By the Ringwraith's Word
- The Ring Leaves its Mark
- Creature of an Older World
- Ringwraith cards
- Fell Rider
- Sauron
- The Fiery Blade
- They Ride Together
- Helm of Fear
- Use Your Legs
- Heralded Lord
- While the Yellow Face Sleeps
- Durin's Bane
- Balrog of Moria
- Kill All But NOT the Halflings

## **Starting Site**

You may have up to two starting companies—they may begin play at Moria and/or The Under-gates.

## **Characters and Companies**

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 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 3 or less, that character may come from his hand, his discard pile, or his sideboard.

Agents may not be played as characters.

## **Movement**

There are three types of movement in MECCG: starter movement, region movement, and Under-deeps movement.

Balrog companies can never use starter movement.

When one of your Balrog companies moves to a site, you and your opponent draw cards based upon the site being moved to. This applies even if moving to one of your Darkhavens.

## **Miscellaneous**

If you are a Balrog player, your opponent may not play any of the following cards: The Balrog (Ally), The Black Council, Durin's Bane, Balrog of Moria, Reluctant Final Parting.

However, if at any time your opponent has one of these cards in his hand, he may remove it from play and bring one card from his sideboard into his play deck.

Rings are not automatically tested for a Balrog player at Barad-dûr.

A Balrog player may not store anything at Barad-dûr.

Shelob, Spider of Môrlat, and Balrog of Moria are Spawn.

A non-Balrog 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).

If The Balrog is in play or has been defeated, ignore all Balrog automatic-attacks (i.e., at The Under-gates).

# **Clarifications**

## **Defeating a Permanent-event**

Certain hazard permanent-events indicate that they give "kill" marshalling points (e.g., Dragon "At Hunt" and "At Home" cards, the "Spawn" hazards from ME: The Balrog, 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.

## **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 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.”

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 card placed off to the side will give its marshalling points to its owner. As a major exception, “taking prisoners” cards (primarily from Middle-earth: Dark Minions) yield negative marshalling points for characters taken prisoner.

### **Cards With Multiple Actions**

If a card specifies that more than one action occurs 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 cancel the attack, cancel one of the strikes, or that otherwise are playable during the strike sequence.

### **Discarding Cards**

When a card leaves active play (discarded, eliminated, returned to owner’s hand, etc.), discard all cards played on it.

## **Tournament Rules**

Spawn hazard permanent-events count as half a creature for the Council of Lórien 12-creature minimum.

A Balrog player has an extra +5 general influence that cannot be used to control characters.

## The Under-deeps

*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 strongholds 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.*

An Under-deeps site card has “Under-deeps” in the section that normally gives site’s region, and its name contains “-deeps” or “Under-” An Under-deeps site is just like any other site with the following exceptions:

- 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.
- 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 Free Council or the Audience with Sauron.
- 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.
- For the purposes of playing hazards, a Free-hold is never considered to be the surface site of an Under-deeps site.

*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.

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 an adjacent site is revealed by one of your companies whose site of origin is an Under-deeps site, you must make a roll (2D6). 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, the company returns to its site of origin (no cards are drawn) and the movement/hazard phase proceeds as if the company had not moved.

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**Note:** 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 moving 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.

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**Note:** Movement between an Under-deeps site and its surface site is not affected by modifications that affect movement between two Under-deeps sites.

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*Example: A Balrog company that starts 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.*