

MIDDLE EARTH: THE WIZARDS

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Decks/Piles:

- 1) Location deck: site cards + All haven cards
- 2) Play deck: Equal resource and hazard cards. (25-50 each)
Max 10 Chars, Max. 2 Wizards.
Max 1 Unique, Max 3 Non Unique (also when combination with **sideboard**)
- 3) Discard pile: discard cards face down.
If play deck exhausted: Discarded site cards - back in location deck.
Other cards shuffle - new play deck.
- 4) Out of play pile: removed cards. May not be brought back into play.
- 5) Marshalling Point pile: Defeated creatures + stored resource cards.
- 6) **Sideboard**: 15 cards. Resource, hazard and character cards.
Use sideboard when play deck is exhausted: may exchange up to 5 cards with discard pile.

Card positions:

Normal position, Tapped position (90deg.), Wounded position (180deg.)
Untap (During each untap phase): Tapped position to Normal position.
Heal (only in Haven) : Wounded position to **Tapped** position.

Company size: Max size: 7 (in Haven no max) Incl. Wizards and followers (not allies!) Hobbits count half (round up)

Influence: 20 General influence points:

Sum of "Mind" attribute of all Characters (not followers) ≤ 20
Characters direct influence points: Sum of Follower(s) "mind" attribute(s) \leq Char direct influence
Unused direct influence (UDI) is used by **influence check**.

Playing cards:

- A) Play hazard cards only during opponent's movement/hazard phase.
- B) Play resource cards anytime during your own turn (except for long-events)
Normally requires an untapped char and an untapped site.
- C) Ally: Tap char at the site indicated on ally card. If played:
Tap site. Ally remains with char. Ally is not using any influence.
- D) Faction: Tap char at the site indicated on faction card, makes **influence check**.
If played: Tap site. Chars do **not** control faction.
Faction is not using any influence.

Removing cards:

If char is removed, the follower is: Discarded or
Controlled by other char direct influence
Or controlled by general influence.

Hazards and Resource events immediately discarded after use, except
if at the end of turn indicated on card.

Solitaire Rules

Start

- A) All hazard in one deck.
- B) No hazards in play deck.
- C) Only 5 cards in hand.

Play

- A) No opponent's player run.
- B) Instead of draw/discard 8 cards: 5 cards.
- C) During movement/hazard phase draw or discard normally for each company.

Hazards

- A) For each company: draw 2 + (2 x hazard normally drawn for that site.)
- B) Play as many of those cards: hazard limit!
- C) Save cards that require Doors of Night and play it when "doors of night" is drawn.

Start of game:

- A) Place company in Rivendell.
- B) Max. 5 start chars, Mind of all chars incl. Followers ≤ 20
- C) 2 non unique minor items. (Not out of play deck)
- D) Draw 8 cards from play deck.

Untap Phase:

- A) Each Char: Untap (any site): Move from tapped to normal position.
- B) Use healing cards. Heal in a haven: Move from wounded to tapped position.
- C) Untap all tapped non-site cards.

Organisation Phase: (in any order)

A) Play/discard char

- 1) If total mind of characters in play exceed available influence, player **must** discard char(s)
- 2) If not, player *may* play one char **or** play a wizard **or** discard a char

a) Play a char:

If unused general influence (≤ 20) or unused direct influence available
Characters must be played at home site or haven.
Does not tap site.

Before Wizard is played:

Bring out in a company: use general or direct influence.
Bring out alone: use general influence only (play with site card).

After Wizard is played:

Bring out in Wizard's company: use general or direct influence.
Bring out in Non-Wizard company: use direct influence only.

b) Play a Wizard:

Only one Wizard can be played.
Must be played at home site or Rivendell.
No influence is used and does not tap site.

c) Discard char(s):

If not enough influence.
One char may be discarded at haven or home site.
A Wizard may not be discarded.
No points.

B) Rearrange Top Level Characters and followers.

1) Combine and/or split company. (always possible in haven; company size !)

If company splits at a non haven:
One *may* stay at current site and one *may* return to a haven (as indicated current site path).
Other new companies must move to separate new sites using region movement.
Companies may not start at the same site and then move to the same site in this case they combine to move to the same new site.

If company joins at a non haven:
One company may move to join another company already at a site.
One company starts at a nearest haven and is using the site path and the other using regions cards for the site path.
Both companies must face hazards separately and combined at the end of movement/hazard phase.

2) Move Chars. (Followers cannot have followers)

C) Transfer items between chars. (Controlling char: **corruption check**)

D) Store items at a haven (**corruption check**) : in marshalling point pile.
Cannot be brought back into play, One ring cannot be stored.

E) Use **sideboard**. *May tap wizard : exchange up to 5 resource, character cards between sideboard and discard pile.*
Or if play deck ≥ 5 cards: tap wizard, bring 1 resource card from sideboard into play deck. (reshuffle)

Each company *may* stay at current site **or** play a new site.

The site path to the new site can be either the site path on the new site card **or** a site path determined using Region cards.
Play new site card face down.

Long-event Phase:

- A) Remove all **your resource** long-events.
- B) Play any new **resource** long-events. Resource long events also affect the opponent.
- C) Remove all **opponents' hazard** long-events. Hazard long events also affect the player that played it.

Turn new site card.

For each company in any order **Movement** and **Hazard** phase:

Movement phase:

If company is not moving: go to hazard phase

If moving to a non-haven site: draw cards as indicated on the site the company is *moving to*.

If moving to a haven site: draw cards as indicated on the site the company is *moving from*.

Region Movement: max. 4 adjacent region cards with start site in first region and new site card in last region.

The **player** may draw cards for each moving company with a Wizard or with a character with a mind of 3 or more.
For such companies, the player *can* draw up to # of cards indicated on site card. At least one card must be drawn.

The **opponent** may *always* draw cards for all moving companies.

The opponent *can* draw up to # of cards indicated on site card. (At least one card must be drawn.)

*The opponent may use **sideboard**: Tap and discard Nazgul, bring up to 5 hazards in discard pile. (normal result does not apply)
Or if play deck >=5 cards: tap Nazgul, bring 1 hazard card from sideboard into play deck. (reshuffle)*

If two or more companies at site, they face hazards separately and must combine at end of this phase.

Hazard phase:

- A) Opponent *may* play hazard cards keyed to site path and new site on company
Or keyed to site of origin if the company is not moving.
The opponent chooses which region or site type the hazard card is keyed to.
Hazard limit: two or company's size. (The one that's greater).
- B) **Any** one card may be placed on-guard for each of the opponent's companies.
The cards are placed face down next to the new or the current site card.
These cards count against the hazard limit.
If **creature hazard** is placed on-guard, it may only be revealed if site has an auto attack.
These cards are not revealed until the opponent's site phase.
- C) **Combat.**

Remove old site card: If tapped non-haven - discard else return to location deck.

Each player: **go back to 8 cards.**

Site Phase:

Each company (in any order) *may*, on **untapped** site:

- A) Do nothing and move to end-of-turn phase **or**
- B) Enter/explore site. (The site is entered/explored when a resource card is played).
 - 1) Before the company can enter/explore, they must first face the automatic attack (if any).
The company may decide **not** to play a resource card after facing the auto attack,
but must face the auto attack again if they want to play a resource card on a later turn.
 - 2) On-guard cards:
If company decides to do nothing: On-guard card (if any) is returned to player's hand (not revealed)
If company decides to face auto attack: Opponent decides when to reveal on-guard card (if any).
 - 3) Reveal on guard card:

If bluff (i.e. not a playable hazard): return to player's hand at any time during site phase (not revealed).
If card is playable and affects auto attack: reveal before auto attack and modify auto attack accordingly.
If card is a playable creature hazard: resolve attack after auto attack completed.

If company plays a resource card that may potentially tap site:
Opponent may reveal on-guard non-creature hazard card that affects company (i.e. corruption).
- C) Play one item, ally, faction (**influence check**) or info resource card. (Playable?)
In general: Char that uses the card must tap if card is played.
Successfully played: tap site and other char *may* tap to play a minor item.
(Even if the site does not state that the minor item is playable.)
- D) Try to **influence other player's Character/Item/Ally/Faction**. (Tap Character who will try to influence)

End of turn Phase: each player may discard one card.

Each player: **go back to 8 cards.**

Combat:

Attacker and defender play any cards that modify # of strikes.

Strikes are resolved one at a time as decided by defender.

If attack cancelled then attack not defeated.

Allies are chars (only in combat)

Only use one shield, weapon and armour. (E.g. cannot use two weapons)

For each attack: (one or more strikes)

A) If there are more strikes than chars in company the Attacker *may* allocate -1 prowess of whichever target(s).

B) Each char can be target of only one strike.

Defender chooses all **untapped** targets until all the strikes the defender can assign are used.

Attacker chooses other targets for remaining strikes.

C) Combat modifications to target's prowess:

Unwounded, tapped char: -1

Wounded char: -2

Untapped char decides not to tap: -3

For each unused strike allocated: -1 (See A)

D) Prowess modified by resource/hazard card: one per strike.

Play one with skill required or any other

Other Char can tap to get 1+prowess for defender.

(Not a char that was target of one of the other strikes in the same attack, even if he cancelled the strike)

Healing herbs:

Tap to play then other char taps and face the strike.

Tap to play then a tapped char can untap and face the strike.

E) Defender Roll 2D6 + modified prowess:

1) Result > Attacker prowess: strike fails.

Resolve all strikes. Defeated if all strikes fail and body is "-" or

body is a number on card and attacker fails the **Body Check**. (Body check for each strike!)

If all strikes are defeated: Card in defenders Marshalling points pile.

2) Result = Attacker prowess: strike ineffectual. (Not defeated)

3) Result < Attacker prowess: strike successful. Char is wounded and must make a **Body Check**.

Body Check:

If 1) Defender Roll 2D6:

Result > strike's body: strike is defeated.

If 3) Attacker Roll 2D6: If char was wounded before strike: Result +1

Result > char body: char eliminated:

One item can Be immediately transferred to each unwounded char.

Eliminated Char in Out of Play Pile.

F) If char is eliminated then:

The char's **Follower(s)** must remain in company until next Organisation phase,
even if the general influence is not enough.

The char's **Allies** are discarded immediately.

G) If all strikes of a hazard creature are defeated, the defender receives creature's MP's for eliminating it.

Corruption check:

A) Char **Corruption Total**: corruption cards. (Items, events)

B) Roll 2D6

+/- Modification cards that always have either a '+' or '-' sign.
+ 1 for every Char that Taps in the Company. (Optional)

Result > Char's **Corruption Total**: nothing happens.

Result = or one less Char's **Corruption Total**: Char fails: **discard**.

Discard non-follower cards.

If wizard: end of game.

Result < : Char fails: **remove**. (Eliminated)

Discard non-follower cards.

If wizard: end of game.

C) Store/transfer item and char fails: discard/remove char and **discard** item.

Influence check:

Roll 2D6 +

Char unused direct influence +

Char extra influence against faction (Indicated on char card) +

Standard modification (Indicated on faction or other card played before roll.)

Result > value on faction card: Place faction in your play area. (Faction counts towards M.P. total)

Result other values: Discard card.

Influencing other player's Character/Item/Ally/Faction:

A) Influencing is only possible during the site phase.

B) Tap Character who will try to influence

C) 1 influence per site phase only.

D) Influencing Character must be at same site as Target

E) Wizards can't do this on their first turn.

F) Not allowed in the first turn of the game.

G) 1) If Influencing Player plays identical card:

unsuccessful: discard identical card.

successful: Influencing player adds the card to his company - normal influence rules apply

2) If Influencing Player does not plays identical card:

successful: Target is discarded.

Magic Formula successful influence :

[Influencing Player's Roll + Influencing Character's **Unused Direct Influence**] -

[Opponent's **Unused General Influence** + {X} + {Y}]

>

Opponent Player's Roll

Or from the book:

[Influencing Player's Roll + Influencing Character's **Unused Direct Influence**] -

[Opponent Player's Roll + Opponent's **Unused General Influence** + {X}] > {Y}

Target Types:**Char:**

X= 0 If Identical card revealed Y= 0 else Y = Target char "Mind".

Follower:

X = **Unused Direct Influence** of Follower's Controlling char

If Identical card revealed Y = 0 else Y = Target char "Mind".

Ally:

X = **Unused Direct Influence** of Ally's Controlling char

If Identical card revealed Y = 0 else Y = Target Ally's "Mind".

Faction:

Influencing character **must** be at site where faction was played.

X = 0

If Identical card revealed Y = 0 else Y = "value to bring into play including standard modifications" (As given on faction card)

Item:

Attacker **must** play identical card.

X = **Unused General Influence** of character controlling the item.

Y = "Mind" of character controlling the item.