METDG: Rules

METDG – 1. Series (Drinkers of Middle-earth Unleashed)

- New skill for characters: **Drinker**.
- New trait for sites: **Inn**. For the purpose of Drinking Game each Dwarf-hold also contains an inn.
- new trait for factions: **Drinker Faction**.

METDG – 2. Series (Middle-earth on the Floor)

- **On the Floor-sites**: The same rules apply as for Under-deeps sites (as described in the MEDM rules book under "The Under-deeps"). On the Floor-sites do not have a site symbol. The site leading to an On the Floor-site is called **At the Bar-site**. On the Floor Sites always contain an Inn.
- **Drinking Duel**: A character (only drinker) can tap to challenge another character (defender´s choice; only drinker) if both are at the same site and the site contains an inn. The one who utters the challenge takes one swig. The other character has to answer with two swigs, followed by the first character with three swigs. This is continued till any player feels that he cannot take any swigs any longer. The winner of the Drinking Duel immediately receives two MPs (miscellaneous) and the losing character becomes wounded (no body check required).
- Characters can be in a **Drunk As A Lord-mode**, which enables them to do certain things.

METDG – 3. Series (United Drinkers of Middle-earth)

- **Drinker Movement**: A character may only move from an inn or drinker´s haven to another inn or drinker´s haven (the inn-status of a site is checked at the beginning of the Movement/Hazard phase).

METDG – 4. Series (Drinking Feats in Middle-earth)

- New card trait: **Drinking Feat**

METDG – 5. Series (Drunken Council of Middle-earth)

- New trait for sites: **Drinker´s Haven**
- **Drinking Trial:** a character defeated by a Drinking Trial becomes delirious (tapped to the left), not wounded.
- **Delirious:** a character, that is delirious, counts -2 marshalling points and all the cards he controls count negative Marshalling Points (also for the purpose of calling the council). In addition a Delirious character is considered tapped.
  A delirious character gets –2 to his Mind (to a minimum of 1) and Direct Influence (to a minimum of 0).
  When a delirious character becomes wounded, he is considered wounded and delirious. Also, a wounded character may become delirious in addition (and vice versa). Thus, such a character has to be healed of both.
  A delirious character is healed (from delirious to tapped) at the beginning of the untap phase at a drinker´s haven or at the beginning of the untap phase at any inn after taking 2 swigs.

METDG: Errata and Clarifications

Series 1 : Drinkers of Middle-earth Unleashed

The Art of Brewing
C: This card can only be stored at an Inn. It cannot be the same Inn, where the card has been played.

Series 2 : Middle-earth on the Floor

Barliman, Master of the Prancing Pony
E: Add "Unique" instead of "Drinker" in the card text.

Master Drinker
E: A drinking duel caused by two Master Drinker meeting at the same site cannot be cancelled.
C: The condition for starting a drinking duel is only met, when two Master Drinker of opposing players meet at a site.
The –2 penalty for losing the Drinker ability counts at the Free Council.

Elven Drinker Sect
E: Elven Drinker Faction.

Jar of Abstemiousness
E: only one die is used for the roll.

Drinking Spell
E: Short Event

Drinks for the Enemy
E: only one die is used for the roll.

The Scaly Deeps
E: add "The Scaly Deeps" instead of "The Wooden Deeps" in the cardtext.

Series 3: United Drinkers of Middle-earth

Waybeer
E: A character carrying waybeer must always try to move away from his site.

Distillery-master of Rivendell
C: Put the counter on the card after untapping a site.

Series 4: Drinking Feats in Middle-earth

Series 5: Drunken Council of Middle-earth

Ancient Outpost
E: there is another Wilderness in the site path.