

Challenge Deck Tournament

- Challenge Decks are available as many as players take part in the tournament. No Challenge Deck should appear twice except there are more than 10 players.
Each player gets a random Challenge Deck. He can choose before, if he wants to play a wizard or a ringwraith deck (but he has to keep the alignment during the whole tournament). For the pairings of the first round lots are drawn. It is to be avoided, that for example a Radagast deck faces another Radagast deck.
- You get pairings for the following rounds by the normal tournament guidelines.
Each player receives a new random Challenge Deck (with the same alignment) for each round he plays.
- It is not allowed to add or remove any cards. Also you have to play with the resource- and hazard deck, sideboard, sites and starting characters as it is listed.
- The player gets 5 minutes to have a look at his deck before starting the game.
- Then the known tournament rules for 2deck games apply.
- Challenge Deck Errata:
 - 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 rules book. 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."