

THE DRAGON HUNT – RULES V.3 (MODIFICATIONS TO V.2 ARE MARKED IN RED)

It is the eve of the third age, and threatening shadows are creeping onto Middle Earth. While Sauron is rallying his followers again, Glaurung's dark brood has become restless and, after long year of hiding in the deepest caverns, is ravaging Middle Earth again.

Theme for the Heroes: The mighty dragons are upon Middle Earth, and they are devastating and plundering the realm of the free people. Therefore valorous Heroes are sent out to banish them once and for all from this world. The free people will award the most successful with leadership and riches.

Theme for the Minions: The advent of the great dragons has become a serious threat for Sauron, as they claim power in their own name ... too much power, and he can and will not tolerate this. Sauron therefore commands his strongest followers, the Ringwraiths, to either subdue or kill these nine great dragons that have gotten in his way to absolute rulership over Middle Earth.

Clarification: A minion player can choose to either play factions of the nine great dragons or decide to kill them ... and he can choose to mix both strategies (for example if playing the faction failed). On the downside he doesn't have access to many of the cards usable against dragon attacks that a hero player can access, and the marshalling points earned for a faction can be reduced to 1 by his opponent (see "Victory conditions ..." for details). **If a minion player enters a site where an "At Home" manifestation is still active, he has to face all automatic attacks of the site EXCEPT the attack of the unique dragon. Then he has to announce whether he will try to make an influence attempt on the "Dragon Faction" OR if he will try to defeat the "At Home" manifestation – in any case he will not face the attack of the "At Home" manifestation if he decides to make an influence attempt. A successful influence attempt will tap the site and one minor item may be played as usual; if instead the "At Home" manifestation was successfully defeated the site will be tapped and items may be played as indicated on the site's card (this is true for hero players as well).**

Rules: The Dragon-Hunt is played according to the „2 Deck General Opponent“ tournament rules, whereas the following errata and changes apply:

- 1) Balrog and Fallen Wizards thematically just do not fit into this tournament, and they are therefore not allowed – only the Wizards, the Ringwraiths or Sauron can be played.
- 2) Prior to the game all nine "At Home" manifestations and all nine "Dragon Factions" are placed face-up next to the playing area - if needed, copies of these (and of the Dragon's home sites) can be handed out by the head judge. They are considered to be in play ("At Home" manifestations) respectively considered to be playable as if "in hand" ("Dragon Factions"), until the corresponding attacks have been defeated once. The special effects of the "At Home" manifestations are ignored, but the additional attacks enacted by successfully played "Dragon Factions" have to be faced when traveling in the corresponding regions. None of these cards can be removed from active game-play by **any means** (like "Marvels Told") until they have been **successfully influenced** as faction or defeated as creature.
- 3) **By no means can a player** remove any "At Home" manifestation or "Dragon Faction" from a player's marshalling point pile (f. e. "Muster Disperses" ... Dragons simply don't dissolve into single individuals J) **Clarification:** Defeating the attack from a "Dragon Faction" that has been successfully played by an opponent does NOT remove this faction from the marshalling point pile or from the game! But its **printed** worth is reduced to 1 and the corresponding attack is ignored from now on.
- 4) The following cards / rules have errata / are modified:

All dragons without individual home site are not considered to be unique dragons, even if the card implies such (f. e. the „Cave-Drake“). Any defeated non-unique dragon / drake is added to the respective marshalling point pile, and (as exception to the usual rules) this even applies to minion players (= minion players get marshalling points for them, even though they don't feature a "*)).

Fram Framson: „-3 Dragon-Hunt marshalling points if eliminated“ (... as his loss will mean a serious setback for the cause of the free people ...).

Wormsbane: „If playing against a hero aligned opponent, 1 Dragon-Hunt MP will be subtracted for every dragon / drake (unique or non-unique) that has been defeated with the help of *Wormsbane* “. (... as *Wormsbane* is unique, the player who has had the luck to draw and play it first will have an large advantage ... and therefore the victories count less. As minion players cannot make use of *Wormsbane*, this does not apply against a minion opponent).

Every Wizard and Ringwraith: „-3 Dragon-Hunt marshalling points if eliminated “ (= the game will not end if a Wizard or Ringwraith has been eliminated, but no other may be revealed by that player).

All sites that are mentioned on the nine "At Home" manifestation cards remain "Ruins&Lairs" and have a "Hoard" until the corresponding dragon attack has been defeated, ignoring whatever any other card may say.

All "Dragon Factions": "If the corresponding dragon attack is defeated, this faction remains in its players marshalling point pile, and the printed value in the upper right corner is considered to be "1"; the corresponding attack is ignored. This faction can no longer be played if the corresponding dragon "At Home" has been defeated."

Foolish Words: "When played on a character attempting to influence an unique "Dragon Faction", this card becomes a short-event and is NOT placed with that character after the modified influence check is made."

- 5) The following cards **have restrictions concerning deck-building**:

Category "may not be included in any play-deck or sideboard":

Incite Denizens, Arouse Denizens, Awaken Denizens and *Tidings Of Bold Spies*

Sacrifice Of Form, True Fàna, The One Ring and *Sudden Call*, all manifestations of the nine unique dragons (incl. the factions)

Category "may only be included once in any play-deck or sideboard":

Unabated in Malice

- 6) Resolving attacks: The additional attack of the "At Home" dragon manifestations is always faced AFTER the automatic attack of the site has been faced. The additional attack of the "Dragon Factions" is always faced AFTER the hazard player is finished with playing hazard cards. If more than one attack of "Dragon Factions" have to be faced, then the hazard player decides the order in which these attacks have to be faced. In case that cards have been played that affect these "Dragon Faction" attacks, any modifiers are always applied to the first attack.

Victory conditions and counting of marshalling points:

The game ends if all nine unique dragons have either been defeated (= their "At Home" manifestations) or successfully played as "Dragon Faction" (or a mixture of both), or after the game time is up. This equals calling the free council / the audience of Sauron, and the opponent gets one last turn in which he can (for example) try to gather more regular marshalling points or defeat the attack of an opponent's "Dragon Faction". After this turn all characters have to make one final corruption check before marshalling points are counted. *Clarification:* The game cannot be ended by calling the free council or the audience of Sauron, even if a player was able to gather more than 20 MPs.

A player cannot gain any victory points unless he has at least one dragon "At Home" manifestation or one "Dragon Faction" in his marshalling point pile. First off only the most important victory points are counted - the defeated "At Home" manifestations, the "Dragon Factions" and any other defeated dragon or drake, whereas the following modifications apply (in the exact order as shown below):

Step A – Counting the Dragon Victory Points (DVP): The first defeated "At Home" manifestation (note the order while playing!) is worth the triple number of victory points, and the second defeated "At Home" manifestation is worth double, OR (player's choice) any one own "Dragon Faction" counts double if the corresponding "At Home" manifestation has not yet been defeated. Any other defeated "At Home" manifestation, dragon or drake and any other "Dragon Faction" count as written on the card. Any applying negative modifications (see chapter 4) are applied no sooner than now.

Step B – Counting other Victory Points (VP): Now all other victory points are counted according to the standard tournament rules, whereas no more VPs than the final number of DVPs gathered in Step A can be taken into account.

If both players have the same added total (DVPs + VPs) then this tie will be broken in advantage for the player who has gained more DVPs (Tournament Points: 4:2), otherwise this tie will hold (Tournament Points: 3:3), and no more corruption checks will be made. On any other result the players will be awarded with Tournament Points according to the relation of the victory point totals as usual (6:0, 5:1, 4:2).

This sounds complicated, so here an example:

Player 1 (Hero, Wizard) has achieved the following: Early in the game he was able to defeat "Scorba At Home", and after that he was able to play "Wormsbane" and even place it with "Fram Framson". With their help "Agburanar At Home" and the attack from opponent's "Daelomin Aroused" (see below) were easy prey, but he failed to defeat "Itangast At Home" near the game's end. In addition he managed to defeat 5 non-unique dragons / drakes with the help of "Wormsbane", but these were at only 1 point each. His total is summed up in detail below:

Step A: 3 x 3 for „ Scorba At Home “ + 2 x 4 for „ Agburanar At Home “ + 1 x 4 for „ Daelomin Aroused “ = 21 Dragon Victory Points. Finally 5 more points for defeating the non-unique dragons and drakes = making the DVP a total of 26 points. If he had played against a hero opponent he would now lose 1 DVP for each dragon / drake defeated with „Wormsbane“ (7 x - 1 = - 7 DVP). According to his result in Step A he can add a total of another 26 VP from all other categories in Step B - but as he managed to gather no more than 14 points in these categories his final total is 40 VP.

Player 2 (Minion, Ringwraith) has achieved the following: He managed to play the factions „Smaug Aroused“, „Leucaruth Aroused“ and „Daelomin Aroused“ and was able to defeat „Bairanax At Home“, but lost his Ringwraith in the process. And he defeated 6 non-unique dragons / drakes at 1 point each, which results in the following totals:

Step A: He can either triple „Bairanax At Home“ (3 x 3) OR double his best yet undefeated faction („Smaug Aroused“, 2 x 5) ... and, of course, decides to take the option to double a faction = 10 DVP. In addition to this he will receive 3 DVP for „Bairanax At Home“, 4 for „Leucaruth Aroused“ and only 1 for „Daelomin Aroused“, as this faction's attack was later defeated by the hero player. Adding the 6 points for defeated non-unique dragons / drakes he has achieved a total of 24 DVPs, from which he has to subtract 3 points as his Ringwraith was eliminated = 21 DVP. Accordingly he can only add a total of another 21 VP from all other categories in Step B – as he managed to collect 16 his overall total is 37 VP.

Player 1 wins by a meager advantage of 3 points and gains 4 tournament points, while player 2 gets 2.

Ok, that's it folks – and now let's move on and go hunt some dragon!!! J

(Questions, ideas or threats are to be directed at Wolfgang Penetsdorfer or Hartmut Lipp)