

Lure of MECCG X - Tournament Rules

31.01.2010

Challenge Deck Tournament	2
Cool Play Tournament (Hero v3.0)	2
Deck conditions	3
Wizard Draft.....	3
Cool Play Scenarios	4
The Crap Game	5
Crap Sealed Deck	6
Crazy German Boxes Sealed	7
Doors of Night Tournament.....	8
The Dragon Hunt (v2)	8
The Drinking Game	11
METDG – 1. Series (Drinkers of Middle-earth Unleashed).....	11
METDG – 2. Series (Middle-earth on the Floor)	11
METDG – 3. Series (United Drinkers of Middle-earth)	12
METDG – 4. Series (Drinking Feats in Middle-earth).....	12
METDG – 5. Series (Drinking Feats in Middle-earth).....	12
Hero/Minion Team Sealed Tournament	12
Highlander Tournament Rules.....	12
Pair Tournament.....	13
Pool Sealed Tournament	13
Region card - Memory	14
Scenario Tournament (as the Hamburger play it).....	15
Sealed Deck Rules.....	19
Booster Draft Rules.....	19
Sealed Deck with Special Rules for Region Cards.....	20
Shared Deck Tournament	23
Speed Play Tournament	23
Spellcaster Tournament	24
White Mithril: To the Uttermost Foundations	24

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, and 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."

Cool Play Tournament (Hero v3.0)

The idea behind that kind of tournament is either to play very authentically according to the books or to show some funny and cool plays. It's a mixture of *Cool Play scenarios* and some smaller *Cool Play turns*. Below you find a list of the *CP scenarios* (*CP turns* listed on Tournament-sheet).

It's part of the nature of the game, that you should not be too serious about rules. Also it would be nice, if someone succeeds in a real cool turn, which isn't listed yet, and both player agree, that this deserves some additional *CP points*.

Playing the *Cool Play Tournament* normal rules apply with the following exceptions and additions.



Deck conditions

- It is not possible to play *Fallen Wizard* or *Balrog*.
- The *Hazard Deck* must contain at least **15 creatures**. 8 of them must be **unique**. Therefore also *Dragon* manifestations, *Nazgul*, *Spawns*, *Maia* and *Agents* count as 1 creature.
- The Hazard player has to **play at least 1 creature during every movement/hazard phase** (on a moving company, none-moving companies do not count). If he can't, he has to show his hand to the opponent at the end of every movement/hazard phase (before drawing/discarding cards).
- If a character rolls a corruption check equally or -1, he is only tapped (the check isn't considered failed!). If he rolls -2 or lower, he is discarded (not eliminated). This also applies to Wizards.



- The player has 25 *General Influence*.
- You may draft up to 7 characters in the beginning of the game. The *Character Pool* may contain up to 15 characters.
- There is an additional category of *Marshalling Points: Cool Play Points*. See Tournament-sheet for how many *CP points* you get for a special play turn (number in brackets). *CP points* are not doubled, if the opponent doesn't have any.
- It is not possible to play the same *CP* twice except where indicated.
- There are creatures that give *CP points* when attacking. These attacks have to resolve in order to give *CP points*.

- The player who has the most *CP points* at the end receives automatically 2 Tournament points. If there is a bye, both receive 1 *TP*. If a player has more than the double of *CP points* than his opponent, he receives 4 *TPs*.
- Every player receives Tournament points, if he manages to fulfil one (or more) of the scenarios (number in brackets).
- These cards are banned from play: *Call of Home*, *Cracks of Doom*, *Elf lord Revealed in Wrath* (vs. Minions only), *Gollum's Fate*, *Long Winter*, *Muster Disperses*, *Stench of Mordor*, *Unhappy Blows*, *Pilfer Anything Unwatched*



Wizard Draft

There is almost never enough time to fulfil the *Cool Play Scenarios*, to give the players more time to get the scenarios done they may start with their Wizard from the first turn.

Before you and your opponent start with the character draft, there is a special Wizard draft. Each player places up to three Wizards face down in front of him. You and your opponent reveal your Wizards simultaneously. Any duplicated Wizards can be placed into the play deck.

Cool Play Scenarios

H1) Gondor Has no King, Gondor Needs no King (2)

Boromir plants *The White Tree* or leads Aragorn II under direct influence.

H2) Guzzler under the Mountain (2)

Bombur is *King under the Mountain*.

H3) Samwise the Strong (2)

Sam becomes a warrior and has a prowess of 10 (short and long events not included).

H4) Womenpower (3)

Only women characters in play (at least 2 of them), who have the warrior and/or ranger skill at the end of game*.

H5) Drinking Power in Middle-earth (2)

Barliman Butterbur receives *The One Ring*.

H6) Everlasting Friendship (2)

Thranduil and/or Elrond are playing 2 Dwarven Factions and Thorin and/or Thrain are playing 2 Elven Facctions.

H7) The Elven Warriorprincess (3)

Arwen (starting character) leads a weapon all over the game and whenever there is a chance for her to face a strike, she has to do so. Attacks against Arwens company or strikes against Arwen may not be cancelled. During the game she receives *Anduril, the Flame of the West*.

H8) Neither Resting nor Rosting (3)

Denethor II is in play all over the game, and he moves each turn, but he isn't allowed to move between from haven to haven. Also he has to move to sites with all 4 havens listed on the sitecard as Nearest Haven.

H9) Over the Top of the World (2)

A company may only play resource cards with Marshalling Points, if there was played *Eagle-mounts* in the Organisationphase on that same company. *Eagle-mount* must be played at least 3 times.

H10) Balin, Son of Fundin, Lord of Moria (1)

Moria is a border-hold and Balin is there*.

H11) Glorfindel's Fame (2)

Glorfindel II kills 3 Nazgûl (A Nazgûl *Out of the Black Sky* may be used to fulfill the scenario, but you still won't get any CP points for killing one so.)

H12) Gandalf the Doltish (2)

Gandalf plays Staff Assunder 3 times.

H13) Alatar on the Hunt (2)

Alatar play 3 times *The Hunt*, but he has to face three different types of creatures (if available).

H14) Pallando the Easterling (1)

Pallando starts at the Grey Havens, and then he is allowed only to move to a region, that is east of the last one (always compare the most eastern border of the regions). At the end of the game he has to be at the Easterling Camp*.

H15) Saruman Chastened (2)

Saruman play *Mallorn* and the *Hobbit-faction*, when he is accompanied by 4 Hobbit-Characters.

H16) Radagast the Fool (1)

Radagast plays *The White Wizard* and *The White Council* in the same turn.

Last year's play test has shown that Minion Cool Plays have to be redone to make them compatible with Hero Cool Plays. So have fun at the Hero only tournament this year.

The Crap Game

The basic idea is to build a deck as bad as possible, while following the guidelines below so that it still has a chance to win. Then, everyone at the tournament puts their decks into a pool and you use a different deck every round. You are not allowed to play your own deck. Each round, you receive the tournament points from the games you play plus the points that your deck's *opponent* received that round (so the worse your deck does, the better). If your deck gets a bye, you receive the points *it* gets.

Deck condition

- All decks must be 35:35, plus 12 characters, 2 starting items, and three different wizards.
- All cards are considered unique for the purposes of deck construction (you can only put one of each card into your deck).
- For the purposes of fulfilling deck requirements (below), ignore "if Doors of Night is in play" and "if Gates of Morning is in play" sections. If you include a card with one of these sections, you must include the corresponding environment card. No cards that require Doors of Night or Gates of Morning may be included.
- All cards that you put in your deck must be playable; If a card requires another card, also that other one must be in the deck.
- Cards included to fulfil deck requirements may only fulfil one requirement each; you may not include Concealment as both a 'scout' card and an attack-canceller.

Resource Requirements

- At least 12 possible item points, from at least 5 items. The 12 points must be outside of parenthesis. Each of the 5 items must give points. No more than 4 of these points may come from special or hoard items.
- At least 10 possible faction points. No Returned Exiles.
- At least 5 ally points.
- At least one skill card for each of the five skills.
- At least 3 cards capable of cancelling an attack (Dragon-feuds only if you have at least 2 dragon or drake)

Hazard Requirements

- At least one creature keyable by type to each type of region and non-haven site. Each creature included for this purpose may only fulfil this requirement for one type (Assassin may only be included to fulfil the Free-hold OR Border-hold targeting requirement, not both) None of these creatures may be detainment against heroes.
- At least 4 corruption cards.
- At least 2 cards that can either force a company to do nothing during its site phase or force a company to return to its site of origin.

Character Requirements

- You choose the 12 characters to be included in the deck, but the player of the deck chooses his starting company, placing the rest of the characters in the deck.
- There must be at least 10 character points in the deck, coming from no more than 7 characters.
- At least one non-wizard character with each skill.

Optional Rules

- Require at least 4 hazard creatures that are detainment against hero companies. Not a normal rule since it requires cards beyond The Wizards.
- Increase the number of regions that companies may move, as resources will likely be very spread out.
- Allow 'requires' Gates of Morning and Doors of Night cards. Maybe require one each of GoM/DoN in the deck.

Crap Sealed Deck

Normal Sealed deck rules apply with the following exceptions. Note that if a certain number of required cards is not available, you have to put as many cards as possible into the deck.

Deck condition

- Use at least 1 starter and 5 boosters.
- All decks must be 30:30, plus 10 characters, 2 starting items, and 2 different wizards.
- All cards are considered unique for the purposes of deck construction (you can only put one of each card into your deck).
- For the purposes of fulfilling deck requirements (below), ignore "if Doors of Night is in play" and "if Gates of Morning is in play" sections. If you include a card with one of these sections, you must include the corresponding environment card. No cards that require Doors of Night or Gates of Morning may be included.
- All cards that you put in your deck must be playable; if a card requires another card, also that other one must be in the deck.

Resource Requirements

- You need to have cards with at least 20 MPs in your play deck (only MPs outside parenthesis). No more than 5 of these points may come from special or hoard items.
- Cards for all MP-categories have to be in the deck.
- At least one skill card for each of the five skills.

- At least 3 cards capable of cancelling an attack or strike (Dragon-feuds only if you have at least 2 dragon or drake)

Hazard Requirements

- At least one creature keyable by type to each type of region and non-haven site. Each creature included for this purpose may only fulfil this requirement for one type (Assassin may only be included to fulfil the Free-hold OR Border-hold targeting requirement, not both). None of these creatures may be detainment against heroes.
- At least 2 corruption cards.

Character Requirements

- You choose the 10 characters to be included in the deck, but the player of the deck chooses his starting company, placing the rest of the characters in the deck.
- At least one non-wizard character with each skill.

Additional Rule

- Increase the number of regions that companies may move to 5.

Crazy German Boxes Sealed

Each participant gets a sealed German collector box (contains 2 Starter 8 Booster METW/MELE German and German promo cards) to build a deck. The normal rules for sealed deck (at least 25 resources and 25 hazards [10 creatures]) and the region site card rules (see separate rules) apply. Additional the following rules have to use:

- 1) Each player has to decide to play wizard or ringwraith. A deck must contain two copies of one Wizard/Ringwraith and an additional Wizard/Ringwraith or (this is an exclusive or !!!) two different Wizards/Ringwraiths. Each player has to announce whether he is playing hero or minion before the start of the game and has to start in Rivendell or in Dol Guldur and/or in Minas Morgul.
- 2) Each character can be played and used by hero player and minion player. But you have to use the minion character rules that orcs and troll can only be in the same company with men at none heaven sites and one leader per company is allowed (this applies also for the half orc Baugur !!!).
- 3) Minion marshalling points and hero marshalling points are playable by heroes and minions and are giving both full marshalling points. But minion marshalling points are only playable at minion sites and hero marshalling points are only playable at hero sites. Please note that minion characters can't use/wear/effect hero resources and hero characters can't use/wear/effect minion resources (this applies to events, items and allies).
- 4) During the game you can use both version of one site. So you can visit in one round first one version and in the next round (or in the same round with two companies) the other version .If you are travelling from one version to the other version you have to travel through the region where the site is situated. Additional only your opponent is drawing cards (this means: if you are travelling from Dol Amroth minion to Dol Amroth Hero you have to pass a free domain and Belfalas. Additional only your opponent is drawing two cards.) Attention! Minion players are not allowed to use the hero heavens and heros are not allowed to use the minion heavens! (we don't want Elrond to sit together with orcs and trolls in Rivendell). The same site of

hero and minion are site where you can join your companies and the effects of special cards applies for all version of the sites (so Sieges is going into the discard pile when all version of the sites are not in play)

- 5) Agents can be used as normal character by both players and can also be in the starting company. The using of the agents as agents is also possible. The hero player and the minion player has to put the agents in his character pool (starting or deck pool). Agents can use both version of the sites (but no heavens!) plus the region card sites (see rules for using region site cards) and as normal a site card used by an agents has to go in the discard pile
- 6) Please note that it is forbidden to have more than three copies of the same card name in your deck (for example river, Giant Spiders, Ghosts, Lure of Nature). There is no difference whether the card is from METW or MELE.

Doors of Night Tournament

The Doors of Night format can be combined with almost every variant of playing MECCG.

A Game is played with normal rules under the assumption that “Doors of Night” is always in play and cannot be removed or be made ineffective. The card itself need not be played.

Also “Gates of Morning” and “Crown of Flowers” may not be added to the play deck.

The Dragon Hunt (v2)

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).

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 cards (like "*Marvels Told*") or other means until they have been played as faction or defeated as creature.
- 3) No cards may be played that would 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 ☺)

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 it's 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 (i.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."
- 5) The following cards 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 and all „*Dragon Factions*“
- 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*" cannot be faced before the hazard player is finished with playing hazards. 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.

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

The Drinking Game

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

- There is another skill for characters: **Drinker**.
- Some sites have a special trait: **Inn**. For the purpose of Drinking Game each Dwarf-hold also contains an inn.
- Some factions have a special trait: **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 rulebook 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**.
- **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 (Drinking Feats in Middle-earth)

- **Drinking Trial:** a character defeated by a Drinking Trial becomes delirious (tapped to the left), not wounded.
- **Delirious:** Characters, that are delirious, count negative marshalling points (also for the purpose of calling the council). In addition they are 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 wounded and delirious. Also, a wounded character may become delirious in addition. 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 5 swigs.

Hero/Minion Team Sealed Tournament

Pair Tournaments are often very tiresome, since one single game lasts at least 2 hours, and playing the minimum of three rounds takes almost the whole day for it. So here is another option of cooperating with a playing partner, but having quick 1deck games like it is usual playing Sealed Deck Tournaments.

Guidelines

- A team consists of two players. One will be playing hero, the other minion.
- The team receives 1 METW Starter, 1 MELE Starter, 8 MEAS Booster, 2 METW Booster.
- Now the can build two decks (one hero, one minion) choosing cards of the given packs.
- The players will play separately, but Tournament Points will be added after each round.
- The cards not used in a deck will be a shared sideboard of the team members and may be used simultaneously by both players.
- The pairings will be made between teams, not single players.
- Hero always plays against minion.
- Normal Sealed Deck Rules apply.

Highlander Tournament Rules

Normal Tournament Rules apply with one exception:

You may include only one copy of each card into you play deck and sideboard (up to three different Wizards are allowed in the play deck; also multiple havens).

Pair Tournament

Normal tournament rules apply with the following additions and exceptions:

- 1) Two players are playing together against two further players. Players playing together must play the same alignment, but they are not allowed to play the same avatar.
- 2) The player sitting opposite is his direct opponent.
- 3) At the beginning of a game each player rolls dice. The player with the highest result begins. The opponent with the highest roll is his direct opponent.
- 4) The character pool may contain up to 20 characters for each player.
- 5) The phases of a turn maintain, but also the playing partner and the not-direct opponent have the chance to interfere:
 - the playing partner may play 1 resource card per turn, as if it is coming from the hand of the active player.
 - the not-direct opponent may play hazard cards during the movement/hazard phase, if the direct opponent doesn't want/cannot play anymore and the hazard limit is still not met. Passing the play of hazards to your partner costs one against the hazard limit.

Verbal arrangements are not allowed!

- 6) If a player has to draw/discard cards, each player does so. All players are allowed to discard 1 card at the End-of-Turn-phase.
- 7) Permanent and long events in play apply to all players.
- 8) Winning conditions are as for 1Deck games, but both playing partners together must have 40 MPs to call the council. The council is automatically called, if all players have finished their play deck. Time limit is set at 110 minutes. If you are playing 2Deck games, a team needs 50 MPs to call the council, and the game ends after every play deck is finished two times. Time limit is 170 minutes.
- 9) At the end of a game you add the MPs of a pair and you compare it to the MPs of the opposing pair. To get tournament points, the known rules apply.

It is sufficient, that one player of a pair has MPs in an MP-category, so that the opponent's MPs in that category do not double. If both players of a pair do not have MPs in an MP-category, the sum of both opposing players doubles.

- 10) Tournament points are not given to single players but to the pair.

If you are playing Sealed Deck, normal Sealed Deck rules apply with the following additions:

- You put together all cards and build 2 decks.
- You share the sideboard and site deck. You can add 2 sites per team
- 35 MPs to call the council.

Pool Sealed Tournament

(up to 24 players)

Times will come, when unlimited supply of sealed MECCG card stuff ceases. Still it would be a pity, not to have any Sealed Tournaments then any longer. So this special tournament format offers the chance to maintain the fun of building a spontaneous deck out of a limited cardpool within a short time.

Guidelines:

- At the start of the tournament take the rare cards and distribute them randomly, so that up to 24 card piles are built. Do the same with the uncommon and common cards. Then add a random hero f-set to each card pile. These piles will be the individual card pools for the players, out of which they have to build their play deck.
- Normal Sealed Deck rules apply.

Some statistics about the general card pool:

General Card Pool (for ~ 20 players)

Wizards	r x 1	f	uc x 3	c1 x 6	c2 x 12	total
	121	each player 24	121	88	40	
	121	480	363	528	480	1972

Dragons	r2 x 1	r3 x 2	uc x 4	c1 x 6	c2 x 12	total
	29	21	60	19	51	
	29	42	240	114	612	1037

cardpool for each player:	149 - 150
---------------------------	-----------

final total	3009
-------------	------

(known Sealed Tournaments (1 Starter + 5 Booster) are played with 151 cards)

Region card - Memory

You game is played with METW-Region cards exclusively. Normal Memory-rules apply: There is a certain number of cards, that are randomly put on the table (face down). Of every card there is another copy of it on the table. A player chooses two cards. If it's a pair, he may take it. The one with the most pairs in the end is the winner.

Playing with region cards is similar: you are not gathering pairs, but two regions that are adjacent to each other. (Of course there will be some remaining cards in the end without any adjacent region)

It's fun in-between or if it's very late and brains aren't working good enough for more serious MECCG games. At least after some Sealed Deck tournament there should be enough region cards to be able to play.

Scenario Tournament (as the Hamburger play it)

Some additional information

The following scenarios (and the whole tournament format) are only useful/powerful if you play this system more than one tournament. In that case the power players are forced to play the more difficult scenarios after the first tournaments to get the maximum tournament points, while the beginners try to win with the easier scenarios. Second you'll be forced to try new decks, because winning decks will not get the maximum tournament points more than once per player. Our intention was to create a tournament format which forces every player to build new decks after 3 or 4 tournaments, but is still open for beginners and may probably give them some better chances to win than in normal general opponent tournament. In Hamburg we are using this tournament for over three years and are very fond of it.

General

With the following annotations normal tournament rules apply:

- We play 2-deck games, so one game lasts 80 minutes (the player who didn't start finishes his turn or gets a final turn).
- You need 25 Marshalling Points to call the council.
- (Please check the normal tournament rules if you are not familiar with them!)
- You may play only wizard and ringwraith scenarios or normal wizard or ringwraith decks.

Banned Cards

You may not include the following cards in any of your decks:

- Long Winter
 - Storms of Ossë
 - Foul Fumes
- (i.e. no hazard that may tap a site may be included!)

Notice

If you are a beginner and do not want to play a scenario, you do not have to read any further! Just notice the 80 minutes time, the banned cards and 25 Marshalling Points, that's it. (OK, you won't get 12 tournament points if you win, but you can get easily some practice playing MECCG and you have the chance to win a game in a tournament.)

Tournament Points

The most important difference to a regular tournament is that you do not only get tournament points for marshalling points, but also for fulfilling the requirements of a certain scenario. You can choose one scenario out of more than 20 possible ones (see below).

There are 4 different classes of scores for a player:

- A) Losing due to MPs and no scenario fulfilled: → 1 tournament point
- B) Losing due to MPs and a scenario fulfilled: → 2 tournament points
- C) Winning due to MPs and no scenario fulfilled: → 3 tournament points
- D) Winning due to MPs and a scenario fulfilled: → 12, 8, 5, 3 tournament points
- E) Free slot: → 3 tournament points in the first round, 2 tournament points in any further round

The different tournament points in D are given individually to a player. If a player reaches within a tournament score D with a certain scenario the first time, he gets 12 tournament points. If reaching score D with the same scenario a second time, he gets 8 points, for the third time 5, and finally 3 points for reaching score D for each following round. (Ranking points for a player of scenario tournaments are given as many as the total of his tournament points of all of his games at official scenario tournaments. So a more professional player will reach score D very fast with his deck, but once he had got the 12 tournament points for once scenario he won't get no further 12 tournament points with this scenario. To get 12 tournament points he is forced to.) You may not get 12 tournament points, if you have already won 12 tournament points in this tournament with the other alignment (see below).

Notice

You can win two different scenarios with one same deck. (There are some possible scenarios). In the case you may get 12 tournament points for both scenarios! But if you play a ringwraith deck and a wizard deck, you may only win 12 tournament points with one of this two alignments. (This is also to protect beginners with no ringwraith practice, they likely won't play a ringwraith deck.)

Alignments

You are only allowed to play a wizard or a ringwraith deck. Fallen-wizard decks and balrogs decks are not allowed. You may only play a ringwraith deck if your opponent also possesses a ringwraith deck, in this case you have to play this ringwraith deck. If you have a ringwraith deck, you must also have a wizard deck that is to protect the beginners for playing against a ringwraith deck.

Notice

Wizard decks are always playing against wizards, ringwraiths are always playing against ringwraiths, so you can directly build your hazard deck for this. Only changing between one wizard and one ringwraith deck is allowed during scenario tournaments. You may not change your wizard deck or your ringwraith deck during the same tournament.

The Scenarios

For each scenario the following applies:

To fulfill a scenario a player has to meet all deck building requirements during the whole game and additionally the winning requirements for a certain scenario at the end of a game. You may only refer to the cards in your own deck to meet scenario requirements. Restrictions for bringing a character into play apply only for wizards or ringwraith, where wizards or ringwraiths are explicitly noted.

Wizard scenarios (DR = deck requirements, WR = winning requirements):

1) The Hobbit

DR: The starting company may only contain the following characters: Bilbo, dwarves with homesite: Blue Mountain Dwarf-hold.

WR: King under the Mountain is in play. The Arkenstone or Returned Exiles is in play. A company has successfully played an item, an ally or a faction at the Lonely Mountain, while one of its characters is King Under The Mountain.

2) Gollum's Fate

DR: Only the following characters may come into play: Gandalf, Aragorn, Strider, Boromir, Legolas, Gimli, Frodo, Sam, Pippin, Merry.

WR: Gollum's Fate is successfully played.

3) Return of the King

DR: Aragorn or Strider is played as the first character.

WR: 3 of the following cards are successfully played: Army of the Dead, The White Tree, Return of the King, Choice of Luthien.

4) The Seventh Palantir

DR: none.

WR: Ithil-stone is stored at Rivendell or Fate of the Ithil-stone is stored at a haven.

5) Alliance of Free Peoples

DR: none.

WR: Alliance of Free Peoples is in play. A company contains three characters with a mind higher than 6. One of those has to be an Elf, one a Man and one a Dwarf. A company containing these characters has successfully played a Valiant Sword at a normal site (not a haven).

6) The Shire

DR: none.

WR: Hobbits, Mistress Lobelia, Mallorn and three hobbit characters are in play.

7) Veins of Arda

DR: Only dwarves may be played as characters.

WR: Mithril is stored at a haven.

8) Heirs of Yavanna

DR: No dwarves may be played as characters. Old Road, Great Road and Bridge may not be played.

WR: 2 woses factions, 3 ents and 5 rangers are in play. Ghân-buri-Ghân, Ôm-buri-Ôm or Pôn-ora-Pôn is in play.

9) The Stones of Feanor

DR: No hobbits may be played as characters.

WR: 4 different Palantiri have been tapped to use their specific ability.

10) Rebuild the Towns

DR: none.

WR: Rebuild the Town is played at three different sites: Buhr Widu, Haudh-in-Gwanur, Himring, Ost-en-Edhil or Tharbad.

11) The Rohirrim

DR: none.

WR: Red Arrow, Riders of Rohan, Shadowfax, Great Shield of Rohan and 4 characters with homesite Edoras are in play.

12) The Daughters of Vaiya

DR: No Wizard may be played. Only the following characters may be played: Annalena, Arinmir, Arwen, Eowyn, Galadriel, Galva, Peath, Vôteli, Vygavril, Ioreth. Only the following items may be played: Elfstone, Phial of Galadriel, Gems of Arda, Torque of Hues, Necklace of Girion, Jewel of Beleriand, Noldo Lantern, Necklace of Silver and Pearls, Emerald of Doriath, Emerald of the Mariner, Star-glass.

WR: 5 characters are in play and each of them possesses an item. Nenselde the Wingild, Mistress Lobelia or Goldberry is in play.

13) The Firstborn

DR: none.

WR: Cirdan, Elrond, Glorfindel, Galadriel and Thranduil are in play.

14) The Great Greenwood

DR: none.

WR: Sauron's holds must be destroyed, the free peoples take the Mirkwood and a king is there: On Sarn Goriwing and Dol Guldur must be played either "Tower Raided" or "Through the gates of Dol Guldur". 3 factions played at sites in the Mirkwood must be in play. An elven-character with a homesite in Mirkwood is in play. Marshalling Points may only played at sites in the Mirkwood (or Sulfur-Deeps).

(Notice: The Mirkwood are the following regions: Southern Mirkwood, Western Mirkwood, Heart of Mirkwood and Woodland Realm.)

15) Ithryn Luin

DR: Only Pallando and Alatar may be used as a wizard. As characters only Adrazar, Annalena, Arinmir, Beretar, Folko Boffin, Fram Framson, Galva, Haldalam, Peath, Voteli, Vygavril and Wacho may be used.

WR: Men factions with at least 11 Marshalling Points must be in play. These factions must be playable in regions adjacent to the eastern end of the map. Three "Stole Knowledge" cards must be in play.

16) On the earth, in the water and in the air

DR: none.

WR: A character with no marshalling points must use a ship (Great Ship or Belegaer), a horse (Shadowfax, Bill the Pony oder Noble Steed) and be in the air (Eagle-mounts or Gwaihir). The character must be brought into play at his homesite and must return to his homesite with a minor item. The character must either use the ability of cards mentioned above or the character must successfully play the ally.

Ringwraith scenarios

17) Ride together

DR: none.

WR: At least 6 ringwraiths play together "Smoke on the Wind" and are afterwards in play. (Code word: Ringwraith-followers)

18) Prepare the battle

DR: none.

WR: All "Lieutenants" (of Morgul, Dol Guldur and Angmar) and "The Mouth" are in play at their homesites.

19) The ring will of but one master

DR: none.

WR: "The One Ring" has been played at Bag End and is stored at Barad-dûr. (The gold ring item has to be played and to be tested at Bag End.)

20) The Battle at Pellenor-fields

DR: none.

WR: At sites in the following regions one faction is in play: Harondr, Khand, Nurn, Horse Plains, Dagorlad, Ûdun, Gorgoroth, Imlad Morgul. "Grond" is in play; afterwards "Smoke on the wind" is successfully played at Minas Tirith.

21) Subdue further men kingdoms

DR: none.

WR: At six different border-holds the following marshalling points have been played: 2x "Faithless Steward", 2x "Burning Rick, Cot, a. Tree", 2 men factions (any).

22) Domain the Fire

DR: none.

actions from 5 different regions are in play.

Sealed Deck Rules

In a so-called sealed deck tournament, players need not bring a deck: They get a starter deck and a few booster packs at the tournament. They then build decks with these cards and play with these decks during the tournament. This negates the advantage of players with huge card collection over others and forces players to play with cards they normally never play with, which leads to interesting games and sometimes to the discovery of a vastly underrated card.

Before tournament you have to decide, if you want to play Wizard or Ringwraith Sealed Deck. It is no good idea to mix them!

When playing Sealed Deck Tournament normal rules apply with the following exceptions:

- In sealed deck, a player's deck needs to consist of at least 25 resources and hazards instead of 30.
- Only 18 MPs are required to call the Free Council.
- The required number of hazard creatures in a deck is lowered from 12 to 10.
- All cards you didn't use for the deck build your sideboard.
- You play with the site-cards you get from your starter or boosters. Normally you are allowed to add another one or two site card at your choice (you can't choose it during tournament). Sometimes it is decided to use all site cards.

Booster Draft Rules

- All players get a starter and a few boosters (either for a Wizard or a Ringwraith player).
- Every player opens the fixed set and puts the Wizards in a Wizard pool. Every player rolls dice. The one with the highest result may choose one Wizard as his Avatar. After every player has one Avatar, every one draws a second one, but this time in opposite order.
- Every player keeps his fixed set. Site card from the starter deck are also kept.
- Players should sit in a circle and a direction is chosen.
- Every player takes to cards at his choice from the remaining starter deck and gives the rest to his neighbour (according to the direction chosen before).
- Go on with this procedure till all cards are drawn (some may have more cards then than others, since you put aside a different number of site cards at the beginning).
- Then you open a booster (everyone one of the same kind!) and take one card. Then you give the rest to your neighbour again (opposite direction this time). Go on, till all boosters are drawn.
- Finally you build your deck according to the Sealed Deck Rules.

Please note that drafting cards will take a lot of time. Be prepared to spend 1 hour for it. If it is agreed before, you may choose, that you do not draft every pack to the last card, but to keep the last ones of every pack just as they are. It won't change much, since these left-over cards probably won't make it into the deck anyway.

Building the deck afterwards shouldn't take too much time then, cause every player has an idea of his deck in mind yet.

Sealed Deck with Special Rules for Region Cards

Each region card is used as a site in the region. The site path from the next heaven to the site is the same path as from the next heaven to a normal site. In the following table you will find the numbers of card you and your opponent can draw and, the automatic attack and all playable marshalling points:

 Dark Domain	= Dark Hold			Trolls 3 with 9: Major, Greater, Minor *)
 Shadow Land	= Shadow Hold			Orcs 3 with 8: Major, Minor, Rings *)
 Wilderness	= Ruins & Lairs			Dragons 2 with 8 (Attacker is choosing Character) Dragon Hoard, Major, Minor
 Coastal Sea	= Ruins & Lairs			Undead 2 with 8 (corruption check) Major, Minor, Rings
 Border Land	= Border Hold			Men 2 with 8 (Detainment against hero and covert companies) Rings, Information
 Free Domain	= Free Hold			Men 2 with 7 (Detainment against hero and covert companies) Information

***) Creatures keyed to the site attacked normally not as detainment.**

[Rings = Gold Ring Items; corruption check – only during the attack wounded characters]

Special for each region card sites: Each unique ally, which is playable at a site in the same region, is also playable at the region card site in that region. This means that Gollum is additional playable at the region card site High Pass and Red Horn Gate.

Because the region card sites have no names you can multiple copies of the same region¹. Also for the region card applies that the site is tapped if you are playing a resource card or a special hazard. If you are leaving a tapped region card site the card has to put in to your discard pile.

Overview of region card sites, where unique allies are playable after the rules above

Edition	Ally name eng.	Ally name germ.	R	Playable regions eng.	Playable regions germ.
METW	Bill the Pony	Bill, das Pony	U	Arthedain, The Shire	Arthedain, Das Auenland
METW	Goldberry	Goldbeere	U	Cardolan	Cardolan
METW	Gollum	Gollum	U	High Pass, Redhorn Gate	Hoher Paß, Rothornpaß
METW	Gwaihir	Gwaihir	R	Anduin Vales	Täler des Anduin
METW	Leaflock	Lockenblatt	U	Fangorn	Fangorn
METW	Quickbeam	Flinkbaum	U	Fangorn	Fangorn
METW	Roäc the Raven	Roäc der Rabe	R	Northern Rhovanion	Nördliches Rhovanion
METW	Shadowfax	Schattenfell	R	Rohan	Rohan
METW	Skinbark	Borkenhaut	R	Fangorn	Fangorn
METW	Tom Bombadil	Tom Bombadil	R	Cardolan	Cardolan
METW	Treebeard	Baumbart	U	Fangorn	Fangorn
METD	Nenseldë the Wingild	Nenseldë die Meernymphe	R2	Belfalas	Belfalas
MEDM	Lindion the Oronín	Lindion der Oronín	U2	Old Pukel Gap	Alte Pukel Wildnis

¹ Attention! Each region card site is a separate site. This means that you can't follow your opponent to the same region card site. So you can't attack your opponent with an Agent or you can unite two companies at one Region card site.

Lure of MECCG X Tournament Rules

MEDM	Mistress Lobelia	Lobelia	U2	Arthedain, The Shire	Arthedain, Das Auenland
MELE	Blackbole	Schwarzstamm	R	Western Mirkwood, Heart of Mirkwood, Southern Mirkwood	Westlicher D�sterwald, Herz des D�sterwalds, S�dlicher D�sterwald
MELE	Last Child of Ungoliant	Ungoliant's letzte Brut	R	Imlad Morgul, Gorgoroth	Imlad Morgul, Gorgoroth
MELE	Stinker	Stinker	U	High Pass, Redhorn Gate	Hoher Pa�, Rothornpa�

Lure of MECCG X Tournament Rules

Overview of the nearest heavens and the site path of region site cards

Edition	Region eng.	Region germ.	SH	Nearest heaven eng.	Nearest heaven germ.	Site path
METW	Andrast	Andrast	B	Edhellond	Edhellond	WW
METW	Andrast Coast	Küste von Andrast	B	Edhellond	Edhellond	WCC
METW	Anduin Vales	Täler des Anduin	B2	Lorien	Lorien	WB
METW	Anfalas	Anfalas	B2	Edhellond	Edhellond	W
METW	Angmar	Angmar	B	Rivendell	Bruchtal	WS
METW	Anórien	Anórien	B2	Lorien	Lorien	WBF
METW	Arthedain	Arthedain	B2	Rivendell	Bruchtal	WW
METW	Bay of Belfalas	Bucht von Belfalas	B	Edhellond	Edhellond	WCC
METW	Belfalas	Belfalas	B	Edhellond	Edhellond	WF
METW	Brown Lands	Braune Lande	B	Lorien	Lorien	WS
METW	Cardolan	Cardolan	B2	Rivendell	Bruchtal	WW
METW	Dagorlad	Dagorlad	B	Lorien	Lorien	WSS
METW	Dorwinion	Dorwinion	B	Lorien	Lorien	WBBWB
METW	Dunland	Dunland	B	Rivendell	Bruchtal	WWW
METW	Elven Shores	Elbenküste	B	Grey Havens	Graue Anfurten	FC
METW	Enedhwaith	Enedhwaith	B	Rivendell	Bruchtal	WWW
METW	Eriadoran Coast	Küste von Eriador	B	Grey Havens	Graue Anfurten	FCC
METW	Fangorn	Fangorn	B	Lorien	Lorien	WW
METW	Forochel	Forochel	B	Rivendell	Bruchtal	WWW
METW	Gap of Isen	Pforte von Rohan	B2	Lorien	Lorien	WBB
METW	Gorgoroth	Gorgoroth	B	Lorien	Lorien	WBFWSD
METW	Grey Mountain Narrows	Klüfte des Grauen Gebirges	B	Lorien	Lorien	WBS
METW	Gundabad	Gundabad	B	Lorien	Lorien	WBD
METW	Harondor	Harondor	B	Edhellond	Edhellond	WFCW
METW	Heart of Mirkwood	Herz des Dusterwaldes	B	Lorien	Lorien	WBWW
METW	High Pass	Der Hohe Paß	B2	Rivendell	Bruchtal	WW
METW	Hollin	Hulsten	B2	Rivendell	Bruchtal	WW
METW	Horse Plains	Pferdesteppe	B	Lorien	Lorien	WSSS
METW	Imlad Morgul	Imlad Morgul	B	Lorien	Lorien	WBFWS
METW	Iron Hills	Eisengebirge	B	Lorien	Lorien	WBBWWW
METW	Ithilien	Ithilien	B	Lorien	Lorien	WBFW
METW	Khand	Khand	B	Edhellond	Edhellond	WFCWS
METW	Lamedon	Lamedon	B	Edhellond	Edhellond	WB
METW	Lebennin	Lebennin	B2	Edhellond	Edhellond	WBF
METW	Lindon	Lindon	B2	Grey Havens	Graue Anfurten	F
METW	Mouths of the Anduin	Mündungen des Anduin	B	Edhellond	Edhellond	WFC
METW	Northern Rhovanion	Nördliches Rhovanion	B2	Lorien	Lorien	WBBW
METW	Númeriadon	Númeriadon	B	Grey Havens	Graue Anfurten	FW
METW	Nurn	Nurn	B	Edhellond	Edhellond	WFCWSD
METW	Old Pûkel Gap	Alte Pûkel-Wildnis	B	Edhellond	Edhellond	WW
METW	Old Pûkel-Land	Altes Pûkelland	B	Edhellond	Edhellond	WWW
METW	Redhorn Gate	Rothornpaß	B2	Lorien	Lorien	WW
METW	Rhaur	Rhaur	B2	Rivendell	Bruchtal	W
METW	Rohan	Rohan	B2	Lorien	Lorien	WB
METW	Southern Mirkwood	Südlicher Dusterwald	B2	Lorien	Lorien	WBD
METW	Southern Rhovanion	Südliches Rhovanion	B	Lorien	Lorien	WBD
METW	The Shire	Das Auenland	B	Rivendell	Bruchtal	WWF
METW	Udûn	Udûn	B	Lorien	Lorien	WBFWSDDD
METW	Western Mirkwood	Westlicher Dusterwald	B	Lorien	Lorien	WBW
METW	Withered Heath	Dürre Heide	B	Lorien	Lorien	WBSW
METW	Wold & Foothills	Ausläufer des Nebelgebirges	B2	Lorien	Lorien	W
METW	Woodland Realm	Waldreich	B2	Lorien	Lorien	WBB

Legend site path

W= Wilderness, **B**=Borderland, **C**=Costal sea
F=Free Domain, **D**=Dark Domain **S**=Shadow Land

Shared Deck Tournament

Normal tournament rules apply with the following exceptions:

- Card sleeves are necessary. Both players may not use the same card sleeves. So maybe some players (at least the tournament coordinator) should bring some different colours of sleeves to the tournament.
- You start the game normally (drafting starting characters), but then you shuffle both decks together into one shared play deck. When playing both player use that play deck and have also a shared discard pile (it doesn't matter that one knows, if a card comes from his own deck or from the opponent's).
- No agents may be included to the deck.
- Each player has his own sidebar.
- It is not allowed to look at the discard pile outside the normal rules.
- All influence attempts against the opponent get a -3 penalty.
- You need 18 MPs (1deck) or 22 MPs (2deck) to call the council.

Speed Play Tournament

The idea behind this format: Each player has exactly the same time available for playing. Stalling will be punished automatically.

Additionally needed

- One Chess Clock for each two players.

Rules

- Each player has a time pool of 25 minutes.
- Time counting starts, when the first players start his first turn.
- Time is running for the active player. When a player stops to do anything, he pushes the chess clock, then the time is running for the other player, till he in return pushes when stopping doing anything (look at the turn sample below).
- When a player exhausts his time pool, the game continues till the end of the turn. Then additional Marshalling Points (miscellaneous) are given to the player, whose time pool isn't exhausted:
 - 1-30 seconds: 1 MP
 - 31-60 seconds: 2 MPs
 - 61-90 seconds: 3 MPs (and so on)
 - Normal 2Deck Rules apply.

Turn Sample

- 1) At the beginning of the Untap Phase of Player 1:
PUSH Player 2. Time is running for Player 1.
- 2) Organisation Phase:
Time is still running, till Player 1 ends his Organisation Phase (that happens, when he reveals the first site card or declares, that no company is moving): PUSH Player 1
- 3) Movement/Hazard Phase:

Time is running for Player 2 (= Hazard Player). After playing his first hazard: PUSH Player 2. Player 1 has the chance to respond. Then PUSH Player 1. Second hazard may be played, and so on till the hazard limit is exhausted and the movement/hazard phase ends.

4) Site phase:

Time is running for player 1. Player 2 may reveal on-guard cards, take agent actions and/or play resource cards in response (like Wizard's Laughter) without pushing (of course he has to take actions immediately, otherwise Player 1 may just go on).

5) End of Turn Phase:

Time is running for Player 1 till he ends his turn: PUSH – and the untap phase for Player 2 has already started.

Spellcaster Tournament

Unlike the normal wizards-game the five wizard's determining the most trustworthy of them do not only refer to the ordinary marshalling-points categories but add a very important one: the wizard-spells.

The aim of the game is: to give the „Wizards Staff“ to your wizard and after that using seven different wizards spells.

Put into rules this means:

- A wizard, possessing the „wizards staff“, puts his used spell cards not in his discard pile but in his marshalling points pile.
- Additional to the normal 2-deck victory conditions (exhausting your play-deck, 25 marshalling points) you have to have at least seven different spells in your marshalling point pile.
- Marshalling points that are no spells are estimated as in every ordinary game. Spells work as multipliers.
- The first spell multiplies the MP's by one; the second by 1,3; the third by 1,5; 1,7; 1,8; 1,9 ; 2.
- This means if you have seven spells you double up your MP's – if there is no spell in your MP-pile you will always have 0 Points.
- As corruption checks are occurring very often, wizards use the fallen wizard corruption-conditions: 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.

White Mithril: To the Uttermost Foundations

Note: White Mithril rules have been extensively revised based on last year's tournament experiences. Victory conditions now include a broad range of challenges, which will lead your courageous companies to the darkest places of the Under-deeps. The introduction of special Under-deeps marshalling points replaces the strict focus on the three former primary quests, though they remain part of this scenario game. Please read the new rules carefully, especially if you were used to the old rules, in order to make necessary adjustments to your current deck.

Introduction:

Ancient halls, tunnels and caverns plunged in eternal darkness... forgotten realms, artifacts and riches buried beneath the dust of ages... nameless creatures lurking at places without a name... welcome to the Under-deeps!

White Mithril: To the Uttermost Foundations is a Hero-only scenario game with focus on the deep places of Middle-earth. Following the leadership of your mighty wizard, your fearless characters dare to enter this dark world through the east gate of Moria. Surprised by your powerful approach, the orcs withdraw in confusion and you succeed to set up a refuge within one of the countless chambers of this former dwarven-hold. Unknown challenges await your company on their way: It is up to you, restore the glory of Khazad-dum, find forgotten items of great power, defeat the ancient evil of Durin's Bane, or master one of the many quests to achieve both, power and glory.

'... even as mithril was the foundation of their wealth, so also it was their destruction: they delved too greedily and too deep, and disturbed that from which they fled, Durin's Bane.' - **LotRII**

'In that despair, my enemy was my only hope, and I pursued him, clutching at his heel. Thus he brought me at last to the secret ways of Khazad-dum: too well he knew them all...' - **LotRIII**

'We cannot get out... drums, drums in the deep... they are coming...' - **LotRII**

Victory conditions:

A player can call the council of the Free People if he/she fulfills all of the following conditions:

- your Wizard's company has to enter *Moria* during the site phase and encounter possible automatic attacks (this refers to your withdrawal from *Moria*, unless it became a Haven)
- you need a total of at least 25 MPs: 50% (or more) of these points have to be 'Under-deeps marshalling points (UdMPs)', meaning that you will not receive more 'normal' MPs than the total number of your UdMPs (see below)
- you have to exhaust your play deck once

If none of the players is able to call the council in time, the game ends after 80 minutes. MPs of companies at an Under-deep site do count for the purpose of calling the council. More than half of your 'normal' MPs can come from one type of MPs (i.e., items). If a player has zero or even negative points for characters or items, opponent's points for that type of MPs are being doubled (this does not apply for allies and factions).

Under-deeps marshalling points:

A player cannot gain any victory points unless he/she has accomplished at least one Under-deeps quest, which is rewarded by special Under-deeps marshalling points (UdMPs). Once a game ends, all characters have to make a final corruption check, before UdMPs are being counted (compare the list of Under-deeps quests below). Subsequently, all other victory points are taken into account to a maximum equal to the number of UdMPs.

Under-deeps quests:

- I. **Balrog of Moria [5 UdMPs] - *unique*:** Defeat the ancient evil that once awoke at the *Under-gates* and turned *Moria* into a shadow-hold. You need to eliminate one manifestation of the Balrog, either *Balrog of Moria* (requires a 2D6 roll of 10,11, or 12, once *Moria's* second automatic attack is determined) or *Durin's Bane* (present at the *Under-gates* subsequent to playing *Rebuild the Town* at *Moria* during the *Rebuild of Moria* quest).
- II. **Rebuild of Moria [5 UdMPs] - *unique*:** Restore the former glory of Khazad-dum by forcing the orcs and all other dark creatures to withdraw from the ancient dwarven-halls. Play *Tower Raided* at *Moria* (3 UdMPs + 3 MPs). Use *Rebuild the Town* to convert *Moria* into a border-hold (1 UdMP). With *Houses of Healing* (special rule), *Moria* becomes a Haven (1 UdMP). Note that once *Tower Raided* is in play, both players can proceed to rebuild *Moria* and receive the subsequent UdMPs. You cannot discard one of your starting items in order to play *Tower Raided* (i.e., *Noldo-lantern*).
- III. **White Mithril [7 UdMPs]:** Recover the true wealth of *Moria*: Mithril! Prepare your search by storing *Vein of Arda* at *Moria*. Play *Mithril* at the *Under-gates* [3 UdMPs] and store it at *Moria* [4 UdMPs]. Note that *Mithril* is considered non-unique, which means that both players can accomplish their search for true silver. However, *Mithril* cannot be played twice by the same player.
- IV. **Fury of the Iron Crown [2-4 UdMPs] - *unique*:** *Carn Dum*, fortress of the *Witch-king of Angmar*, has always been a threat to the safety of all free people of northern Middle-earth. To diminish the power of this dark-hold, you make your way through the *Iron-deeps* to reach *Carn Dum*. You can choose to either muster the *Angmarim* to turn them against their former masters by successfully playing this faction [3 UdMPs], or you dare to break the power of the Witch-king by stealing his *Iron Crown* [2 UdMPs] and subsequently storing it at *Moria* [2 UdMPs]. The opponent may fulfill the alternative option later on.
- V. **Pass the Door's of Dol Guldur [4-5 UdMPs] - *unique*:** News have reached you, that a prisoner of great importance is being tortured in the pits of *Dol Guldur*. Tap *Pass the Doors of Dol Guldur* during the same site phase your company successfully plays *Rescue Prisoners* at *Dol Guldur* [2 UdMPs]. If not already in play, you may immediately play *Thrain II* from your hand, play deck, discard pile, or sideboard to join the company, in case you possess the required general or direct influence [1 UdMP]. Due to torture, *Thrain II* joins the company in wounded condition. Store *Pass the Doors of Dol Guldur* at *Moria* [2 UdMPs].

- VI. **The Spear of Gil-Galad [5 UdMPs] - *unique*:** Rumors have reached your company, that Sauron the Great treasures the legendary spear of Gil-Galad deep within the dungeons of his fortress *Barad-dur*. Regain this powerful weapon in the name of the free people, by playing *Aiglos* at *Barad-dur* (*Aiglos* may only be played at this site).

- VII. **To the Uttermost Foundations [6 UdMPs]:** Discover the darkest and most dangerous places of the Under-deeps. Deep beneath the evil land of Udun lie the *Under-galleries*: Spy out the enemy's caverns and tap the site [3 UdMPs] by playing *To the Uttermost Foundations* during your organization phase. Untap *To the Uttermost Foundations* at a different Under-deeps site and store it at *Moria* [3 UdMPs]. Only the first copy of *To the Uttermost Foundations* stored at *Moria* is rewarded with 3 UdMPs. Any other copy of that card stored at *Moria* is worth 3 MPs. However, the opponent may tap the *Under-galleries* by playing *To the Uttermost Foundations*, to receive the 3 UdMPs for the tapped site.

- VIII. **Great Things buried there [2-6 UdMPs]:** Many rings of power were lost during the centuries of the third age. However, some rings have a will of their own and so it happens that your company might be lucky to recapture an artifact long forgotten. Play and test a *Gold Ring* at the *Under-grottos*: Lesser Ring [2 UdMPs], Magic Ring [3 UdMPs], Dwarven Ring [4 UdMPs], *The One Ring* [6 UdMPs]. You only receive UdMPs for the first *Gold Ring* tested at the Under-grottos.

- IX. **Gems of Arda [3-5 UdMPs]:** Precious gems lie deep beneath the snowy tops of the White Mountains. Find your way to the *Gem-deeps* and be the first to play *Gems of Arda* [3 UdMPs]. *Vein of Arda* does not affect this quest. Once stored, additional copies of *Gems of Arda* can be played by the same player at any Under-deeps site [1 UdMP + 2 MPs each]. The opponent may also find *Gems of Arda*, but the first copy has to be played at the *Gem-deeps* and it is worth only 1 UdMP.

- X. **Spawn of Ungoliant [4 UdMPs] - *unique*:** Dangerous creatures inhabit the caverns of the Under-deeps. The *Spawn of Ungoliant* certainly belongs to the most evil spiders, lurking at the *Pukel-deeps* and sometimes even beneath Helms-deep at the *Gem-deeps*. You need to eliminate *Spawn of Ungoliant* as it appears as second automatic attack at the *Pukel-deeps* (requires a D6 roll of 4+) or *Gem-deeps* (requires a D6 roll of 6).

If a player succeeds to kill his opponent's wizard by one of his hazard creatures, he receives a bonus of 5 UdMPs in the final calculation of victory points. Under-deeps quests marked with the word '*unique*' can only be achieved by one player. Non-unique quests can be completed by both players.

If both players have the same added total (UdMPs + MPs), then this tie will be broken in advantage for the player who has gained more UdMPs (tournament points 4:2), otherwise this tie will hold (tournament points 3:3). On any other result, the players will be awarded with tournament points according to the relation of the victory point totals applying standard 2-deck rules (6:0, 5:1, 4:2).

Clarification: Resources with UdMPs give no additional MPs, unless otherwise stated (e.g., *Aiglos* is worth 5 UdMPs without an additional 5 MPs).

Rules:

White Mithril: To the Uttermost Foundations is played according to the standard 2-deck general opponent rules, whereas the following special rules and chances apply:

- **Wizard Draft:** Before you and your opponent start with the character draft, there is a special wizard draft (if you successfully draft your wizard, he is part of your starting company). Each player places up to three wizards face down in front of him. You may place two copies of the same wizard, whereas three copies or three different are not allowed. You and your opponent reveal your wizards simultaneously. Any duplicated wizards can be placed into the play deck.
- **Starting Items:** Each player can assign the following items to his starting characters before the game begins: Two non-unique/non-hoard minor items of your choice plus one *Dwarven Light-stone* (if you have a dwarf as one of your starting characters) or one *Noldo-lantern* (if you have no *Dwarven Light-stone* as one of your starting items).
- **Corruption Bonus:** Each character gets a +X corruption ability (in addition to his/her current +/- corruption check bonus, if there is one). X is equal to the character's MPs and the total maximum is +4. For wizards, X is equal to 3.
- **Movement:** All characters start at *Moria*. Both starter and region movement on the surface of Middle-earth are not allowed. You can only use Under-deeps sites and their adjacent sites. You can choose to return tapped site cards to your site deck, but they remain in tapped status until you have exhausted your play deck. At the end of a company's first movement/hazard phase, a character can tap to allow his company to move again (another movement/hazard phase follows). Only one character per company is allowed to do so. If a company stays at a site, your opponent may draw up to two cards (instead of zero).
- **Healing:** Once during your organization phase, your wizard can tap and heal all characters in his company from wounded to tapped. In case your wizard is wounded, he can return to *Moria* and heal from wounded to tapped during his organization phase. This does not apply for characters.
- **Eliminated characters:** If your creatures succeed to eliminate characters of your opponent, you receive MPs equal to the characters marshalling points.
- **Influence attempts:** Any influence attempts on items with UdMPs are not allowed (i.e., you may influence your opponent's *Orcrist* – but not *Aiglos*).
- **Moria:** *Moria* is a shadow-hold and considered a Haven for the purposes of playing characters/wizards and for storing items and miscellaneous events but only at the beginning of the site phase (you need to enter the site in order to do so). Only resources belonging to Under-deeps quests can be played at *Moria* (gold rings, minor, major and greater items can **NOT** be played at *Moria*). *Moria* untaps during the untap phase, if none of your characters is present. When you decide to enter *Moria* during the site phase, your opponent makes a roll (2D6), to determine *Moria*'s second automatic attack:

- 02: *Anarin* (2 MP. Elf. One strike with 9 prowess + 2D6 / 9 body. Attacker chooses defending character)
- 03: *My Precious* (-1 MP. Hobbit. One strike with 6 prowess + 2D6 / 10 body. Attacker chooses defending characters)
- 04: *Watcher in the Water* (1 MP. Animal. Each character one strike with 8 prowess)
- 05: *Watcher in the Water* (see above)
- 06: *Watcher in the Water* (see above)
- 07: no second automatic attack
- 08: *Umagaur the Pale* (2 MP. Troll. One strike with 14 prowess / 8 body)
- 09: *Buthrakaur the Green* (2 MP. Troll. One strike with 15 prowess / 6 body)
- 10: *Balrog of Moria* (5 MP. Long Event. One strike with 20 prowess. As long as he is in play, no character can heal, no new second attack for *Moria* is determined, and he is not represented by a card.)
- 11: *Balrog of Moria* (see above)
- 12: *Balrog of Moria* (see above)

If you defeat the second automatic attack, you receive full MPs for the eliminated creature. If the creature was unique, replace its description in the above list with 'no second automatic attack'. *Forewarned Is Forearmed* does not affect *Moria*'s second automatic attack.

- **The Gem-deeps & The Pukel-deeps:** When you decide to enter *The Gem-deeps* or *The Pukel-deeps* during the site phase, your opponent makes a roll (D6), to determine if an additional automatic attack appears:
 - 6: **The Gem-deeps:** *Spawn of Ungoliant* (4 UdMPs. Spawn. Three strikes with 15 prowess / 8 body. In addition, +1 to all body checks for Elves, Dwarves, Hobbits, Dunedain, and Men resulting from this attack)
 - 4-6: **The Pukel-deeps:** *Spawn of Ungoliant* (see above)

Special card texts:

The following cards have an edited text, if used in White Mithril: To the Uttermost Foundations:

- **Rebuild the Town:** 1 UdMP. Playable at *Moria* only if *Tower Raided* has been successfully played. *Moria* becomes a border-hold and loses all automatic attacks. Can only be played at the end of the site phase. Once *Rebuild the Town* is in play, *The Under-gates* have a new first automatic attack (no second attack):

Durin's Bane (5 UdMPs. Manifestation of *Balrog of Moria*. Two strikes with 18 prowess / 9 body. This attack cannot be canceled. Any character wounded by this attack is automatically eliminated)
- **Houses of Healing:** 1 UdMP. Playable at *Moria* if *Rebuild the Town* is in play. *Moria* becomes a Haven for all purposes.

- **King under the Mountain:** Playable on *Balin*, *Dain II*, *Thorin II*, or *Thrain II*, if his company has defeated a manifestation of the Balrog and *Moria* is now a Haven. The target dwarf receives +5 direct influence against Dwarves and Dwarf Factions.
- **Returned Exiles:** Playable at a tapped or untapped site, where a manifestation of the Balrog was defeated and if the influence check is greater than 12. Standard modifications: *King under the Mountain* (+5), other Dwarves (+2).
- **Aiglos:** Only playable at *Barad-dur*.
- **Book of Mazarbul:** Playable at *Moria*, if *Moria* is a shadow-hold. You can store this item at *Moria*, but it gives only 5 MPs when *Moria* has become a Haven.
- **Forewarned Is Forearmed:** This card does not affect any second automatic attacks at *Moria*.

List of banned cards:

All manifestations of Balrog of *Moria*
All manifestations of Gollum
All minion items
All hazard events that require an agent
Anarin
Bane of the Ithil-stone
Buthrakaur the Green
Fury of the Iron Crown
Lucky Search
Mouth of Sauron
Neither so Ancient Nor so Potent
Spawn of Ungoliant
Stormcrow
The Will of Sauron
Tidings of Bold Spies
Troll-Purse
Umagaur the Pale
Unabated in Malice
Watcher in the Watcher
Which Might Be Lies

List of unique cards:

Nameless Thing
The Way is Shut

Rules version 2.0.2 by Timo Lutter

Questions and suggestions can be directed to MECCG@gmx.de