

Sealed Deck Rules DC

When playing Sealed Deck Tournament normal rules for 1-Deck games apply with the following exceptions:

- Deck construction: a player's deck consists of at least 25 resource and the same number of hazard cards.
- 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 card pool. You may add 2 site-cards of your choice, that have to be declared before the first game starts. Changing a site afterwards is not possible.
- For a legal deck it must contain a minimum of 5 dream-cards in the resource portion and a minimum of 5 dream-cards in the hazard portion of your play deck. Also, at least 3 characters have to be in the character pool of the deck, out of which 1 must be among the starting company.
- Time limit per game is 60 minutes.

Extra rules for the DC Cube Sealed event:

- **Minor items**: You may start the game with up to three minor items (and/or startable events).
- **Mulligan**: If you have no resource in your starting hand that normally gives any MP(s), you may shuffle your starting hand into your play deck and draw a new starting hand.
- **Starting site**: you can start the game at any site, if at least half of your starting characters have that site as their home site.
- **Healing**: Characters and allies heal from wounded to untapped at Havens and their non-generic home site.
- **Playing characters**: Characters may be brought into play at a Haven or their home site under Direct or General Influence, if you have a character at the site (this need not be your avatar).
- **Avatars**: You can discard a copy of your avatar to untap your avatar (except when resolving a strike).
Before a game starts, players announce their avatar. If both have the same, a dice roll decides, who may play his avatar. The other player may instead play another one (up to 2 copies) of his choice.
- **Drawing cards**: Cards are always drawn based on the site moved to.
- **Resource long-events**: Resource long-events can be played at any time during your turn.
- **Starter movement**: the company is considered to be moving in all regions as indicated in the (new) site's site path (i.e. not just the first and last region).
- **ICE Optional rules**: The following ICE optional rules are in effect:
 - Recently visited sites: if a company enters a site that is in opponent's discard pile, the automatic-attack receives +1 prowess and +1 strike.
 - Tapping to face multiple strikes: if you assign strikes of an attack (as defender), a character in the company may tap to face two strikes of the attack, in separate strike sequences. The character receives a minus 3 modification to his prowess against both strikes, and he must be able to at least tie both strikes.
 - Defending with DI: whenever General Influence is used to defend against an influence check, or to face a hazard (e.g. Call of Home), you may use the unused Direct Influence of a character in the defending company instead of your GI.

Used Dreamcard Errata:

- ***"Bert"/"Tom"/"William"***: add body value 5
- ***Cave Worm***: add: [...Númeriador, Iron Hills], Dragon Gap, or any mountain region.
- ***Healing Herbs***: delete: tap and [discard this item to heal...]
- ***Star-glass***: delete: bearer of [Star-glass...]

- *Khamûl the Easterling*: add Dagorlad, Harrhûn, Horse Plains, and Southern Rhovanion to the listed regions.