Solo Scenario Rules

There and Back again

A Solitaire Scenario from Middle-earth: The Wizards Companion (pp. 62-63)

> "Far over the misty mountains cold
> To dungeons deep and caverns old
> We must away ere break of day
> To seek the pale enchanted gold."
>
> *–The Hobbit*

It was well known in the Shire that when a Wizard comes knocking at your door, adventures are not far behind, and respectable folk had best go inside. Bilbo perceived his peril, yet something Tookish in his blood pushed him forward when a prudent retreat behind his little round door would have saved him much trouble. Before his clock struck noon the next day, the Hobbit was off to the mountains, caught in the affairs of Dwarves and Wizards. And that can be a very messy business indeed!

You choose a Hobbit and take him on this legendary quest. Seek an adventure and then return home to tell about it.

Deck construction:

Construct two decks: a hazard deck and a resource deck. Use the following exact guidelines, paying particular attention to the card count.

The hazard deck contains 29 cards: 2 Dragon's Desolations (or proxy cards), 15 creatures keyed to wilderness (only two of each fulfilling this role may be included), 6 creatures keyed to double wilderness (three of each of these are allowed), and 6 creatures keyed to border-lands (three of each of these are allowed). A creature included to fulfill one of these requirements may also coincidentally fulfill another requirement, but the creature may not also be counted towards the other requirement. Within these guidelines, try to construct the weakest hazard deck you can; this is part of the challenge of this scenario.

The resource deck contains any 25 resource cards you choose plus one Wizard. Have at least one greater item included in the resource mix (practically though, you should include at least two greater items).

Card Layout:

Lay out the following region cards in a row, in the order listed: The Shire, Arthedain, Rhudaur, High Pass, Anduin Vales, Woodland Realm, and Northern Rhovanion.

Contained in a row under these regions, lay out the following site cards with each card under the region in which it is contained: Bag End, Ettenmoors[1], Rivendell, Goblin-gate, Beorn's House, Thranduil's Halls, and The Lonely Mountain.

Movement for this scenario will be handled by moving a counter (a die or some convenient token) around on this array of location cards. The location of the counter represents the location of the company. At the start of the scenario, place the counter in Bag End – this represents that the Hobbit and his Dwarven companions are departing from this site.

The Company of Dwarves:

Start with a company that contains one Hobbit and the rest Dwarves. Each Dwarf counts as half a character like a Hobbit. You have 30 points of general influence, and each character with a mind stat of 3 or greater has +1 direct influence. With these modifications, you can construct the company of Dwarves from The Hobbit: Bilbo, Thorin II, Glóin, Balin, Óin, Kíli, Bifur, Bofur, Nori, Fíli, Ori, Dwalin, Bombur, and Dori. Gandalf is conspicuously missing from this list, but he will pop up before you are finished.

You have one and only one company for this scenario. The company starts with no minor items.

Turn Sequence:

- Untap Phase: Untap all tapped characters and move all wounded characters to tapped position if the company is at any site (not just a Haven). If the company is in a region at the start of the turn, skip this phase.

- Organization Phase: If the company is in a site, the company may move the location counter to an adjacent region. If the company is in a region, the company may move to the site that the region contains (located under the region) or to an adjacent region. A company may opt to not move the location counter.

- Long-event Phase.

- Movement/Hazard Phase: The company faces any hazard creatures, in the order they were drawn, showing face up on the table (as described below) that can be keyed to the company's location card.

  Following these encounters, if the company is in a region or moved to a region, draw a hazard card. If it is a creature, it attacks the company. If it is a creature that cannot be keyed to the company's region or Dragon's Desolation, then place it face up. All face up hazards should be put in a row that shows the order in which they were drawn during the game.

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[1]not part of the original rules

Draw and resolve a second hazard card in the same manner, if the company is in a region or moved to a region.

If the company moves to High Pass, Woodland Realm, or Northern Rhovanion, draw and resolve a third hazard in the same manner. If the company began the turn in one of these three regions and chooses not to move, a third hazard is not drawn.

If the company is in a site or moved to a site, do not draw any hazard cards. Location cards are not discarded during this scenario. The company can feel free to backup to any site. No cards are drawn at the end of this phase (unless dictated by a card).

- Site Phase.

- End-of-Turn Phase: Draw one resource card. If you then have six cards in your hand, discard a card to the resource discard pile. You will always draw one and only one resource card a turn via the normal turn sequence.

Special Rules for Hazards:

- A hazard creature, once it attacks, goes into a hazard discard pile, regardless of the attack outcome.

- Deep wilderness creatures may only be played keyed to Rhudaur and High Pass.

- If a resource card prevents creatures from being played on the company that is in a region or moved to a region, two cards are drawn for the hazard deck anyhow and placed in the row of face-up cards.

- To determine which character will take a strike under circumstances when an opponent would normally determine this, the character with the highest mind stat is selected first. If there is a tie, select the character with the most direct influence. If there is still a tie, select the character with the lowest body. If there is still a tie, select the character with the lowest prowess. If there is still a tie, randomly select the character.

- After the second Orc or Troll creature is played, Minions Stir is considered to be in play for the rest of the game; i.e., all Orc and Troll attacks receive +1 strike and +1 prowess.

- After the second Wolf, Spider or Animal attack is played, Wake of War is considered in play for the rest of the game; i.e., all Wolf, Spider, and Animal attacks receive +1 strike and +1 prowess.

- After the second Undead attack is played, Plague of Wights is considered in play for the rest of the game; i.e., all Undead attacks get +1 prowess.

- Each Dragon's Desolation remains face up on the table until you declare the company will confront the automatic-attack at The Lonely Mountain. At this point, discard all face-up Dragon's Desolations and give the automatic attack +2 prowess and +1 strike for each discarded.

- When the hazard deck is exhausted, shuffle the hazard discard pile; it becomes the new hazard deck.

Special Rules for Resources and Characters:

- Marshalling points do not count for this scenario.

- Untapped characters must choose to take strikes before tapped and wounded characters do.

- A Wizard is not played as a character. He is played as a short-event that can cancel an attack, untap a tapped character, or move a wounded character to an untapped status. When the Wizard is played, he does not go to the resource discard pile, but rather is shuffled back into the resource play deck.

- After a greater item is given to the Hobbit at The Lonely Mountain, discard two Dwarves during each organization phase in which the company moves to a region.

Victory Conditions:

You lose if the Hobbit is eliminated or if you draw the final card from your resource deck. You win during the organization phase when the Hobbit moves to Bag End and is bearing the greater item played at The Lonely Mountain.

Burglar Wants a Good Job

A Solitaire Scenario from Middle-earth: The Wizards Casual Companion

"And I assure you there is a mark on this door – the usual one in the trade, or used to be. Burglar wants a good job, plenty of Excitement and reasonable Reward, that's how it is usually read. You can say Expert Treasure-hunter instead of Burglar if you like."

– The Hobbit

"Now it is the burglar's turn," they said, meaning Bilbo. "You must go on and find out all about that light, and what it is for, and if all is perfectly safe and canny."

– The Hobbit

"If they had still doubted that he was really a first-class Burglar, in spite of Gandalf's words, they doubted no longer."

– The Hobbit

Bilbo Baggin's door was not the first, or the last, to bear that "queer sign", whether from the inhabitant's own desire, or the scheme of some wizard. Yet before most employers would accept such a one in their Company, or at least before they would require the burglar to perform several tasks to prove his abilities.

So, before you, Burglar (you can say Expert, Treasure-hunter, or Scout perhaps, instead of Burglar if you like), your potential employers have set the following tasks as a test of your skills, to prove your worthiness to accompany them on their great adventure. If you succeed then, you will undoubtedly receive "a good job, plenty of Excitement, and reasonable Reward."

The Burglar's test, consisting of four tasks:
1. Steal an item from the hoard of a Dragon and present it to them as proof;
2. Steal an item from an Orcish stronghold and present it to them as proof:
3. Obtain (by spying) information on one of the peoples your employers may encounter on their upcoming mission, and return to them with this information, and
4. Rescue one of their comrades in arms, and return him to them.
In addition, out Burglar must also regale these employers with tales of his stealthy exploits against the dangerous creatures of the land.

Scenario set-up

Burglar Wants a Good Job is a solitaire scenario which highlights the skills of those stealthy companions, the scouts. You will need the following:

1) **Starting Company** 1 scout character (the Burglar) with 1 non-unique minor item

2) A **Resource deck** of no more than 30 cards, which must include:

At least 1 faction, at least 2 major items or greater items, at least 1 Rescue Prisoners.

Select other resources to include, with the following limitations:

You may include nor more than 1 of any unique card, and no more than 3 of any non-unique card in the deck.

You may inlcude up to 3 other characters, one of which may be a Wizard.

3) A **Hazard deck** of 30 cards, which must include:

20 creatures: 5 keyable to Free-domain or Border-land; 10 keyable t Wilderness or Double Wilderness; 5 keyable to Shadow-land or Dark-domain; and 10 non-creature hazards.

4) A **Site deck**, which must include at least:

the Burlgar's home site (starting location)

Rivendell

Lorien

one Ruins & Lairs site with a Dragon automatic-attack

one Shadow-hold or Dark-hold site with an Orc automatic attack

any site where the faction(s) chosen for the resource deck are playable

It is recommended that the site deck include at least two, preferably three, different sites that relate to the Burglar's tasks.

Note that resource and hazard decks are kept separate in the scenario.

The Turn Sequence

The Burglar begins play at his home site, with one non-unique minor item. The player draws a resource hand of five cards.

- Untap Phase: As in Standard Rules.

- Organization Phase: As in Standard Rules, except: any character other than the Burglar (a Hand, see Other Characters below under Special Rules) who has been in play for two turns leaves play at the end of this phase.

- Long-event Phase: As in Standard Rules (but see below for Special Rules)

- Movement/Hazard Phase: As in Standard Rules, except for the following sections replace those in the Standard Rules.

If the company is not moving, no resource cards may be drawn. One card is drawn from the hazard deck and placed in the hazard hand as indicated above.

If the company is moving to a non-haven site, you must draw a number of cards from the hazard deck as indicated by the site teh company is moving to, and place them in the hazard hand. The hazard hand consists of cards drawn from the hazard deck, which are placed face down in a row at the top of the playing surface, in the order they were drawn. Hazards are played on the company from this hand, one at a time, in the order they were drawn. There is no limit to the size of the hazard hand. No cards are in the hazard hand at the start of the game.

You may draw up to the number of resource cards indicated by that site card (you must draw at least one card).

If the company is moving to a haven site, you must draw a number of cards from the hazard deck as indicated by the site the company is moving from, and place them in the hazard hand as indicated above.

You may draw up to the number of resource cards indicated by that site card. You must draw at least one card.

Hazard cards are played on the company in the following manner: Starting with the first card drawn,turn over cards one at a time until a playable hazard is revealed. This hazard is immediately played on the company and resolved.

Repeat this procedure until the hazard limit is reached, or until no playable hazards remain in the hazard hand.

If the hazard limit is reached before all the cards in the hazard hand are revealed, those unrevealed cards remain face down until revealed in a subsequent turn in the manner described above.

The hazard limit is equal to the size of the company or two, whichever is larger (Hobbits count half, round up). The hazard limit is determined for each company at the beginning of the movement/hazard phase (e. g., it remains fixed).

Play each hazard in a manner which is best for the hazard; i. e., if the creature is keyable to Wilderness or Shadow-land and your Burglar has an untapped *Elven Cloak*, key the creature to Shadow-land. If the hazard has more than one effect, choose whichever effect would be most detrimental to the Burglar that turn.

You must discard any cards in excess of five in your resource hand. If you have fewer than five cards in your resource hand, you must draw cards until you resource and has five cards. You do not discard or draw cards for the

hazard hand at this time.

- Size Phase: As in Standard Rules.

- End of Turn Phase: You may discard one card from your resource hand. Then you must draw or discard cards until your resource hand has five cards.

Scenario Objective from your Potential Employers:

Task #1: Steal an item from the hoard of a Dragon and present it to them as proof: At a Ruins & Lairs site with a Dragon automatic-attack, successfully play (using *Burlgary*, see below for special Rules) a major or greater item, and store it at a Haven.

Task #2: Steal an item from an Orcish stronghold and present it to them as proof: At a Shadow-hold or Dark-hold site with an Orc automatic-attack, successfully play (using *Burglary*) a major or greater item, and store it at a Haven.

Task #3: Obtain (by spying) information on one of the peoples your employers may encounter on their upcoming mission, and return to them with this information: Recruit a faction and "store" it at a Haven. See Special Rules below.

Task #4: Rescue one of their comrades in arms, and return him to them: Successfully play *Rescue Prisoners*, and store it at a Haven.

In addition, our Burglar must also regale these employers with tales of his stealthy exploits against the dangerous creatures of the land:

The Burglar must earn at least 18 marshalling points from the items/factions/events indicated above, and from creatures he avoids by stealth (see Special Rules: Marshalling Points).

Victory Conditions:

When the resource deck is exhausted once, the Employer's Council is called at the end of that turn to discuss the fate of the Burglar:

- If the Burglar has completed two of the tasks successfully and accumulated at least 10 marshalling points, he is hired to accompany the employers on a Deed of Minor Import.

- If the has completed three of the tasks successfully and accumulated at least 14 marshalling points, he is hired to accompany the employers on a Matter of Some Urgency.

- If the has completed three of the tasks successfully and accumulated at least 18 marshalling points, he is hired to accompany the employers on a Grand and Perilous Adventure.

- You lose the game if the Burglar is eliminated by death or corruption.

Special Rules:

Burglary: The Burglar may make a burglary attempt at any site in lieu of facing its automatic-attacks. In this scenario, the Burglar is not required to play the card *Burglary*, only to use the ability represented on the card. He may use this ability each turn at the site phase, if he desires. The rules for such an attempt are as follows (and are identical to those printed on the Burglary card):

Tap a character to make a burglary attempt at a site in lieu of facing its automatic-attacks. Tap the site and make a roll modified by +2 if the character is a scout and by +3 if he is a Hobbit. If the result is greater than 10, an item normally playable at the site may be played with the character. If the attempt fails, the character must face all automatic-attacks alone.

The Burglar must successfully perform a burglary on a site to receive marshalling points for the item which is played. A successfully played resources after an automatic-attack is faced or canceled does not satisfy the requirements for the burglary task, and no marshalling points are earned fo that item.

Factions: In this scenario, a faction may be stored in the same manner as an item or information event. The play of a faction in this scenario represents information about these people, rather than the peoples themselves.

Long-events: All long-events remain in play for two turns.

Marshalling Points: The Burglar receives no marshalling points for hazard creatures defeated. Instead, he receives marshalling points for creature hazards he avoids by stealth; i. e. hazards that are canceled by the use of the following items or events: *Elven Cloak, Magic Ring of Stealth, Concealment, Trickery, Halfling Stealth, Many Turns and Doublings (if the Burglar is also a Ranger),* or *The One Ring.*

Exception: if another character is in the Burglar's company, only cards which cancel an attack yield marshalling points. If the other character(s) must face a strike from the attack, the Burglar receives no marshalling points regardless of the outcome of the strike. Cards like *Stealth, Hiding,* and *Secret Passage* may not be used to earn marshalling points in this way, since no attacks occur which can be canceled.

The Burglar only receives marshalling points for items/factions/events which directly relate to his tasks; i. e. he receives marshalling points for the two burgled items, one faction (his spy information), and one *Rescue Prisoners.* He only receives marshalling points for those resources when they have been stored at a

haven during his organization phase. Any other marshalling points the Burglar earns must come from avoiding creature hazards, as explained above.

Other Characters: Other characters, the Burglar's Hands, are played as resource long-events, with the following exception: they may be played any time during the organization phase, and leave at the end of the organization phase two turns later. Any items which the Hand bore are automatically returned to the Burglar when the other character leaves play in this fashion.

If the Hand is discarded or eliminated prior to the end of the two turns, the following occurs: if discarded or eliminated by corruption, all items/events with the Hand are discarded. If killed, one item of the player's choice is automatically transferred to the Burglar.

Up to three Hands may be in play at one time. Hands may not perform burglaries, nor may they bear the *Rescue Prisoners*. They may assist the Burglar's spying (i. e. a player may use *Thranduil*) to recruit the *Wood-elves* faction; the Burglar still receives the marshalling points). This represents the Burglar using his associate as a cover to more easily obtain the information he needs.

Guise of the Necromancer

A Solitaire Scenario by Jason O. Hawkins

"I myself dared to pass the doors of the Necromancer in Dol Guldur, and secretly explored his ways, and found thus our fears were true: he was none other than Sauron, our Enemy of old at length taking shape and power again."

–The Fellowship of the Ring

A thousand years after The One Ring was cut from Sauron?s hand, banishing the Dark Lord from the Circles of the World, a shadow fell upon Greenwood the Great. Men renamed the forest Mirkwood and feared its interior. The Wise (the Wizards and the chief Eldar) discovered a stronghold had been built at Dol Guldur. A Nazgûl was thought to have survived the defeat of Sauron and to have come to the fortress. Dol Guldur grew in power, and many dark things stirred in Middle Earth that had been sleeping since the Last Alliance of Men and Elves. The Wise could only guess that the Dark Lord himself had returned. Yet without proof, the White Council will not act. Someone must go to Dol Guldur and investigate. If Sauron has returned, he must certainly be looking for his One Ring. With it, he would rule all of Middle-earth. Now is the time to foil his plans!

Your Wizard must form a company and enter Dol Guldur. He must also gather the other Wizards and convince them that the Necromancer is Sauron. Yet even if Sauron is driven out, he may return and grow again. If you can call together the White

Council and attack Dol Guldur before Sauron finds The One Ring, you will have won a significant victory for the Free Peoples.

As a solitaire scenario, Guise of the Necromancer requires one player, who will be referred to as 'you' hereafter. You will construct two decks from your collection of Middle-earth cards : a deck of hazards and a deck of resources and characters. Several cards are called for that you may not have in your collection. Please do not let this keep you from playing. Instead, use cards you do have to represent those cards you do not have. Of course, you will need to determine the text of any unavailable cards. If any rule is not addressed in the text below, standard rules are assumed to be in effect. For example, no more than three copies of a non-unique card may be included in your decks.

This scenario takes you on two very dangerous journeys into Sauron's stronghold of Dol Guldur. In fact, it is very difficult to defeat the scenario the first few times you play. Tough decisions will need to be made as you play and construct the decks. The initial challenge will be simply surviving the scenario and reaching your final goal before the minions of the Dark Lord find The One Ring. After you have played several times and have devised tuning strategies and play tactics to defeat the scenario, you will be challenged with attaining higher degrees of success as given by the total marshalling points you gather. A table is included in the Victory Conditions section that lists different plateaus of success whereby you can gauge your achievement. Construct both the resource/character deck and hazard deck to maximize your success with the scenario.

The game is driven by a time-keeping mechanism, which is the hazard deck. You lose the game immediatly when the last card from the hazard deck is drawn.

Scenario set-up:

You are free too choose the identity of any Wizard other than Saruman for yourself. Any Wizards other than yourself are called allied Wizards. Allied Wizards do not require general or direct influence to be brought into play or controlled. For this scenario, the general and direct influence of all allied Wizards is zero. Additionnaly, all abilities and effects given in the text box of allied Wizards are ignored. However, their home sites are recognized. Allied Wizards other than Saruman may only be brought into play at their home sites as listed on their cards.

Saruman is placed off to the side. He will not enter play until after the first journey to Dol Guldur is completed and The One Ring appears.

To start the scenario, your Wizard character (which cannot be Saruman) and up to three other non-Wizard characters are placed in Lorien. You may start with two non-unique minor items. You have only 5 general influence at this point, but you do have the normal 10 direct influence as given on your card. You may use this direct influence to control characters in the starting company. Once the first journey to Dol Guldur is completed, your pool of 20 general influence will be

restored.

Both the resource/character deck and the hazard deck are constructed and played in two stages. You will construct a resource/character deck and resource/character sideboard, a hazard starting deck, and a hazard sideboard. Sideboards are second smaller sets of cards set off to the side out of play when you start the scenario. You begin the scenario playing with the starting decks only. As play advances, specifically when your company as completed its first journey to Dol Guldur, you will shuffle the sideboards into the starting decks. Sideboards are not accessed normally as written in the rulesbook.

Additionally, a location deck will need to be constructed. This must contain Lorien, Dol Guldur, Isengard, and any number of other non-haven sites up to a maximum of 6 that you desire (only one copy of each non-haven site may be included). You may also include any number of havens and regions that you like. Note : the sites you include will dictate part of the construction of your hazard deck.

Game stages:

You must take two journeys to Dol Guldur to complete the scenario. The first journey is called The Investigation; during The Investigation you cause Sauron to flee his fortress temporarily. The Investigation is concluded when you return to Lorien after playing Rescue Prisoners at Dol Guldur. The rest of the game following The Investigation is called The Watchful Peace, which is more dangerous than The Investigation. The game can end with little warning to you during this second phase.

Once The Investigation is concluded, shuffle both sideboards into their respective starting decks. Discard piles are not shuffled into the decks. Return any sites from the resource discard pile to the location deck.

Once The Investigation is concluded, you, as a Wizard, have your 20 general influence restored.

The Resource/character Starting Deck and Sideboard:

The resource/character starting deck must be comprised of a minimum of 30 resources and characters; the resource/character sideboard must be comprised of a minimum of five resources and characters (no maximum). No Gold Ring items or rings of any sort may be included in your resource/character starting deck or sideboard. You may include up to two allied Wizards other than Saruman in your resource/character starting deck. No duplicates of any Wizard may be used for this scenario.

In your resource/character sideboard you must include at least one Wizard who is neither yourself nor Saruman and at least one Elf Lord (Cirdan, Elrond, Galadriel, Thranduil, or Glorfindel II).

None of the Elf Lords may be included with your starting characters or in your resource/character starting deck.

Among your starting deck and your sideboard, you must include at least two Rescue Prisoners. You may want to include three, though, which is the maximum number of any non-unique card that may be included.

Otherwise, any resources or characters of your choice may be included in the resource/character starting deck and sideboard. Any effect that causes your opponent to reveal cards from his hand is ignored.

The Hazard Starting Deck and Sideboard:

The hazard starting deck must be comprised of 30 cards exactly and its sideboard of five cards exactly.

Two creatures must be included in the hazard deck playable at and for each non-haven site in your location deck. For example, if you include Sarn Goriwing, a shadow-hold, in your location deck, you must then include two hazard creatures that can be played keyed to a shadow-hold or to Sarn Goriwing in particular (Silent Watcher and Giant Spiders would work). These two creatures may not be used to satisfy this requirement for another site in your location deck.

Include 3 Nazgûl in addition to the creatures in the hazard starting deck keyed to sites.

Include 10 hazard events in the hazard starting deck, of which at least four must be corruption cards. No hazard permanent-events may be included except for corruption cards and Nazgûl. No environment cards or hazard long-events may be included.

With these conditions met, the remainder of the hazard starting deck may be comprised of any hazards you choose. The total number of hazards is 30.

In the hazard sideboard, include two copies of The One Ring. The actual text of The One Ring card is not used for this scenario. When these come into play, they represent the reappearence of The One Ring in Middle-earth. Though they come from the hazard deck, they are considered resource permanent-events. Feel free to substitute these with copies of Gold Ring items.

Play:

Play proceeds normally with the following exceptions :

- There is no opponent's turn, only your turn.

- Your base hand has five cards. If The One Ring is in play as a resource permanent-event, your hand size is increased by one.

- All rules of the Hazard Hand and Hazard Play (see below) are implemented during your movement/hazard phase (and could affect your site phase).

- Dol Guldur has three automatic-attacks that replace those given on its site card:

  Orcs — 4 strikes with 8 prowess

  Undead — 3 strikes with 9 prowess (each character wounded must make a corruption check)

  Trolls — 2 strikes with 11 prowess

- Spells are removed from the game instead of discarded.

- If you exhaust your resource/character deck, reshuffle the resource/character discard pile, and it becomes the new deck.

Hazard Hand and Hazard Play

The hazard hand is a row of cards drawn from your hazard deck facing your companies. The details on how cards are drawn from the hazard deck and placed in the hazard hand are described on the following page. At least two cards must be drawn from the hazard deck and placed in the hazard hand for each company, whether they are moving or not. Keep in mind that the hazard hand is one row of cards with a left end and a right end. At the start of the game, there are no cards in the hazard hand. Each company, regardless of its size, faces a number of hazards from the hazard hand as outlined below. There is no hazard limit for this scenario. Any effects that modify the hazard limit are ignored and considered to have no effect on play. This means the card that generated such an effect will be a 'dud' unless it generated an additional effect that did directly affect play. Dud cards are described below.

To start each company's movement/hazard phase, place the maximum number of cards that an opponent could draw from the hazard deck (minimum two) face down starting at the left end of the hazard hand. All cards in the hazard hand should be face down at this point. Following hazard placement, turn all cards in the hazard hand face up. The company now potentially faces all the hazards face up in front of you.

Any immediately playable corruption cards (not The Pale Sword, for example, which requires a Nazgûl attack) are played first (before creature attacks). These are played from their revealed position in the hazard hand from right to left.

Any creatures now attack from their revealed position in the hazard hand from right to left. Any events needed to make a creature able to attack may be played with the creatures's attack. If a creature could legally attack the company without the aid of a short-event, then the play of the short-event with the creature is considered to have no effect on play (and the short-event is a dud). Short-events that affect combat may also be played. If a short-event affects a character's prowess, the character must be assigned to face a strike or else the short-event is considered to have no effect on play.

Any short-events not used with a creature attack are now played from their revealed position in the hazard hand from right to left. If possible, such a hazard short-event must be made to directly affect play. Cards that modify an automatic-attack are considered to directly affect play (e.g. Awaken Denizens).

At this point, it must be determined if any cards played or remaining in the face up hazard hand are duds. Any duds are discarded into the hazard discard pile and are immediately replaced in the hazard hand with a face down card from the hazard deck. Since duds are immediately replaced, they cause you to exhaust the hazard deck sooner, which could lose you the game. Generally, duds are cards that have no effect on play.

A hazard short-event or a corruption card is a dud if it had no possible target face up in the hazard hand or in play upon which it has a mechanical effect. The One Ring and Nazgûl are never duds. A hazard creature is a dud if it cannot attack the company either keyed to the company's site path or to its new site (if company is moving) or to its site of origin (if company is not moving). A hazard creature that otherwise cannot attack a company might be made to attack the company if the proper hazard event is face up. This does not make the creature a dud, but it may be the only means of insuring the event is not a dud.

Any effect that causes manipulation of the hazard deck is ignored and considered to no affect play. An example is the short-event function of Mouth of Sauron. However, you can attack with this card as a hazard creature.

If it is required that an opponent choose a character to take a strike or otherwise to be a target (e.g., when placing corruption cards), select the character with the highest mind stat first (Wizards are considered to have a 12 mind stat for this purpose). If there is a tie, select the character with the most direct influence. If there is still a tie, select the character with the lowest body. Then, if there is still a tie, select the character with the lowest prowess. Finally, if the tie remains, randomly select the character.

If The One Ring is revealed and is not already in play, it becomes a resource permanent-event and increases your hand size by one while in play. If already in play, a revealed copy of The One Ring is shuffled back into the hazard deck. Once per game a Hobbit can be discarded to the resource/character discard pile to discard The One Ring to the hazard discard pile.

Whenever the first copy of The One Ring is revealed from the hazard hand, immediately place Saruman at Isengard from his out-of-play position. He will be in play and form a company at the start of the next turn. He is an allied Wizard, all rules of allied Wizards given previously apply to him. At this time, randomly select nine cards from the hazard discard pile (if available) and shuffle these into the hazard deck.

If a Nazgûl is revealed, it will attack the company if possible. If it cannot attack, it becomes a guardian of Dol Guldur. This means the Nazgûl is put into play as a hazard Nazgûl permanent-event, and Dol Guldur receives an additional automatic-attack using the Nazgûl's creature stats, which is to be faced after

Dol Guldur's listed. Nazgûl do not have their normal permanent-event abilities as given on their cards for this scenario. If The One Ring is in play at the end of the same turn a Nazgûl guardian is in play, and if both were in play at the start of the same turn, you lose the game. This means the Nazgûl has found the ring and is taking it to its master. If a Nazgûl is designated to be discarded for any reason, it is instead shuffled back into the hazard deck. Of course, a defeated Nazgûl is placed into your marshalling point pile.

Victory conditions:

You win immediately if a company containing yourself, Saruman, another allied Wizard, and one of the Elf-Lords moves to Dol Guldur, faces any automatic-attacks, and successfully plays Rescue Prisoners. This means Sauron has been driven out of Dol Guldur. The group is called The White Council.

If you win, note the degree of your victory. No more than one-half of your final marshalling point total can come from any one type of marshalling points.

- With 0 to 19 marshalling points, the Necromancer slips away with his resources intact.

- With 20 to 29 marshalling points, the Shadow is still on the land.

- With 30 to 39 marshalling points, Sauron's servants are scattered.

- With 40 to 49 marshalling points, the Shadow is gone and Mirkwood will grow wholesome again.

- With 50 or more marshalling points, Dol Guldur is in ruin and the eaves of Mirkwood will be green in the Spring.

You lose if one of the following happens before you have achieved victory:

- The hazard deck is exhausted.

- You are eliminated (or Saruman is eliminated, thus preventing the formation of The White Council).

- The One Ring and a Nazgûl guardian are both in play at the end of any turn at the start of which both were also in play.