

Rules for Arda Berlin

Version 1.9 07.08.2011 (Wanja)

Arda is a multiplayer version where all players use one shared deck. All normal rules apply, with the following exceptions.

1. Decks

The shared deck includes one copy of every hazard card and hero resource card with the following exceptions that there are

- no hazards which are tapping a site or sends a company back to its site of origin
- no agents and agent specific hazards
- no useless cards
- no under deep specific cards
- no deck manipulating cards
- 3 x included are: all spells, Risky Blow, Block, Old Trush, Lucky Strike, Halfling Strength, Halfling Stealth, Sated Beast, Dragons Hunger, Test of Form, Test of Lore, Ringlore
- 6 x included are: Marvels Told, The Cock Crow and all non-special Rings
- 9 x included are: Gates of Morning, Twilight, and Doors of Night

Arda consists of the following shared decks:

- character Deck including all characters except wizards
- Ring Deck including alle special rings
- Marshalling Point Deck including all resources with marshalling points
- Minor Item Deck including all minor items
- Play Deck including all hazards and all other resources

Each player must use his own sites or all players share one set of sites.

2. Preparations

At the start of the game each player draws a Play Hand of 8 card from the Play Deck, and an MP Hand of four cards from the Marshalling Point deck. Permutations in hand size affect the Play hand. Additionally each player draws two minor items from the Minor Item Deck, receives one wizard and draws 14 characters from the Character Deck.

In the character draft a wizard must be the first character being drafted at Rivendell or at one of the wizard's home sites. This site is your starting site for all of your starting characters (even Hobbits). Both minor items are playable (even hoard items) and must be played.

Before the game starts the top four cards from the Character Deck are revealed.

3. Turn sequence

There are exceptions for **bringing a character into play**:

- Revealed characters from the Character Deck can be played as if you have them in your Play Hand.
- In the first round no characters are playable. In all other turns only one character can be played during the organization phase.

During the organization phase a character with a mind up to four (even a hobbit) can be played under direct influence at a free-hold, border-hold or ruins&lairs.

- Whenever a revealed character is played, the top character from the Character Deck replaces the spot.

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- At the beginning of each turn the active player assigns each revealed character a number between one and six. No number can be assigned twice. Then the player rolls one dice. If the result matches one assigned number the revealed character is replaced by the top character of the Character Deck. If the result does not match, nothing happens.

Outside the organisation phase each player is only allowed to control **two companies**. If you have due to the influence of hazards more than two companies, you have to travel in your next turn to combine them.

When **testing a Gold Ring**, you reveal rings from the Ring Deck until a revealed ring can legally be played. Whenever you are allowed to play The One Ring, this ring must be played.

If you successfully tap a site card and have untapped characters at the end of your site phase, you have to appoint one of them. Reveal the top card of the **Minor Item Deck**. This minor item is always playable (even hoard items) and the assigned character has to play the item.

Hazard cards are played with the following special rules:

- The player next to the active player may play the first hazard card and / or may pass the right to do so to the next hazard player. This continues until the hazard limit is reached or all hazard players agree that they do not want to play any further hazards. Passing the hazard limit does not count against the hazard limit.
- A player can play a hazard outside the sequence, if this card influences the last played hazard card. After resolving the chain of effects, the sequence continues normally.

4. Wizard leaving the game

If a wizard leaves the game the player receives – 5 Mps. In the next organisation the player receives Saw Further and Deeper.

5. Drawing, Resolving and Passing Cards

In the movement/hazard phase only the active player and the first hazard player draw card for new sites. At the end of the turn only the active players may discard one card each from the Play Hand and MP Hand. Whenever you try to play a card from the MP Hand you immediately draw a new card. At the end of each movement/hazard phase and in each end of turn phase all players resolve their Play Hands.

If a player draws a resource card which needs a specific character (Pallando for Eyes of Mandos, Elrond for Narya, Aragorn for Paths of the Dead, ...) or resource (Wizards Staff for Staff Asunder, Gollom for Gollum's Fate, Men of Lamedon for Stone of Erech) to play and this character or resource is in play, you have to pass this card to the player who is controlling it, immediately. The passing player immediately draws a card.

All players discard face up.

6. End of the game

The Council of Free People is automatically called if a player has twenty or more Mps at the end of the turn. You only double MPs, if no other players has MP's from a certain type. For the purpose of counting MPs, Ring items (Gold Rings and Special Rings) and Miscellaneous MPs can be doubled, because they are both a separate source of MPs.