Middle Earth CCG Solitaire Variant (Version 1.0)

Author: davidk64@y7mail.com

Rationale

- No requirement to read small font text on cards.
- No requirement to learn rules that are specific to a single card.
- View plenty of card artwork each session through high turnover of cards.
- A game that plays like traditional cards solitaire with minimal decision making.
- A rule set that works with cards from all expansions.

Setup

Region Deck

Shuffle region cards into a deck and place face down. The information used from region cards is:

- Region type symbol for matching to hazard cards.

Hazards Deck

Shuffle hazard cards into a deck and place face down. The information used from hazard cards is:

- Prowess/body for combat purposes.
- Region/site symbols for matching to region cards.
- Whether short/long/permanent event to determine event hazard effect.
- Marshalling points for scoring purposes.

Site Deck

Shuffle site cards into a deck and place face down. The information used from site cards is:

- Number in bottom left hand box (white background) to determine number of resources to draw in resource phase.

Resources Deck

Shuffle resource event cards into a deck and place face down. The information used from resource cards is:

- Whether short/long/permanent event to determine resource effect.

Characters & Allies Deck

Shuffle character and ally cards into a deck and place face down. At game commencement draw the top four cards to use as the starting company. Put members in order by prowess (high to low) using body then alphabetical by name to resolve ties. The information used from character and ally cards is:

- Prowess/body for combat and ordering purposes
- Marshalling points for recruitment and scoring purposes.

Items & Factions Deck

Shuffle item and faction cards into a deck and place face down. The information used from item and faction cards is:

- Prowess/body modifier in shield for combat purposes.
- Marshalling points for acquirement/recruitment and scoring purposes.

Sequence of play

1. Heal or untap each member of company. Untap any tapped item cards.
2. **Hazard Phase**
3. **Resource Phase**
4. Draw one new character/ally card and one new item/faction card, even if no untapped members.
5. Untapped members may tap to attempt one of the following (other untapped members may tap to assist):
    a. **Item Acquirement**
    b. **Recruitment (Character/Ally)**
    c. **Recruitment (Faction)**
6. Discard character/ally and item/faction cards not recruited or acquired.
7. Repeat above steps until region deck is depleted; shuffle any others that deplete earlier. Score is total of points in marshalling point pile plus items belonging to company members – but not the company members themselves. You have won the game if the score is positive.

Hazard Phase

1. Draw four new region cards placing face up in a row to determine which region types you move through this turn.
2. Draw new hazard cards equal to the number of company members at commencement of phase, resolving each one in turn before drawing the next.
3. Event hazards (no prowess value in shield) are one of three types:
    a. Permanent event hazards – all members make a body check.
    b. Long event hazards – wound first healthy member, if all tapped/wounded then wound first tapped, no effect if all wounded.
    c. Short event hazards – tap first untapped member, no effect if all tapped or wounded.
4. Combat hazards (prowess value in shield):
    a. Combat hazard must be faced if it matches by region type to the face up region cards, or has no region symbols. If hazard has site symbols treat them as region symbols for matching purposes.
    b. Number of strikes is determined from hazard prowess value:
        i. 0 – 6: up to four members face one strike each
        ii. 7 – 9: up to three members face one strike each
        iii. 10 – 12: up to two members face one strike each
        iv. 13+: one company member faces one strike
    c. Target(s) determined automatically left to right, untapped members first then tapped then wounded.

    d. Member taps to face the strike only if prowess plus four (minus three plus seven) would not defeat the attack.
    e. Double six in prowess roll always defeats combat hazard.
    f. The usual modifiers apply where member is tapped or wounded.
    g. If there are two prowess or body values, use the first value.
    h. If member fails a body check, they are wounded, if already wounded they are eliminated. Place character/ally and associated items in marshalling point pile as negative values (invert cards).
    i. If hazard defeated (and fails body check(s) if appropriate) place hazard in marshalling point pile.
5. Untapped members may tap to assist prowess or body check resolutions when facing event and combat hazards.
6. If all company members are eliminated the game ends.
7. Discard region and hazard cards into respective discard piles.

Resource Phase

1. Draw one new site card.
2. Draw a number of resources equal to the number in bottom left hand corner box (white background) of new site card.
3. Utilise resources in any order:
    a. Permanent event resources – all wounded members make a body check. If member makes successful body check they are healed (change to tapped), otherwise no effect. Modification (plus one) for being already wounded applies.
    b. Long event resources – heal (change to tapped) first wounded member.
    c. Short event resources – untap first tapped member.
4. Discard site card and resource cards into respective discard piles.

Item Acquirement

1. Roll 2D6, if the total is greater than or equal to the item card marshalling point total plus six you have succeeded.
2. If you succeed and the card has a prowess/body modifier in the shield or zero marshalling points you may assign it to any member otherwise place in marshalling point pile.
3. If an item card assigned to a member has a prowess/body modifier in the shield you may use the modifier in combat. If there are no modifiers you may tap the item card instead of the member to fulfil a short event hazard requirement.
4. Item cards may not be moved between members. You may swap a newly acquired item with an existing item and place the existing item in the marshalling point pile.
5. A member can only have one combat modifier item and one non-combat modifier item.

Recruitment (Character/Ally)

1. Roll 2D6, if the total is greater than or equal to the item card marshalling point total plus six you have succeeded.
2. If company has four members, swap the new recruit with a member of choice and place that member and associated items with a marshalling point value in the marshalling point pile. Place non marshalling point items in the character/ally or items/factions discard pile.
3. If company has less than four members, add new recruit to company.

4. Reorder the members by prowess (high to low) using body then alphabetical by name to resolve ties.
5. A newly recruited character/ally may tap immediately to attempt item acquirement.
6. There is only ever one company of maximum size four.

Recruitment (Faction)

1. Roll 2D6, if the total is greater than or equal to the item card marshalling point total plus six you have succeeded.
2. Place the faction card in the marshalling point pile.