

# Middle-earth The Wizards: Solitaire Rules

## General Rules

Your **hand size is now 5 instead of 8**; whenever you would draw or discard to 8, do so to 5.

Use region movement, preferably on a map. Have the available site cards in a pile, sorted alphabetically to facilitate movement.

Hazard play is different and described below.

For a challenging game, go through your deck only once.

## Player's Deck

Your deck should have least 30 resource cards (preferably 35) plus characters. Rules for starting characters and minor items during setup are unchanged.

## Hazard Decks

Prior to playing, construct 5 themed hazards decks. Each hazard deck should have 25-30 cards in it, no more than 3 of any card, and no more than 1 of any unique card. See below for suggested themes.

These decks should be laid out in five piles, corresponding to the numbers 1 to 5 on a die roll. Each deck will have its own discard pile.

A sixth hazard deck, the "Environmental" deck should be constructed, consisting primarily of cards that will modify other hazards or create a hostile environment for the player's party. This deck should have 30 – 45 cards in it.

## Hazard Procedures

### Hazard Hand Creation

Each turn during the Movement / Hazard phase, you will create a "hazard hand" each of your companies. The size of the hazard hand = **number on site card + 2 bonus cards**. Determine the cards in the hand by:

- 1) Rolling a die and drawing the number of cards on the site card from the corresponding pile;
- 2) Rolling a die and drawing 1 card from the corresponding pile; (*bonus*)
- 3) Adding 1 card from the environmental pile (*bonus*).

When rolling it is possible that the die rolls can be the same, and if sixes are rolled, all could be from environmental deck.

If a company does not move that turn and stays at a non-haven site, draw the two bonus cards in step 2 and 3 and play them if appropriate. If the company stays at a haven, *no* hazard hand is created.

If a pile is exhausted prior to creating the hazard hand, shuffle the discards for that pile and reset it. If it exhausts *while* drawing cards, do not shuffle until the next turn; the hazard hand will play short that turn.

### Hazard Hand Play

A company's hazard limit remains the same, and as many cards as the limit must played if applicable. Play the hazard hand as disadvantageously as possible for the player, picking the best cards in the hand and playing them in the order that maximizes their effect. The hazard hand should strive to tap out the party when assigning strikes and concentrating corruption on the most vulnerable characters.

Short and long hazard events are discarded at the end of the phase, but permanents will remain. *Exception:* short events that specifically modify auto-attack(s) at the site the company is at remain "played" on that site until the automatic attack(s) are faced or the party moves away from the site.

All un-played hazards in the hand are discarded to the discard pile for that hazard deck. Hazards defeated or otherwise resolved (as in corruption cards removed from a character) are discarded or placed in the marshalling points pile as appropriate.

## Winning

The player wins if he has 20+ marshalling points at the end of the turn his deck is exhausted.

Alternatively, once the player accumulates 20+ marshalling points follow the rules for the 'Free Council'. The player wins if final MP count is greater than  $[4 + \text{the \# of turns player } \times 2]$ .



## Hazard Deck Themes

Here are some suggested themes and the cards the might work well in them

### Environment Deck

A special deck of modifier event cards that can make other hazards more effective: "Doors of Night", any of the cards listed as "environment" in the description.

This deck should be larger, 30-40 cards.

- Arouse Denizens / Minions
- Awaken Denizens / Minions
- Choking Shadows
- Clouds
- Doors of Night (3)
- Eye of Sauron
- Lost in [ ]
- Nazgul (for permanent effects)
- Night
- New Moon
- Twilight (3)

### Orcs and Trolls

A mix of the various orc and troll cards with booster effects.

- Bert, Tom and William
- Orc Lieutenant
- Orc patrols, watches, etc
- Half-trolls of Far Harad
- Minions Stir

### Animals

Animal creatures and events that make them better. "Fell Winter" would also work

- Drakes
- Dwar of Waw
- Crebain
- Spiders
- Shelob
- Wargs / Wolves
- Wake of War
- Watcher in the Water

### Men

Man-centered or Free domain threats.

- Abductor
- Assassin
- Brigands
- Corsairs of Umbar
- Pick-pocket
- Slayer
- Thieves

### Wilderness

This theme can overlap with "Nature" and "Animal" decks.

- Brigands
- Drake
- Crebains
- Giants
- Huorns
- Old Man Willow"
- Orcs keyed to wilderness
- Long Winter
- Lost
- Lure of Nature
- River

### Nature

Natural threats, perhaps some of the cards under 'Animal' theme, themed corruption and roadblocks.

- Giants
- Huorns
- Neeker-breekers
- Old Man Willow"
- Lure of Nature
- River

### Undead

- Barrow-wights
- Corpse Candle
- Ghosts
- Ghouls
- Icy Touch
- Plague of Wights

### Dragons

Relies on cards from METD set.

- Dragons (including the various "Ahunt" and "At Home"
- Drakes
- Dragon-related events (Dragon's Desolation, Dragon Sickness, etc)

### Nazgul

Nazguls and cards that can get them into play or enhance them.

- Nazguls
- Fell Beast
- The Nazgul Are Abroad

### Corruption

An assortment of the various corruption cards.

- Call of Home / the Sea
- Despair of the Heart
- Greed
- Lure of [ ]
- Weariness of the Heart

### Travel / Roadblock

This deck is comprised of event hazards that impede the party's movement; can be combined with 'nature' or 'wilderness' themed cards.

- Choking Shadows
- Foul Fumes
- Long Winter
- Lost in...
- River
- Snowstorm