

ARAGORN'S GAME AND TURN SUMMARY

GAME SETUP

1. Reveal starting companies at Rivendell
2. Draw a hand of 8 cards (no mulligans)
3. Roll dice to see who takes the first turn

Alternate turns with these phases in order:

I. UNTAP PHASE

1. Untap your *tapped* non-site cards
2. Heal *wounded* cards at a haven to tapped

II. ORGANIZATION PHASE

- Play one char at their homesite or a haven
- Organize companies and followers
- Each Co may play a *new* site face down or declare movement to a face up / down site
- Store items at a haven (corruption check)
- Transfer items at the same site (corr check)
- Roll to remove *corruption* cards (tap or -3)

III. LONG-EVENT PHASE

- Discard old; play new resource long-events
- Opponent discards their hazard long-events

IV. CO. MOVEMENT/HAZARD PHASES

Each Co moves separately (choose order):

1. Reveal *new* site and region cards / use map
2. If moving, both players draw cards (min 1)
 - use # on *new site* if it is a non-haven
 - use # on *origin site* if *new site* is a haven
3. Opponent can play 2 hazards up to Co *size*
 - Creatures attack *keyed* to (Opp's choice):
(Co moving) *new site* name, *new site* type, region name, or region type
(Co staying) *current site* name or type
 - You may assign strikes to untapped chars, then your Opp assigns the rest
 - Only 1 *corruption* card per char per turn
4. Discard a non-haven *origin* site if tapped
 - Otherwise return it to the location deck
5. Both players draw (or discard) to 8 cards

V. COMPANY SITE PHASES

Companies at the same non-haven must join
Each Co *enters* separately (choose order):

1. Decide to *enter* the site **or** *do nothing* (no resources can be played this site phase)
2. Co *enters* the site and faces any auto-attacks
3. Tap a character at an untapped site to play an item, ally, faction, or info resource that is *playable*; tap the site unless faction roll fails

VI. END-OF-TURN PHASE

1. Both players may discard 1 card
2. Both players draw (or discard) to 8 cards
3. The Free Council *may* be *called* if:
 - Your play has *exhausted* (when last card is drawn: shuffle discard and use as deck)
 - You have 20 marshalling points

THE FREE COUNCIL

The Free Council starts after the turn ends if:

- Both player's play decks have *exhausted*
 - You *called* and your opponent took a last turn
 - Your opponent *called* and you took a last turn
1. All characters makes a corruption check
 2. Double your MP of a type if Opp. has 0 of it
 3. Reduce MP of a type if it is over half of total

DICE ROLLS (ATTEMPTS & CHECKS)

- **Strike**: char prowess + roll *vs.* strike prws
 - Modifiers: -1 if tapped; -2 if wounded; -3 to stay untapped; -1 per *excess strike*
 - Lower: char *wounded* & suffers *body check*
 - Greater: strike *defeated* (creature body chk)
- **Body check**: attacker's roll *vs.* char's body
 - Modifier: +1 if wounded before the strike
 - Greater: character is *eliminated*
- **Corruption check**: roll *vs.* total corruption pts
 - Equal or 1 less: discard the character
 - Less by 2 or more: *eliminate* the character
- **Influence**: roll + *unused* direct influence

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Untap Phase

1. Untap your *tapped* non-site cards
2. Heal *wounded* cards at a haven

Organization Phase

- Play one char at homesite / haven
- Organize companies and followers
- Each Co may play a *new* site face down or declare movement to a face-up / face-down site
- Store items at a haven (corr check)
- Transfer items at site (corr check)
- Remove *corruption* (tap or -3)

Long-event Phase

- Discard old resource long-events
- Play new resource long-events
- Opp discards hazard long-events

Co Movement/Hazard Phases

Co moves separately (choose order):

1. Reveal *new* site and region cards
2. Moving: both draw cards (min 1)
 - use # on *new site* if a non-haven
 - use # on *origin site* otherwise
3. Opp plays 2 hazards up to Co size
 - Opp *keys* creature attack to:
 - (moving) *new* site name, *new* site type, region name, or region type
 - (staying) *current* site name or type
 - You assign strikes to untapped chars, then Opp assigns the rest
4. Discard tapped non-hvn *origin* site
 - Otherwise return *origin* to loc deck
5. Both draw (or discard) to 8 cards

Haven Free-hold Border-hold Ruins Shadow-hold Dark-hold
 Sea Fr.-domain Bor.-land Wilderness Sh.-land Dk.-domain

Co Site Phases

Co at the same non-haven must join Co enters separately (choose order):

1. Decide to *enter* the site or *do nothing* (no resources played)
2. Co *enters* and faces auto-attacks
3. Tap a char at an untapped site to play an item, ally, faction, or info resource that is *playable*; tap the site unless a faction roll failed

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- All chars make a corr check first
- Check if MP double or are reduced

Dice Rolls (Attempts & Checks)

- **Strike:** char prws +roll vs. strike
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 - Lower: char wounded→body chk
 - Greater: strk *defeated* (body chk)
- **Body check:** Opp's roll vs. body
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 - Equal or 1 less: discard
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