



# CCG League Format Rules

## The Fellowship of the Ring (Fellowship):

- 1) All cards from Sets 1-3 are allowed.
- 2) All cards from CCG League Virtual Set 1 are allowed (see page 4).
- 3) An adventure deck is made from Fellowship sites.
- 4) The Ring-bearer's skirmish may not be cancelled at site 9.

## The Two Towers (Towers):

- 1) All cards from Sets 1-6 are allowed.
- 2) All cards from CCG League Virtual Sets 1-2 are allowed (see page 4).
- 3) An adventure deck is made from Towers sites.
- 4) The Ring-bearer's skirmish may not be cancelled at site 9T.

## The Return of the King (King):

- 1) All cards from Sets 1-10 and promos OP1-OP68 are allowed.
- 2) All cards from CCG League Virtual Sets 1-3 are allowed (see page 4).
- 3) An adventure deck is made from King sites.
- 4) The Ring-bearer's skirmish may not be cancelled.

### CCG League Errata:



## •Ottar, Man of Laketown



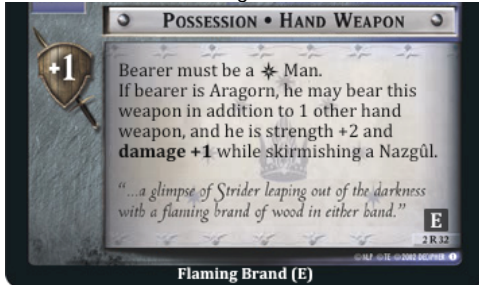
## •Steadfast Champion



## •Aragorn, Heir to the White City



## Flaming Brand



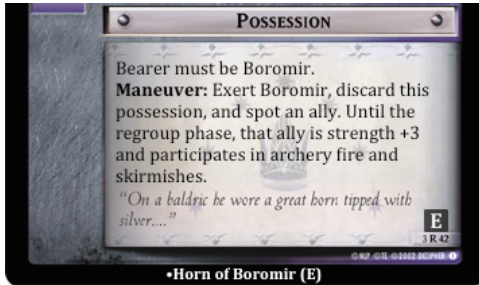
## •No Stranger to the Shadows



## Savagery to Match Their Numbers



## •Horn of Boromir



## •Uruk Regular



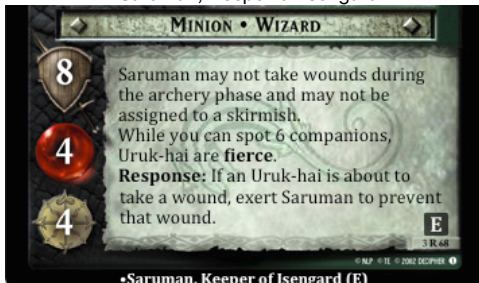
## Relics of Moria



## •The Palantír of Orthanc



## •Saruman, Keeper of Isengard



## •Castamir of Umbar





## •Úlairë Nertëa, Messenger of Dol Guldur



## •Fell Deeds Awake



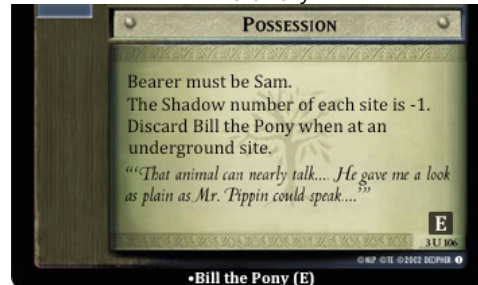
## Forces of Mordor



## Mordor Fiend



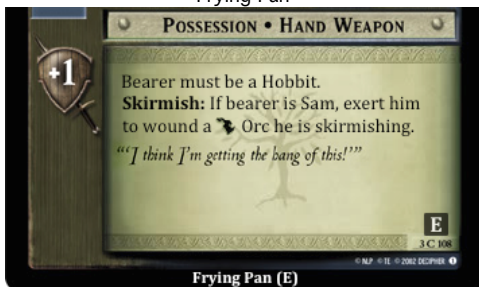
## •Bill the Pony



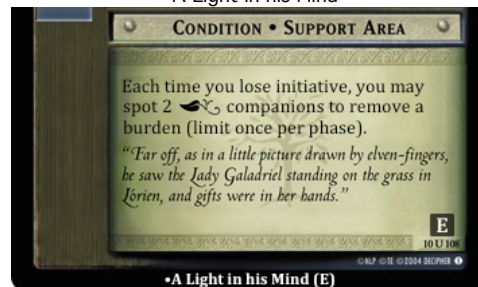
## •Filibert Bolger, Wily Rascal



## Frying Pan



## •A Light in his Mind



## •O Elbereth! Gilthoniel!



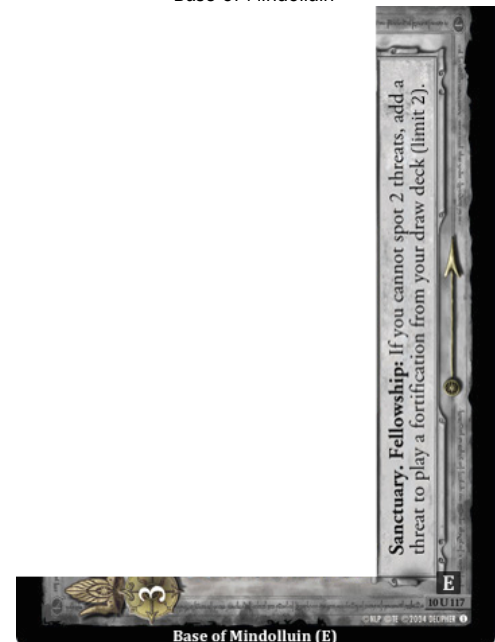
## •Sam, Son of Hamfast



## •The Shire Countryside



## Base of Mindolluin



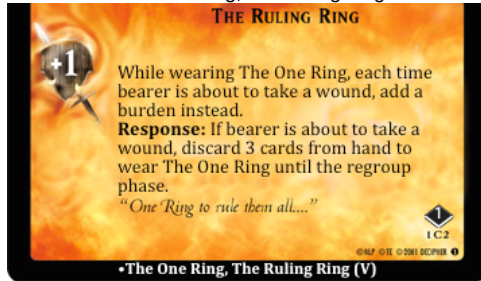
## •Sting





## CCG League Virtual Set #1:

## •The One Ring, The Ruling Ring



## Dwarf Guard



## Lórien Elf



## The Weight of a Legacy



## Moria Lake



## CCG League Virtual Set #2:

## •Saruman, Black Traitor



## •Dead Marshes



## •Morannon



## CCG League Virtual Set #3:

## Stay This Madness



## •Bilbo, Bearer of Things Burgled

