

## Untap Phase

Perform the following steps in order:

- Each character may do **one** of the following:
  - Untap
  - Heal (if at a haven)
- Untap all other tapped non-site cards

## Organization Phase

The following actions may be taken in any order:

- Once only:** Play or discard a character:
  - A non-Wizard at home site or a haven<sup>1</sup>
  - A Wizard at home site or Rivendell (can't discard)
- Once only:** Tap Wizard to access **resource** or **character** cards from sideboard in **one** of two ways:
  - Up to five into discard pile
  - One into play deck if it contains five or more cards
- Reorganize characters at same site into any number of companies
- Shift characters between general and direct influence
- Transfer items between characters at the same site<sup>2</sup>
- Store items or resources<sup>2</sup>
- Play facedown a new site card on a company (move)<sup>3</sup>

## Long-event Phase

Perform the following steps in order:

- Remove your resource long-events in play
- Play any new resource long-events
- Remove opponent's hazard long-events in play

## Movement/Hazard Phase

Perform the following steps in order for each **moving** company:

- Turn faceup the company's new site card, if any
- Both players draw up to the number of cards listed on:
  - The destination site if moving to non-haven
  - The origin site if moving to haven
- Opponent plays hazards (up to hazard limit) on company:
  - Creatures keyed to **destination** site or any regions moved through
  - Short-events and permanent-events
  - One** on-guard card (any card, including resource)
  - Tap Nazgul permanent-event to access **hazard** cards from sideboard in **one** of two ways:
    - Up to five into discard pile
    - One into play deck if it contains five or more cards
- If company is forced to retreat, remove destination site or discard if tapped. No additional hazards may be played
- Remove company's origin site or discard if tapped
- Discard or draw to eight cards

For each **non-moving** company, only steps 3 and 6 apply with the following change to step 3:

- Creatures may only be keyed to **origin** site

## Site Phase

Each company performs the following steps in order **only if it decides to enter the site**:

- Must** face automatic-attack, if any
- May** tap character to attempt to play **one** resource card:
  - Item** playable at current site
  - Ally** playable at current site
  - Faction** playable at current site
  - Information** playable at current site
- If card from step 2 was **successfully** played:
  - Must** tap site
  - May** tap character to play **minor item**
- May** tap character to make **one** influence attempt

## End-of-Turn Phase

Both players may discard **one** card and draw or discard to eight cards

## Any Phase

After exhausting his deck, a player may **exchange** up to five cards between sideboard and discard pile before reshuffling

## Turn Summary Notes

<sup>1</sup> If Wizard is revealed, he must be present (at same site) when new characters are brought into play under **general influence**

<sup>2</sup> Corruption check required

<sup>3</sup> Two companies may never start at the same site and move to the same site separately

<sup>4</sup> Active player only draws cards if company contains at least one character with mind 3 or greater

## Strike Phase

Resolve each Strike Phase following these steps in order:

- Attacker may play hazards to affect strike
- Attacker decides to use any -1 excess strike modifiers
- Defender decides to tap or take -3 modifier
- Defender decides to tap support characters for +1 modifier
- Defender may play resources to affect strike

Modifications to target's prowess:

- Tapped: -1
- Wounded: -2
- Character chooses to remain untapped: -3
- Each unused strike allocated: -1
- Each unassigned character tapped for support: +1
- Up to **one** resource card that requires skill: varies
- Other resource/hazard cards: varies

Modifications to body checks:

- Character wounded before current strike: +1

## Influence Attempts

To make an influence attempt:

- Start with the influencing character's **unused** direct influence
- Add any modifications from cards or abilities
- Add a roll
- Subtract opponent's **unused** general influence
- Subtract a roll by opponent

When influencing an opponent's **character**:

- Target:** character's mind attribute

When influencing an opponent's **follower**:

- Subtract controlling character's **unused** direct influence
- Target:** follower's mind attribute

When influencing an opponent's **faction**:

- Target:** faction's target number

When influencing an opponent's **ally**:

- Subtract controlling character's **unused** direct influence
- Target:** ally's mind attribute

When influencing an opponent's **item**:

- Subtract controlling character's **unused** direct influence
- Target:** controlling character's mind attribute

For all influence attempts:

- Revealing an identical card (before roll) reduces target number to 0 (required for **item** influence attempts)
- Play revealed card if attempt is successful, discard if failed

## The Free Council

The Free Council is called when:

- Both play decks are exhausted twice (end of current turn)
- A player chooses to call Council at the end of his turn after exhausting his deck **twice** (end of opponent's next turn)
- A player chooses to call Council at the end of his turn after exhausting his deck **once** and acquiring **25** marshalling points (end of opponent's next turn) (count \* items below)

After The Free Council is called, a **final corruption check** is required for each character in play. Then total marshalling points in six types:

- Character points
- Item points (Major, Greater, and Rings only)
- Faction points
- Ally points
- Kill points
- Miscellaneous points

Determine marshalling point total following these steps in order:

- Add total points from each category\*
- Subtract points for dead key characters (type 1)\*
- Subtract points for imprisoned characters (type 1)\*
- If opponent has 0 points in any of types 1-4, double points for that type
- No more than half (round up) of final total can come from any one type. Reduce offending type to half if applicable
- Subtract 5 for dead avatar\*
- Subtract 1 for each unique identical card opponent reveals

## Corruption Checks

Modifications to corruption checks:

- Each character tapped for support: +1

Compare a roll to character's corruption total:

- Result is greater than total: pass
- Result is equal to or one less than total: discard
- Result is two less than total or less: eliminate

## Removing Corruption Cards

Modifications to removal attempt:

- Character chooses to remain untapped: -3