

MIDDLE-EARTH:[™] HERE BE DRAGONS

This insert provides an expansion rules for use with all *Middle-earth Collectible Card Game*[™] (MECCG) products.

FIRE LEAPED FROM THATCHED ROOFS AND WOODEN BEAM-ENDS AS HE HURTTLED DOWN AND PAST AND ROUND AGAIN, THOUGH ALL HAD BEEN DRENCHED WITH WATER BEFORE HE CAME. ONCE MORE WATER WAS FLUNG BY A HUNDRED HANDS WHEREVER A SPARK APPEARED. BACK SWIRLED THE DRAGON. A SWEEP OF HIS TAIL AND THE ROOF OF THE GREAT HOUSE CRUMBLLED AND SMASHED DOWN. FLAMES UNQUENCHABLE SPRANG HIGH INTO THE NIGHT. ANOTHER SWOOP AND ANOTHER, AND ANOTHER HOUSE AND THEN ANOTHER SPRANG AFIRE AND FELL; AND STILL NO ARROW HINDERED SMAUG OR HURT HIM MORE THAN A FLY FROM THE MARSHES.

—*The Hobbit*, p. 247

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INTRODUCTION

For countless generations, Dragons have served as a focus for the terror and anger of the populations of Rhovanion and other parts of Middle-earth. Creatures of legend sprung from the very ground of the Withered Heath, they wing their way south into the lands of Men, Dwarves, and Elves, laying waste to whole regions, and gathering treasures untold their lairs.

Here Be Dragons is a comprehensive scenario for two or more players, any or all of whom may choose to be Dragon players. Those players who do not choose to be Dragons may be Wizards, Ringwraiths, or Fallen-wizards (or Sauron), as their desires dictate. Each Dragon player must choose a different Dragon to play—this should be decided before the players construct their decks.

Note: Players playing Wizard, Ringwraith, or Fallen-wizard decks should follow their own standard rules when dealing with their companies, victory conditions, and so on. The information below deals with specifics for the Dragon player.

A DRAGON PLAYER'S OBJECTIVES

You are the most magnificent creature to walk Middle-earth, or so you believe. None can withstand the power of your breath, claw or tooth. Whole villages tremble when your winged shadow passes over them. No mere Man or Dwarf or Elf dare oppose you. You are a Dragon.

As a Dragon player, your desires are simple: to garner an infinitude of treasure to build your hoard, to feast well on the tastiest flesh, and to protect yourself from the encroachment of others into your domain—whether Man, Dwarf or Dragon. So collect as many treasures as you can, feast on the beasts of the wild (or on unwary travelers), and destroy every town and village you encounter. The stronger and more powerful you become, the less likely that you will be disturbed when you settle in on your bed of riches for a long, deep sleep.

A DRAGON PLAYER

A Dragon player acts as a Ringwraith player. Any card and rules text applying to a Ringwraith also applies to a *Dragon character* (e.g., if a card refers to a Ringwraith, it now applies to “a Ringwraith or a Dragon character”).

However, instead of using the special rules listed on page 59 of the MELE rules (or wherever else these rules may appear), a Dragon player uses the following special rules:

- A Dragon character has zero direct influence.
- A Dragon character has the warrior skill.
- See later sections for more on your Dragons movement and combat capabilities.
- A Dragon character may carry up to two items (including rings) but may not be used them (i.e., an item has no effect on a Dragon character’s company or on his attributes and abilities).
- A Dragon character never makes corruption checks and corruption cards may not be played on a Dragon character.
- A Dragon character may not have allies or other characters in his company (unless at his Darkhaven).
- Your Dragon’s company is overt.

Note: Rules and cards for Dragon players in tournament play will be introduced in *Middle-earth: The Dwarf-lords*.™

1 · THE VICTORY CONDITIONS

As a Dragon player, you may win if your opponent is eliminated **or** if you have the most marshalling points at the Diet of Wyrms (i.e., for you this is equivalent to the Audience with Sauron). Though you are considered to be a minion player, you need not play *Sudden Call* to call the Diet of Wyrms—you call it as a Wizard player calls the Free Council.

However, at least half of your MPs must come from hoarded (stored) items, creature kills, and destroyed sites—whether calling the Diet of Wyrms or tallying your final MP total.

2 · GETTING READY TO PLAY

A Dragon player prepares for play just as a Ringwraith player does, with the following exceptions:

YOUR LOCATION DECK AND SITES

Your location deck may include one copy of each of the minion site cards with the following exceptions:

- Instead of the normal minion site cards, use hero site cards for:
 - » Moria, Carn Dûm, Dol Guldur, and Minas Morgul
 - » All Dark-holds (Barad-dûr, Cirith Ungol, and Cirith Gorgor)
- You may include multiple copies of the site at which your Dragon character's card may normally be played as a hazard (i.e., your Dragon's Lair). This site is a Darkhaven for your companies with the following additional effects:
 - » It has no automatic-attack for your companies.
 - » Nothing is playable there by them that would normally tap the site.
 - » If one of your companies is at this site, all attacks against it are cancelled.

YOUR STARTING COMPANY, PLAY DECK, AND SIDEBOARD

Your starting company and play deck (and your sideboard) may be constructed like any other Ringwraith's—with the following exceptions:

- Instead of three Ringwraith cards, you may include up to three copies of one unique Dragon creature. This is you or "your" Dragon, and the uniqueness rules apply as though these were Ringwraith cards.
- Only minion characters with a mind less than 6 can be included.
- A Dragon player may not include any of the following cards:

<i>Above the Abyss</i>	<i>By the Ringwraith's Word</i>
<i>Bade to Rule</i>	<i>Creature of an Older World</i>
<i>Black Horse</i>	<i>Fell Rider</i>
<i>Black Rider</i>	<i>Helm of Fear</i>

Heralded Lord
Morgul-blade
News of the Shire
Open to the Summons
Orders from Lugbúrz
Padding Feet
Ringwraith cards

Kill All But NOT the Halflings
While the Yellow Face Sleeps

Others manifestations of your Dragon character

Sauron
The Black Council
The Ring Leaves its Mark
The Fiery Blade
The Lidless Eye
They Ride Together
Use Your Legs

YOUR STARTING SITE

Your starting company must begin play at your Darkhaven (i.e., your Dragon's Lair).

3 · MOVEMENT

For a Dragon player, the following special rules apply to movement:

- Your companies can never use starter movement.
- When one of your companies moves to a site, you and your opponent draw cards based upon the site being moved to. This applies even if moving to your Darkhaven.
- Your Dragon is not burdened with a Ringwraith's movement restrictions. (e.g., he may move to non-Darkhaven sites without having a special resource card).
- Your Dragon may not move using Free-domains and Border-lands.
 - » If *Doors of Night* **and/or** *Dragon's Desolation* is in play during your organization phase, your Dragon may move using Border-lands.
 - » If *Doors of Night* **and** *Dragon's Desolation* are in play during your organization phase, your Dragon may move that turn using Free-domains.
- Your Dragon may always move using Free-domains and/or Border-lands in order to move away from a site he reached using the same Free-domains and/or Border-lands.

- If your Dragon is Bairanax, Daelomin, Scorba, or Smaug, he may move up to 5 regions instead of only 4. However, any rolls that he makes to move between adjacent under-deeps sites is modified by -3.
- If your Dragon is Agburanar, Itangast, Leucaruth, or Scatha, any rolls that he makes to move between adjacent under-deeps sites is modified by +3.
- If your Dragon is Earcaraxë, he may move up to 5 regions instead of only 4 if at least two of those regions are Coastal Sea.

4 · MARSHALLING POINTS

As a Dragon player, you receive marshalling points (MPs) as a Ringwraith, except for the following:

Items— Items may only be stored at your Darkhaven. Items which are not stored are only worth half (round down) of their printed MPs.

Creature Kills— Dragon players receive kill MPs for defeating any hazard creature, regardless of whether or not the creature has an “*” next to its MPs.

Destroying sites— Dragon players receive extra marshalling points for destroying Free-holds and Border-holds. Dragon players receive an additional marshalling point for *Burning Rick, Cot, and Tree* and *Smoke on the Wind*.

5 · COMBAT

Your Dragon’s prowess is equal to the power printed on the card minus 7 (you will roll 2d6 and add the result to the Dragon’s prowess during combat). Your Dragon’s Body is as printed on the card.

Your Dragon receives a number of strikes as printed on his card, which are usable in the following manner:

- In company vs. company combat, each of your Dragon’s strikes is assumed to be a separate character. If any of your Dragon’s strikes is “wounded”, your Dragon is wounded. All of your Dragon’s strikes must be defeated for your Dragon to be defeated.

- Otherwise, since your Dragon is the only character in his company, an attack against him is resolved as a single strike (excess strikes for the attack increase the strike prowess). Each of the strikes that your Dragon's has in excess of one gives your Dragon +1 prowess and +1 body.

6 · DRAGON RESOURCES

- A Dragon player may use the following hazard cards as resources, playable on his Dragon:
 - » *Dragon's Desolation*
 - » *Passion of Wrath*
 - » *Prowess of Age*
 - » *Prowess of Might*
- When *Dragon's Desolation* is played, it gives +2 prowess to your Dragon for the rest of the turn. Alternatively, if it is played during your organization phase, your Dragon may move that turn using Border-land—if *Doors of Night* is in play, he may also move using Free-domains.
- The following enhancers may be played as resources on your Dragon engaging in company vs. company combat in addition to *Dragon's Desolation*, *Passion of Wrath*, *Prowess of Age*, and *Prowess of Might*:
 - » *Deftness of Agility*
 - » *Dragon's Blood*
 - » *Dragon's Breath*
 - » *Dragon's Terror*
 - » *Half an Eye Open*
 - » *Subtlety of Guile*
 - » *Velocity of Haste*
- A Dragon player may also use the above cards as normal hazards (the player chooses which function the card will have when it is played).

7 · MISCELLANEOUS

- If you are a Dragon player, your opponent may include any of hazards that are manifestations of your Dragon character.
- Rings are not automatically tested for a Dragon player at his Darkhaven.
- A Dragon player may not store anything at Barad-dûr.
- If your Dragon character is in play or has been defeated, your opponent may ignore all automatic-attacks at your Dragon Lair (i.e., the site corresponding to your Darkhaven).
- Resources which specifically target a Dragon attack (e.g., *Dragon-helm*) may be used in company vs. company combat against a Dragon character.

Additionally, those cards, such as *The Old Thrush* or *Black Arrow*, which normally affect hazard versions of the Dragon will affect the Dragon character as well (in company vs. company combat). For such cards, use the Dragon's prowess as printed on the card for determination of whether the card is usable, rather than their reduced prowess as a character.