

SENHOR DOS ANÉIS

CARD GAME

REGRAS DO MODO FÁCIL

Modo Fácil

O “Modo Fácil” é um modo alternativo de jogo; ideal para novos jogadores ou para aqueles que preferem os aspectos narrativos e cooperativos com menor desafio.

Para jogar um cenário no Modo Fácil, siga os passos abaixo durante a preparação do cenário:

Durante o passo 2 de Preparação, “Coloque Heróis em jogo e ajuste os Níveis Iniciais de Ameaça”, adicione uma ficha de recurso ao Conjunto de Recurso de cada Herói.

Quando estiver construindo o Baralho de Encontros para um Cenário, remova qualquer carta com o “indicador de dificuldade” ao redor do símbolo do Conjunto de Encontros (borde dourado).



Alguns cenários mais antigos (incluindo as primeiras cópias do Jogo-Base) não possuem indicadores de dificuldades nas cartas que compõem o Baralho de Encontros. A seguir está uma lista de quais cartas devem ser removidas em cada baralho de encontro quando se queira jogar em Modo Fácil.

Por exemplo: William está jogando o cenário “Conflict at the Carrock” no Modo Fácil. O baralho de encontros do “Conflict at the Carrock” é formado pelas cartas de encontro de Journey Down the Anduin, Wilderlands e Conflict at the Carrock. Primeiro, William acrescenta 1 ficha de recurso à Reserva de Recursos de cada Herói. Então, William retira do Deck de Encontros as seguintes cartas: 1 cópia de Massing at Night, 2 cópias de Gladden Fields, 1 cópia de Hill Troll, 1 cópia de Marsh Adder, 2 cópias de Despair, 2 cópias de Muck Adder, 2 cópias de River Langflood, 2 cópias de A Frightened Beast, 1 cópia de Sacked! e 2 cópias de Roasted Slowly.

Portanto, William já pode seguir as instruções da fase 1A do cenário “Conflict at the Carrock” e começar a jogar!



O Senhor dos Anéis **Jogo-Base**

Dol Guldur Orcs

- 1x Chieftain Ufthak
- 1x Dol Guldur Beastmaster
- 1x Necromancer's Pass
- 2x The Necromancer's Reach

Sauron's Reach

- 2x Eastern Crows
- 1x Evil Storm

Spiders of Mirkwood

- 2x Caught in a Web
- 1x Eyes of the Forest
- 1x Hummerhorns

Wilderlands

- 1x Hill Troll
- 1x Marsh Adder
- 2x Despair

Passage Through Mirkwood

None

Journey Down the Anduin

- 1x Massing at Night
- 2x Gladden Fields

Escape from Dol Guldur

- 2x Dungeon Jailor

Shadows of Mirkwood

The Hunt for Gollum

- 2x The Old Ford
- 1x Goblintown Scavengers
- 3x Hunters From Mordor
- 2x Old Wives' Tales

Conflict at the Carrock

- 2x Muck Adder
- 2x River Langflood
- 2x A Frightened Beast
- 1x Sacked
- 2x Roasted Slowly

A Journey to Rhosgobel

- 3x Exhaustion
- 3x Swarming Insects
- 1x Festering Wounds

The Hills of Eryn Muil

- 2x The East Wall of Rohan
- 2x Impassable Chasm
- 2x Rockslide
- 1x Orc Horse Thieves

The Dead Marshes

- 2x A Wisp of Pale Sheen
- 2x The Lights of the Dead
- 2x Giant Marsh Worm
- 2x Impassable Bog
- 2x The Heart of the Marshes

Return to Mirkwood

- 2x The Spider's Ring
- 1x Gollum's Anguish
- 1x Gollum's Bite
- 1x Wasted Provisions
- 2x Mirkwood Bats
- 3x Attercop, Attercop

Khazad-dôm

Depths of Moria

- 2x Great Cave-troll
- 1x Orc Drummer
- 2x Massing in the Deep

Hazards of the Pit

- 2x Crumbling Ruin
- 1x Dark and Dreadful
- 1x Sudden Pitfall
- 1x Dreadful Gap

Misty Mountains

- 1x Mountain Warg
- 1x Turbulent Waters

Goblins of the Deep

- 3x Watchful Eyes

Plundering Goblins

- 1x Chieftain of the Pit
- 2x Undisturbed Bones

Twists and Turns

- 2x Branching Paths
- 2x Zigil Mineshaft
- 1x Lightless Passage

Into the Pit

- 1x Patrol Leader
- 3x Signs of Conflict

The Seventh Level

- 1x Cave-troll
- 1x Orc Horn Blower

Flight from Moria

- 2x Shadow of Fear
- 3x A Foe Beyond

Dwarrowdelf

The Redhorn Gate

- 2x Rocky Crags
- 2x Freezing Cold
- 1x Avalanche
- 2x Mountain Troll

Road to Rivendell

- 2x Sleeping Sentry
- 2x Followed by Night
- 2x Orc Ambush

The Watcher in the Water

- 2x Stagnant Creek
- 1x Ill Purpose
- 2x Wrapped!
- 1x Grasping Tentacle
- 1x Thrashing Tentacle
- 1x Striking Tentacle

The Long Dark

- 3x Foul Air
- 1x Gathering Ground
- 1x Vast and Intricate
- 1x Goblin Warlord

Foundations of Stone

- 2x Lost and Alone
- 2x Nameless Thing
- 2x Elder Nameless Thing

Shadow and Flame

- 2x Fires in the Deep
- 2x Counter-Spell
- 2x Leaping Flame

Heirs of Númenor

Streets of Gondor

1x Lost in the City
1x Local Trouble

Brigands

1x Umbar Assassin

Brooding Forest

2x Overgrown Trail
2x Lost Companion

Creatures of the Forest

2x Watcher in the Wood
2x Morgul Spider

Southrons

2x Southron Support
1x Múmak

Ravaging Orcs

3x Orc Rabble

Mordor Elite

2x The Master's Malice
2x Orc War Camp
2x Orc Vanguard

Peril in Pelargir

2x Pelargir Docks

Into Ithilien

2x Blocking Wargs

The Siege of Cair Andros

1x Siege Raft
1x Battering Ram
1x Orc Scramblers

Against the Shadow

The Steward's Fear

1x Houses of the Dead
2x Knife in the Back

The Drúadan Forest

2x Glade of Cleansing
2x Drúadan Drummer
2x Drúadan Hunter
1x Ancestral Clearing

Encounter at Amon Dîn

2x Craven Eagle
2x Burnt Homestead

Assault on Osgiliath

2x Uruk Lieutenant
2x Southron Commander
1x West Quarter
1x East Quarter
1x Counter-attack

The Blood of Gondor

2x Conflict at the Crossroads
2x Orc Ambusher
2x Brutal Uruk

The Morgul Vale

1x The Dead City Looms
2x Impenetrable Fog

Over Hill and Under Hill

Western Lands

2x No Campfire
1x Wind-whipped Rain
1x Dreary Hills

Misty Mountain Goblins

2x Goblin Runners
3x Grip, grab! Pinch, nab!
1x The Goblins' Caves

The Great Goblin

1x Front Porch
2x Chaos in the Cavern

We Must Away, Ere Break of Day

2x Troll Camp
2x Lots or None at All
3x Hungry Troll
1x Roast 'Em or Boil 'Em?

Over the Misty Mountains Grim

2x Stone-giant
3x Galloping Boulders

Dungeons Deep and Caverns Dim

1x Great Gray Wolf
1x Hiding in the Trees
1x Come down little bird

On the Doorstep

Wilderland

2x Fighting Among Friends
1x Weighed Down

Flies and Spiders

1x Giant Web
2x Old Tomnoddy
1x Fat Spider
2x Lazy Lob
1x Crazy Cob
2x Poisoned by Spiders

The Lonely Mountain

3x Great Hall
3x Pretending to Sleep
2x Dragon-Spell

The Battle of Five Armies

1x Vanguard of Bolg
2x Ravenous Warg
1x Hatred Rekindled
2x Goblins are Upon You!
1x Northern Slopes



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