Group Combat Finale Variant version 1.2

1) **Check for immediate victory.**

2) **Heroes Prepare:** The heroes shuffle all cards from hand, rest pool and damage pool into his life pool, as usual. Each hero then draws a number of cards from the life pool equal to fortitude. Players then divide up their Agility for cards/strength as normal.

3) **Sauron Prepare:** a) Sauron chooses an avatar to represent him. The avatar may be any minion who is currently on the board. Sauron may always choose the Ringwraiths if he wishes. Sauron chooses the deck that corresponds with his avatar and draws combat cards equal to the fortitude of his avatar.
b) Add influence to the shadow pool until it is full (all 12 counters). For each counter added in this fashion, the heroes draw 1 card from their life pool.
c) Players immediately take one damage for every corruption card they possess.

4) **Combat** a)In each round of combat, EACH hero plays one combat card. Sauron also plays one combat card.

b) Each hero resolves their combat with Sauron separately, dealing damage to Sauron and receiving damage themselves. Any previous round or current round effects ONLY apply to their skirmish (example, if one hero plays a card that cancels a melee card and sauron plays a melee card, that card is cancelled only for that hero; the next hero in line will have to deal with the card separately).
IMPORTANT Do not accumulate damage as normal. Instead, for every X damage dealt, remove one shadow counter from the shadow pool. X = number of heroes. Keep a running total of every damage point, and just remove a counter every time it reaches X (this way, 1 point of damage or other 'remainder' damage is not lost, but instead, saved for the future).

c) In the case of Anticipate, all players not involved play facedown first, then the target plays face up, then the person who played the card plays. (Example: 4 player game. Adam plays anticipate, while Barbara, Charlie and Deedee(Sauron) play other cards. Next round, Deedee(Sauron) must play faceup, but Barbara and Charlie play first, face down. This insures they do not benefit. After B + C have played facedown, Deedee plays faceup, and then Adam finally plays.)

d) Combat contiues until both sides are exhausted or one side is defeated. Sauron uses the strength of his avatar. Note, Sauron MAY continue to play cards over his strength, but each point he goes over results in one point of damage. At the end of combat, Sauron discards all remaining combat cards in his hand (do not shuffle back into deck).

e) A hero who is defeated is out of the game, and will not participate further in the finale.

5) **Victory** a) If all of the heroes are defeated, Sauron wins.
b) If the heroes remove the final counter from the shadow track, Heroes win.
c) Heroes always win if Sauron is defeated, even if they are themselves defeated.
d) If neither side has won yet, proceed to step 6.

6) **Prepare for next combat**a) Each Hero may shuffle one card from his rest pool (which should contain his previous combat stack) into his damage pool for each point of wisdom he has. Heroes may choose which cards.
b) Each Hero may shuffle one card from his damage pool into his life pool for each point of fortitude he has. Heroes do not choose these cards. It is random.
c) Hero and avatar strength is restored (just as if an entirely new combat were beginning. Any levels or corruption cards altering statistics are still applied.)
d) Players now divide their agility again between cards/strength.
e) Sauron draws cards equal to half of this avatar's fortitude.
f) Return to step 4.

Note: There are other combat cards that may give varying effects. The execution of such cards should be ruled by the individual group so as to give the benefit to the player who played it rather than everyone (as much as possible). A good example of this is the Anticipate example above.