

The Shire

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1 Rules

1. When you land on the Shire, draw one (or more if instructed) Shire card. All cards are discarded after the encounter except when specifically instructed otherwise.
2. All Hobbit/Halfling players may add 1 to any die roll when encountering Shire cards, except if they have become Evil.
3. The Cross does not defeat the Black Rider, but you may add 1 in Psychic Combat.
4. When you fight a Hobbit, it always counts as an Enemy - Hobbit. They have no special rules, it's just to define what they are.
5. A character's Special Ability to Evade or in other ways treat some spaces differently, i.e. the Woodsman, do not apply, except for the Ninja who can still Evade the Shire.