Game:	**WAR OF THE RING (2004)**	**v2.2**
	TWILIGHT OF THE THIRD AGE (2006)	
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Page 8: **Reference sheet 1** Shadow (left) & Free Peoples (right) *(back)* *Alternative Collector's Edition design*

Note that if the 2 reference sheets are printed back to back, the Shadow and Free Peoples sides will match up.

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Page 9: **Unit setup sheet**

This has been an incredibly challenging summary/reference project. My thanks to the many other creators of excellent WotR summaries on BoardgameGeek.com, whose previous work inspired and helped with the development of this one!

Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

WAR OF THE RING

SETUP

FREE PEOPLES NATIONS

Gondor	blue
Rohan	dark green
The North	light blue
Dwarves	brown
Elves	light green

SHADOW NATIONS

Sauron	red
Isengard	yellow
Southrons & Easterlings	orange

One player is the **Free Peoples player** (FP); the other is the **Shadow player** (SP).

Place all **Companion cards** (*The Ring-bearers, Gandalf the Grey, Strider, Boromir, Legolas, Gimli, Merry,* and *Pippin*) in the **Guide of the Fellowship** space, with the *Gandalf the Grey* Character card on top. Set aside the cards for *Aragorn – Heir to Isildur, Gandalf the White,* and *Gollum* for later use.

Place the **Ringbearers** figure on Rivendell. Place all the other **Companion** figures and their counters in the **The Fellowship of the Ring** box.

Place the **Fellowship Progress counter** (*Hidden* side up), and the **Corruption counter,** on Step 0 of the **Fellowship track**. Place the 3 **Elven Ring counters** (*Ring* side up) in the FP's **Elven Rings** space.

Set aside all **Shadow Minion cards** (*Witch-king, Saruman,* and *the Mouth of Sauron*) and the corresponding figures for later use.

Shuffle the **Free Peoples** and **Shadow Event** cards into their **Character** and **Strategy** decks and place them facedown on their spaces on the game board.

Put the **Standard Hunt tiles** (beige) in an opaque container to form the **Hunt pool**. If using *Sméagol*, add his 2 tiles to the pool. Set aside the **Special Hunt tiles** (blue and red).

The SP takes 7 red **Shadow action dice** and the FP takes 4 blue **Free Peoples action dice.**

Place the **Political counter** for each Free Peoples nation on its starting point on the **Political track**. Those of the Elves and all the Shadow Army nations are placed with the *active* side up. The rest are are placed with the *passive* side up.

Sort all the plastic figures and set up each nation's initial army units according to the rulebook. Put aside any remaining figures to use as **reinforcements.**

THE MAP

Black borders on the map cannot be crossed, and if a border between regions is completely divided by one, those regions are *never* considered adjacent.

A **sea or lake area** is not a region is and can never be crossed (except when using the *Corsairs of Umbar*).

A **free region** is free for a player when it doesn't contain an enemy army and/or an enemy-controlled settlement. A region containing a stronghold controlled by the enemy is also free for a player when the stronghold is besieged by an army of that player.

THE GAME TURN

The game is divided into **turns**, divided into these phases:

1. Draw Event Cards
Both players draw 2 cards, one from each Event deck.

2. Fellowship Phase
The FP may change the Guide of the Fellowship.

The FP may **declare** the position of the Fellowship if it is *hidden* (the Fellowship remains *hidden*).

If the Fellowship is *declared* in a city or stronghold of a FP nation, that nation is **activated** (if the nation is *passive* on the Political track, flip to *active*). The Ringbearers may then be **healed**.

3. Hunt Allocation
The SP may allocate action dice from his dice pool to the Hunt Box.

He may *always* allocate one, and may allocate a maximum number equal to the number of Companions remaining in the Fellowship (not including the Ringbearers).
These dice are not rolled in the next phase.

4. Action Roll
Players roll their action dice. The SP immediately takes all the dice showing the **Eye** symbol and adds them to the Hunt box.

5. Action Resolution
Starting with the FP, the players alternate turns, each taking one action by using one of his available action die results.

If a player has fewer unused dice than his opponent he can pass instead of taking an action. A player may also forfeit an action and discard a die. If a player runs out of actions, his opponent takes all his remaining actions one after the other.

Each time the FP uses an action die to move the Fellowship, place that die in the Hunt box *after* completing that action (it is returned to the FP at the end of the turn). All other used dice are set aside until the next turn.

6. Victory Check
The game ends if either player has achieved the Victory Conditions. If not, a new game turn begins.

ACTION DICE

The number of action dice rolled by a player in his turn is his **dice pool.**

The SP starts with 7 dice in his dice pool, and extra dice are added when specific SP Minions enter the game. The FP starts with 4 dice, and extra dice are added when specific FP Companions enter the game.

Players lose the additional die if the corresponding character is eliminated. When a player gains or loses an action die, the gain or loss only takes effect in the next turn.

THE ELVEN RINGS

Use an **Elven Ring** / **Flaming Eye** to change an *unused* action die to any other desired die result (the FP may not change to a *Will of the West* result). A Shadow die changed to an *Eye* result is placed in the Hunt box.

When the FP uses an Elven Ring, he flips it over to the Flaming Eye side and gives it to the SP. After the SP uses the counter, it is discarded.

Only one Elven Ring/Flaming Eye can be used by the same player in a turn for *any* purpose.

EVENT CARDS

Each player receives a **Strategy deck** (banner icon: military and political options) and a **Character deck** (sword icon: the Fellowship and the actions of Companions and Minions).

At the beginning of each turn both players draw one card from each of their decks. An Event action die result may also be used to draw one card from either deck.

Players may hold a **maximum of 6 cards** and must discard facedown those in excess immediately. If a deck runs out, it is no longer possible for the player to draw cards from that deck.

Event cards can be played during the *Action Resolution* phase:

1 by using an Event action die result, *or*

2 by using an action die result whose icon matches the symbol on the upper right corner of the card.

Some cards have a requirement; this must be fully satisfied in order to play the card. If the effects of a card cannot be fully applied it can still be played and the effects applied as much as possible. Event cards are generally discarded once resolved.

Play on the table The card's effects last until a particular condition is met, or the condition required to play the card ceases, after which it is immediately discarded. If discarding it requires the use of an action die, this counts as an action.

Recruit The units or Leaders are taken from available reinforcements. These cards may be used even when a nation is not *At War* and also allow units to be placed in a stronghold under siege. Other restrictions still apply.

All Event cards can be played as Combat cards (the text at the bottom). This does not require taking an action.

ARMIES

Army units are either **regular** or **elite**. All units in a single region controlled by the same player (even from different nations) form an **army. An army can consist of a maximum of 10 units, or 5 units if the army is inside a stronghold under siege.**

At the end of an action, excess units must be immediately removed by the controlling player (they may re-enter the game later as reinforcements).

Single units may be replaced by Army Replacement counters if necessary (in the *Collector's Edition*, use the Army boxes). Always place replaced figures among the player's *casualties*.

RECRUITING NEW UNITS

Use a Muster die or play an appropriate Event card to recruit new army units and Leaders.

Using a single Muster die, bring into play:

- **2 regular units**, *or*
- **2 Leaders / Nazgûl**, *or*
- **1 regular unit and 1 Leader / Nazgûl**, *or*
- **1 elite unit**, *or*
- **1 Character** (according the rules on its card)

New recruits are taken from reinforcements and are limited to available figures. They may only be placed in a **town, city or stronghold** belonging to their nation at the start of the game (unless specified otherwise by an Event card). Nazgûl are always recruited in SP strongholds.

New units *must* belong to a nation *At War* if brought on by a Muster die result. Unless specified, new units do not have to belong to a nation *At War* to be brought on by an Event card.

Two figures mustered at once using a Muster die must always be placed in separate settlements.

Troops *cannot* be mustered in:

– A town, city, or stronghold occupied by enemy troops or containing an Enemy Control marker

– A region specified by an Event card if it is occupied by enemy units or contains an Enemy Control marker

– A besieged stronghold (unless mustering with an Event card). *Gandalf the White* and SP Minions, however, *can* be mustered in a besieged stronghold.

ARMY MOVEMENT

An army can be moved to an adjacent region with an Army or Character die, or sometimes by Event card.

Army die: can move 2 *different* armies.

Character die: can move a *single* army containing at least one Leader or character.

No unit can be moved twice by the same action. Any region entered must be free of enemy units (a region with an enemy stronghold under siege by your units is considered free).

A region occupied by enemy units must instead be attacked.

If a moving army contains units from a nation not yet *At War*, it cannot enter a region inside the borders of *any* other nation.

MERGING AND SPLITTING AN ARMY

If a moving army enters a region occupied by a friendly army, the two armies merge into a single army. An army may be split by moving part of its units into an adjacent region.

FP Leaders must choose which part of the army to stay with, but if a Character die result was used to move, at least one FP Leader or Character must join the moving units.

LEADERS

FREE PEOPLES LEADERS

FP Leaders cannot move on their own and must always be part of a friendly army. They are immediately removed if they are ever left on the board without an army.

Any number of FP Leaders may be in an army, and they can lead armies of any FP nation. They are not considered an army unit and cannot be taken as casualties.

NAZGÛL

Nazgûl are the **SP Leaders**. All Nazgûl (the *Witch-king* is always considered one) do not have to be part of a friendly army and may move to *any* region with a single move.

They are unaffected by an enemy army in the same region. However, Nazgûl without an army can only enter a region containing a region with a FP-controlled stronghold if there is a SP army besieging the stronghold.

CHARACTERS

FP Characters are called **Companions**, while SP Characters are called **Minions**. Characters are moved by a Character die result, or sometimes by Event card.

A Character die can be used for one of the following:

FP moves *all* Companions not in the Fellowship

FP moves the Fellowship

SP moves *all* Nazgûl and Minions

FP or SP moves an army with a Leader or Character

MOVING COMPANIONS

All Companions may be moved a number of regions equal to or less than their *level*. A group moving to a common destination uses the *highest* level in the group.

They are unaffected by enemy armies, but **must stop when entering a region with a SP stronghold**. They can never enter or leave a region with a friendly stronghold besieged by enemy units (except as a result of certain Event cards).

MOVING MINIONS

Saruman can never leave Orthanc.

The Mouth of Sauron moves in the same way as a Companion. Alone, he is unaffected by enemy armies, but cannot move into a region with a stronghold controlled by the FP, or enter or leave a region with a SP stronghold besieged by FP armies.

BATTLES

A single army may attack an enemy army by using an Army or Character die, or sometimes by Event card.

Only units belonging to a nation *At War* can start a battle.

An Army die—or a Character die if the army contains at least one Leader or Character—can be used to **attack an enemy army** in an adjacent region, or to **initiate a siege or sortie** against an enemy army in the same region.

Attacking units do not actually move into the region attacked until the battle is won (or the defender retreats into a siege).

Not all units of an *attacking* army need to be committed to a battle. Non-participating units (and Leaders/Characters) cannot be targeted, chosen as casualties, or chosen to advance into a contested region if the battle is won.

RESOLVING A BATTLE

Battles are resolved in a series of simultaneous combat rounds, during each of which both players:

1 Play a **Combat card** (optional)
2 Roll dice for the **Combat roll**
3 Roll dice for the **Leader re-roll**
4 Remove **casualties**
5 Choose to **cease the attack** or **retreat**

COMBAT CARDS

Each player may play one Event card as a **Combat card** at the start of each round (they apply only for the current round unless specified). Cards are discarded when the round is over.

The attacker declares if he is using one first, then the defender, and if both are, they are chosen secretly and simultaneously revealed.

If the card effect timing is uncertain, apply the defender's card first (in the *Collector's Edition*, the card with the lowest **Initiative rating** first, and on a tie, the defender's card first).

COMBAT ROLLS & LEADERSHIP RE-ROLLS

An army's **Combat Strength** determines the number of dice rolled in the **Combat roll**, and equals the total number of its army units (regular and elite), up to a **maximum of 5 dice**.

An army's **Leadership** determines the maximum number of dice re-rolled in the **Leader re-roll**, and equals the number of leaders (or Nazgûl) plus the Leadership ratings of all participating characters, up to a **maximum of 5 dice**.

Even with Combat cards and Character special abilities, the maximum 5 dice may never be exceeded.

Each combat roll die hits on a 5 or 6. The Leader re-roll allows players to re-roll failed dice results.

Combat Rolls and Leader re-rolls can be modified by cards or special abilities, which are added to the result of each die. Multiple modifiers are cumulative.

A roll of 6 is always a hit and 1 is always a miss.

When attacking an enemy defending a region with a city or fortification, *on the first round of combat only* the attacker hits on a roll of 6 or higher.

REMOVING CASUALTIES

The attacker removes casualties first, then the defender. For each hit scored by your opponent:

Remove 1 regular unit, *or*

Replace 1 elite unit with 1 regular unit

For every 2 hits, remove casualties as above, twice, or remove 1 elite unit.

Regular units replacing elite ones *can* be taken from previous casualties. If there are no regulars in casualties or reinforcements, the elite unit is eliminated.

Eliminated SP units and Nazgûl are placed back with reinforcements. Eliminated FP units, Leaders, and all Characters are permanent casualties.

If all the army units in a battle are eliminated, all Leaders and Characters *that were part of that army* are also eliminated. Characters/Minions are permanently removed from the game unless their character card specifies otherwise. Nazgûl can still re-enter as reinforcements.

CEASING THE ATTACK OR RETREATING

The attacking player may choose to **cease the attack** at the end of each combat round. If he chooses to continue, then the defender has the option to **retreat**.

If the attack is ceased, attacking units remain where they were at the start of the battle.

If the defender retreats, his entire army must flee to an adjacent region that is free of enemy units and does not contain a settlement controlled by the enemy. If no such region is available he cannot retreat.

If the defending army is eliminated or retreats, the attacking army may immediately move all or part of his attacking units into the region. If that region contains a stronghold containing enemy units, the stronghold becomes **besieged**.

SIEGES

When attacking an enemy defending a region with a stronghold, *before every battle round* the defender chooses whether to **fight a field battle** or **retreat into a siege**. A field battle is resolved as a normal battle.

RETREATING INTO A SIEGE

The attacker *may* immediately advance into the region: the stronghold is now **under siege** and the battle is over.

A maximum of 5 defending army units and any number of Leaders are placed in the appropriate Stronghold box. Excess units are removed and *can* re-enter the game later as reinforcements.

A siege ends if the attacking army leaves the region, or any time either army is eliminated. Move any surviving defenders from the Stronghold box back to the region.

CONDUCTING A SIEGE

The troops under siege can only be attacked by an army in the same region using an action die for a siege battle. **The attacker hits only on a roll of 6 or higher.**

The battle lasts one combat round, unless the attacker reduces one of his participating elite units to regular status to extend it for an additional round. It can be extended repeatedly this way.

If the battle ends and there are still defending and besieging units remaining, the defenders are still considered under siege.

A besieged army may never retreat. A besieging army may move away, in which case the defenders are no longer besieged.

SORTIE

An army inside a stronghold under siege may attack the besieging army using an action die for a **sortie**.

The besieged army fights a field battle for at least one round, but may cease the battle by moving back into the stronghold. If they win, they cannot advance outside of the region.

RELIEVING & REINFORCING A SIEGE

An army in an adjacent region can attack an enemy army besieging a friendly stronghold; the army inside the stronghold does not participate.

While a stronghold is under siege, the besieging army can move new troops into the region via normal movement or retreat.

CAPTURING A SETTLEMENT

When an enemy army enters a region with a city or town, or when units defending a stronghold are eliminated (and the attacker still has at least one army unit in the region), the region is **captured**. The capturing player places a **Settlement Control marker** on the region.

A captured city, town or stronghold cannot be used for mustering troops or advancing the Political track.

POLITICS

A nation's **Political counter** must be in the *At War* box on the Political track for it to be mobilised and ready to fight.

If a FP's nation's counter has its **passive** (beige) side faceup, it can never be moved to the *At War* box. A FP nation's counter is turned to the **active** (blue) side when:

– One of its armies is attacked
– One of its regions is entered by an enemy army
– The Fellowship is *declared* in one of its cities or strongholds
– A Companion capable of activating that nation (see the symbol on its card) ends his movement in one of its cities or strongholds

Players advance the Political counter of a nation one box towards the *At War* box on the Political track by using a Muster die result or playing certain Event cards. The Political counter of a nation is also *automatically* advanced:

– Every time one of its armies is attacked
– Every time one of its cities, towns or strongholds is captured by the opponent

If a nation is not *At War*, its armies and leaders cannot move across another nation's borders (unless retreating, and the next time they move they must leave the nation); they cannot attack enemy armies (but may defend); and they cannot be recruited by a Muster die (but may with an Event card).

Companions, Minions and Nazgûl are always considered *At War*.

WINNING THE GAME

During the *Victory Check* phase, check the following victory conditions one after the other. If two or more victory conditions are achieved on the same turn, lower-numbered conditions take precedence over higher-numbered ones.

RING-BASED VICTORY CONDITIONS

Immediately either of these conditions are true, the game ends without waiting for the *Victory Check* phase:

1 **Corruption of the Ringbearers** If the Ringbearers have 12 or more Corruption, the SP wins.

2 **Destroying the Ring** If the Ringbearers figure is on the *Crack of Doom* step on the Mordor Track, and the Ringbearers have fewer than 12 Corruption Points, the FP wins.

MILITARY VICTORY CONDITIONS

During the *Victory Check* phase, if any of the following conditions apply, the game ends with a military victory:

3 **The Shadow Conquers** If the SP controls FP settlements worth 10 or more Victory Points, he wins.

4 **Sauron Banished** If the FP controls SP settlements worth 4 or more Victory Points, the FP wins.

Military victory conditions are based on the **control** of a settlement. You control an enemy settlement if it has your **Settlement Control marker** on it.

Each enemy city is worth 1 Victory Points.

Each enemy stronghold is worth 2 Victory Points.

CARD CLARIFICATIONS

COMBAT

Confusion: Any result of 1 cannot be rolled again during the Leader re-roll.

One for the Dark Lord and **It is a Gift:** The 'defending army' in both cases can be the opposing army or the army playing the card.

EVENTS

All cards that initiate an attack by an army, as well as the *Ent* cards and *Dead Men of Dunharrow* (the effects of these cards are considered to be battles in which the SP army cannot fight back), trigger a **political reaction** (activation and/or advancement on the Political track). All other cards that trigger a political reaction have the political effect explicitly stated in the text.

These cards constitute an 'attack' for political purposes: *The Spirit of Mordor, Faramir's Rangers, Dead Men of Dunharrow* and *Ents Awake* (FP); *Dreadful Spells, Return to Valinor* (SP).

A Power Too Great: If the SP is already besieging one of the locations, he can no longer move units into the region. The army besieging is not forced to move out, but cannot attack the stronghold until the card has been discarded.

Challenge of the King: Eye tiles discarded are removed from the game.

Dead Men of Dunharrow: *Strider/Aragorn* and Companions may move out of *Helm's Deep* under siege with this card.

Denethor's Folly: Can only be played if *Minas Tirith* is besieged by a SP army.

Foul Thing from the Deep, Isildur's Bane and **Orc Patrol:** Can be played if the Fellowship is in *Mordor*.

THE FELLOWSHIP OF THE RING

The Ringbearers figure (Frodo and Sam) indicates the last known position of the Fellowship and is placed in the region where it was last *declared* or *revealed*.

At the start of the game, it is placed in *Rivendell*.

THE GUIDE OF THE FELLOWSHIP

At the start of the game the **Guide of the Fellowship** is *Gandalf the Grey*.

The FP may nominate a new Guide at the end of a *Fellowship* phase, or when the composition of the Fellowship changes.

The Guide must always be the remaining Companion with the highest level (choose if there is a tie). Place his character card topmost on the Fellowship deck.

When a Companion is guiding the Fellowship, *only* his *'If Guiding the Fellowship'* (in the *Collector's Edition*, '*Guide:'*) special ability may be used.

If all Companions leave the Fellowship, the *Gollum* card is placed in the Guide of the Fellowship box and his special abilities as Guide apply immediately. He then counts as one Companion, so the SP may always place at least one die in the Hunt box during Hunt allocation.

THE FELLOWSHIP TRACK

The Fellowship Progress counter on the Fellowship track shows how far the Fellowship has travelled from its last known position and indicates whether it is *hidden* or *revealed*.

The FP may move the Fellowship—advance the Progress counter one step on the Fellowship Track—by using a Character action die, or by certain Event cards.

Each time the counter moves, the SP may **Hunt for the Ring**.

If the Fellowship moves more than once in a turn, every time a die is used to move them it is added to the Hunt Box *after* completing the Hunt (these dice are returned to the FP at the end of the turn).

The *actual* position of the Fellowship is revealed only if the FP *declares* their position, or if a Hunt is successful and *reveals* their position.

FELLOWSHIP DECLARES ITS OWN POSITION

If the Fellowship is *hidden*, **its position can be** *declared* **by the FP during the Fellowship Phase.** The FP may immediately move the Fellowship figure a number of regions from its current position equal to or less than the number indicated on the Fellowship track. The Progress counter (still *hidden* side up) resets to 0.

If any abilities and events force the FP to draw a Hunt tile, ignore any *reveal* icon on the tile if the Fellowship has been *declared* in a FP stronghold or city.

REVEALED BY A HUNT FOR THE RING

If the Fellowship is *hidden*, **its position can be** *revealed* **by the SP as a result of a successful Hunt, or by certain Event cards.**

Turn the Progress counter to its *revealed* side and move the Fellowship figure and reset the Progress counter as above.

This movement can *never* end in a region with a city or stronghold controlled by the FP.

When the Fellowship is *revealed* by the SP and its path traced from its last known position, if it has *moved through, is moving from, or has moved into* a Shadow stronghold still controlled by the SP, then **a Hunt tile is immediately drawn** as if a Hunt has been successful.

HIDING THE FELLOWSHIP

The FP canot move the Fellowship using a Character action die until it is *hidden* again. Turn the Progress counter to its *hidden* side by using a Character action die (forgoing the move, and the die is not added to the Hunt box), or by playing an appropriate Event card.

HEALING

If during the Fellowship phase the Fellowship is *declared* in a region with a FP stronghold (even under siege) or FP city not under enemy control—ones controlled by the FP at the start of the game—**1 point of Corruption is immediately removed.** If they remain they may declare each turn and heal each turn.

SEPARATING COMPANIONS

The FP can separate one Companion or group of Companions by using a Character action die, unless the Fellowship is in *Mordor*. Separated Companions can never rejoin the Fellowship.

When a Companion leaves the Fellowship, his figure is moved to the map, his counter removed from the Fellowship box, and his Character card placed in front of the FP.

Separated Companions may immediately move a number of regions equal to the current number of the Progress counter *plus* their Character level (use the highest level in a group).

THE HUNT FOR THE RING

Every time the FP moves the Fellowship, the SP determines the **Hunt level** (the total number of Shadow action dice in the Hunt box), then must make a **Hunt roll** by rolling that number of Combat dice (maximum 5 dice).

For every action die the FP has placed in the Hunt box (after each movement of the Fellowship), the SP adds +1 to each Hunt roll result. **At least one result of 6 or higher is a success.**

If the last known position of the Fellowship is in a region that contains a stronghold controlled by the SP, one or more SP army units, or one or more Nazgûl, the SP can **re-roll** one failed Hunt die for each of these conditions that apply. Re-rolls also receive the +1 bonus for each FP die in the Hunt box.

HUNT DAMAGE

If the Hunt is successful the SP randomly draws one tile from the Hunt pool:

Number: the amount of **Hunt damage**.

EYE icon: Hunt damage equals the number of successes in the Hunt roll. The damage is 0 if the tile was drawn due to an Event card, or because of the Fellowship entering or leaving a Shadow stronghold.

REVEAL icon: the Fellowship is *revealed* in addition to any other effect.

EFFECTS OF THE HUNT

The FP can either **use the Ring** or **take casualties** to deal with the effects of a successful Hunt.

If he uses the Ring, advance the Corruption counter by a number of steps equal to the Hunt damage.

If he takes casualties, eliminate one Companion—either the Guide, or a random Companion (excluding the Ringbearers, but including the Guide), in which case the SP picks a random facedown Companion counter in the Fellowship box.

If the Hunt damage is *higher* than the level of the eliminated Companion or Guide, the excess damage is taken as Corruption.

MORDOR AND MOUNT DOOM

When the Fellowship reaches either *Morannon* or *Minas Morgul,* the FP **must** *declare* its position. Then place the Fellowship on the first step of the **Mordor track**, where it is from now on considered *In Mordor* (the track is not considered a part of the *Golgoroth* region). The Progress counter is no longer advanced, but is still used to show whether the Fellowship is *hidden* or *revealed*.

Then create a **new Hunt pool** by placing all previously drawn **Eye** tiles back with the remaining tiles of the Hunt pool, and also adding any **special tiles** (blue or red background) put in play by Event cards.

IN MORDOR:

Companions in the Fellowship can never be separated; any action that would do so eliminates the Companion instead.

When the FP tries to move the Fellowship during the *Action Resolution* phase, do not roll the Hunt dice. Instead, automatically **draw one tile from the Hunt pool**.

Apply effects as for a successful Hunt, except for:

EYE icon: the Hunt damage is equal to the number of dice in the Hunt box (including FP dice previously used for moving the Fellowship during the same turn). There is no maximum damage.

STOP icon: the Fellowship remains on the same step and does not move forward.

The Fellowship is still required to be *hidden* in order to advance. If *revealed*, the FP must, as normal, use a Character action die to hide the Fellowship again.

If at the end of a turn (before the *Victory Check* step) the FP has not attempted to move or hide the Fellowship in *Mordor* during that turn, 1 Corruption is added to the Fellowship track.

When the Fellowship has completed all 5 steps on the Mordor track (and the Ringbearers have less than 12 Corruption points), the FP wins the game.

SMÉAGOL

When a **Sméagol** tile is drawn from the Hunt pool, the Hunt damage is 0 and *Sméagol* enters play as a special Companion, always serving as the Guide. Remove the tile from the game and add his Character card and counter.

Sméagol is **not** *Gollum*, and is not played if *Gollum* enters play before him (discard the tile and draw another). If *Sméagol* is no longer in play, *Gollum* can enter play normallty.

Sméagol's level (X) is equal to the highest level Companion in the Fellowship. He may not be used as an army Leader.

If *Sméagol* is eliminated in any way, the *We Shall Get It* Event Card immediately enters play. If he is the only Companion in the Fellowship, replace him with *Gollum;* the *We Shall Get It* card does not enter play in this case.

Discard Sméagol if the Fellowship is *declared* in a FP city or stronghold or he is separated from the Fellowship.

If a *Sméagol* tile is drawn after he leaves the game, discard it and draw another.

IF SMÉAGOL IS GUIDING THE FELLOWSHIP:

Use a Character action die to *declare* the Fellowship (declaring in a FP city or stronghold this way *does not* remove 1 point of Corruption). If a *Sméagol* Hunt tile is drawn, the Hunt damage is 0 and the tile is placed back in the Hunt pool.

GAME TURN

EVENT PHASE

Both players draw 2 event cards, one from each deck.

If you have more than 6 cards, discard the excess facedown.

FP: FELLOWSHIP PHASE

May change **Guide** of the Fellowship to highest level Companion.

May *declare the Fellowship* if it is *hidden* (it remains *hidden*).

If declared in a FP nation's city or stronghold, *activate* nation. May **heal** 1 Corruption.

If declared in *Minas Morgul or Morannon*, place Fellowship on the Mordor track.

SP: HUNT ALLOCATION

Assign **action dice** from dice pool to the **Hunt box**.

May *always* assign one, and may assign a maximum equal to the number of Companions remaining in the Fellowship (not including the Ringbearers).

These are not rolled in the next step.

ROLL ACTION DICE

Both players roll their action dice.

SP immediately adds all **Eye** dice to the Hunt box.

ACTION RESOLUTION

FP first, then players alternate using one action die. A player with fewer dice can pass.

Each time FP uses an action die to **move the Fellowship**, place that die in the Hunt box *after* that action.

May use an **Elven Ring** before an action to change a die, once per turn.

VICTORY CHECK

FP wins if Fellowship reaches *Crack of Doom*, or **4 VPs**.

SP wins if Fellowship Corruption at 12, or **10 VPs**.

Enemy stronghold 2 VPs.
Enemy city 1 VP.

ACTION DICE

Move 1 army containing a Leader or Character

Attack with 1 army containing a Leader or Character

Play a Character Event card

Move all Companions not in Fellowship

Move the Fellowship if *hidden*; resolve Hunt: then move action die to Hunt box

Hide the Fellowship if *revealed*

Separate Companion(s) (not in *Mordor*)

Move 1 or 2 armies
Attack with 1 army
Play an Army Event card

Muster reinforcements for a nation *At War*
Advance a nation 1 space on the Political track
Play a Muster Event card

Muster *or* **Army** action

Draw an Event card from either deck
Play an Event card

Will of the West
Use as any other action die

ELVEN RING

Use an **Elven Ring** to change an *unused* action die to any other desired die result. The FP may not change a die to a *Will of the West* result.

Only one Elven Ring can be used in a turn for *any* purpose. After using one, flip it to the Flaming Eye side and give it to the SP.

POLITICS

NATION BECOMES ACTIVE IF:

One of its armies is attacked.

One of its regions is entered by an enemy army.

The Fellowship is declared in one of its cities or strongholds.

A Character capable of activating that nation ends his movement in one of its cities or strongholds.

NATION ADVANCES WHEN:

One of its armies is attacked.

One of its towns, cities, or strongholds is captured.

A nation must be **active** to be *At War*.

A NATION NOT AT WAR:

Cannot cross other nation borders (but can *retreat* into a friendly nation).

Cannot attack armies (can defend).

Cannot be recruited using a Muster die (but can with an Event card).

MUSTERING

2 regular units
2 leaders / Nazgûl
1 regular unit + 1 Leader / Nazgûl
1 elite unit
1 character (see Event card)

RESTRICTIONS

A nation must be *At War* to muster with an action die (but can with an Event card).

New units are mustered in a nation's town, city, or stronghold.

Nazgûl are mustered in Sauron nation strongholds.

Multiple figures must be mustered in different locations (except via some Event cards), and may be from different nations.

Cannot muster in a town, city, or stronghold occupied by an enemy army or an enemy control marker.

Cannot muster in a besieged stronghold. **Exceptions:** Shadow Minions, *Gandalf the White*, and a *Lorien* stronghold under siege if *Galadriel* is in play.

GAME TURN

EVENT PHASE

Both players draw 2 event cards, one from each deck.

If you have more than 6 cards, discard the excess facedown.

FP: FELLOWSHIP PHASE

May change **Guide** of the Fellowship to highest level Companion.

May *declare the Fellowship* if it is *hidden* (it remains *hidden*).

If declared in a FP nation's city or stronghold, *activate* nation. May **heal** 1 Corruption.

If declared in *Minas Morgul or Morannon*, place Fellowship on the Mordor track.

SP: HUNT ALLOCATION

Assign **action dice** from dice pool to the **Hunt box**.

May *always* assign one, and may assign a maximum equal to the number of Companions remaining in the Fellowship (not including the Ringbearers).

These are not rolled in the next step.

ROLL ACTION DICE

Both players roll their action dice.

SP immediately adds all **Eye** dice to the Hunt box.

ACTION RESOLUTION

FP first, then players alternate using one action die. A player with fewer dice can pass.

Each time FP uses an action die to **move the Fellowship**, place that die in the Hunt box *after* that action.

May use a **Flaming Eye** before an action to change a die, once per turn.

VICTORY CHECK

FP wins if Fellowship reaches *Crack of Doom*, or **4 VPs**.

SP wins if Fellowship Corruption at 12, or **10 VPs**.

Enemy stronghold 2 VPs.
Enemy city 1 VP.

ACTION DICE

Move all Nazgûl and Minions
Move 1 army containing a Nazgûl or Minion
Attack with 1 army containing a Nazgûl or Minion
Play a Character Event card

Move 1 or 2 armies (or 1 group of *Corsairs*)
Attack with 1 army
Play an Army Event card

Muster reinforcements for a nation *At War*
Advance a nation 1 space on the Political track
Play a Muster Event card

Muster *or* **Army** action

Draw an Event card from either deck
Play an Event card

Eye
Add this die to the Hunt box

FLAMING EYE

Use a **Flaming Eye** to change an *unused* action die to any other desired die result.

A Shadow die changed to an Eye result is placed in the Hunt box.

Only one Flaming Eye can be used in a turn for *any* purpose. After using the counter, it is discarded.

POLITICS

NATION BECOMES ACTIVE IF:

One of its armies is attacked.

One of its regions is entered by an enemy army.

The Fellowship is declared in one of its cities or strongholds.

A Character capable of activating that nation ends his movement in one of its cities or strongholds.

NATION ADVANCES WHEN:

One of its armies is attacked.

One of its towns, cities, or strongholds is captured.

A nation must be **active** to be *At War*.

A NATION NOT AT WAR:

Cannot cross other nation borders (but can *retreat* into a friendly nation).

Cannot attack armies (can defend).

Cannot be recruited using a Muster die (but can with an Event card).

MUSTERING

2 regular units
2 leaders/Nazgûl
1 regular unit + 1 Leader/Nazgûl
1 elite unit
1 character (see Event card)

RESTRICTIONS

A nation must be *At War* to muster with an action die (but can with an Event card).

New units are mustered in a nation's town, city, or stronghold.

Nazgûl are mustered in Sauron nation strongholds.

Multiple figures must be mustered in different locations (except via some Event cards), and may be from different nations.

Cannot muster in a town, city, or stronghold occupied by an enemy army or an enemy control marker.

Cannot muster in a besieged stronghold. **Exceptions:** Shadow Minions, *Gandalf the White*, and a *Lorien* stronghold under siege if *Galadriel* is in play.

FACTIONS

CORSAIRS OF UMBAR

May enter if Southrons & Easterlings nation is *At War*. Place 2 ships in *Umbar*.

Muster 1 ship and 1 Southrons & Easterlings regular unit in *Umbar* (must be controlled by the SP).

Corsair ships are not SP army units.

Ships are not considered part of an army, do not count towards stacking, and are unaffected by enemy units.

Move a fleet (one or more ships) up to 2 coastal regions away using an Army die.

The SP may **move an army** in a region with a ship to any other region free (for the purposes of army movement) with a ship, using an Army die (or Character die with a Leader). Units cannot retreat using ships.

The SP may **attack a region** with a ship from another region with a ship, using an Army die (or Character die with a Leader). The attacking army cannot retreat, and all ships in the contested region are eliminated if the army is eliminated.

If a SP army in a region with ships is eliminated or forced to retreat, all ships are eliminated.

The SP cannot control a region with ships.

THE HILLMEN OF DUNLAND

May enter if Isengard nation is *At War*. Place 2 Dunlendings in each of the 2 *Dunland* settlements.

Muster 2 Dunlendings in an Isengard or Rohan region with a SP army (unless inside a besieged stronghold).

One hit eliminates 2 Dunlendings. One Dunlending alone cannot be taken as a casualty until it is the last unit remaining.

SIEGE ENGINES

SIEGE TOWERS

Muster 1 siege tower in a region with a SP army besieging a SP-controlled stronghold.

Siege towers are placed in front of the Stronghold box. They cannot move and do not count towards stacking limits.

A maximum of 2 **Siege Towers** (SP) and 2 **Trebuchets** (FP) are allowed in a region.

The number of engines is limited to those available; you cannot voluntarily destroy one in play.

At the start of a siege battle, the player with the higher number of siege engines has **siege engine superiority**.

If both players have the same number of engines, no player has superiority, but before Combat cards are played the FP can remove one of his engines to claim superiority until the end of the battle.

Superiority may change during the round, but superiority claimed using the *tie* rule lasts until the battle's end.

If an army is eliminated or moves out of the region, all its siege engines are immediately eliminated.

All engines in a besieging army are eliminated when the siege ends. Eliminated engines may be rebuilt.

CHARACTERS

Action die required to play shown.

SARUMAN
Add 1 to Dice Pool

May enter if the Isengard nation is *At War* and *Orthanc* is SP-controlled (even if besieged). Place in *Orthanc*.

THE MOUTH OF SAURON
Add 1 to Dice Pool

May enter if all FP nations are *At War* or the Fellowship is in *Mordor*. Place in any region with a Sauron stronghold.

THE BALROG OF MORIA
Add 1 to Dice Pool
(unless the *Witch-King* is in play)

May enter if *the Witch-king* is not in play. Place the Balrog and 1 Sauron unit (regular or elite) in *Moria* (the unit is not recruited if *Moria* is besieged or FP-controlled). Advance the Elf, Dwarf and North nations one step each on the Political track.

If the Fellowship is revealed or declared, and has moved through, is moving from, or is moving into a region occupied by the *Balrog*, draw and apply a Hunt tile, ignoring any Reveal icon.

If the tile is an Eye, eliminate the *Balrog* and the Guide (discard the tile without either effect if *Gollum* is the Guide).

The Balrog is not a Minion for the purposes of playing *Gandalf the White*.

THE WITCH-KING: THE BLACK CAPTAIN
Add 1 to Dice Pool

May enter if the Sauron nation is *At War*. Place in any region with a SP army that includes at least one Sauron unit.

THE WITCH-KING: CHIEF OF THE RINGWRAITHS
Add 1 to Dice Pool

May enter if the Fellowship is not in a FP stronghold and *The Black Captain* is not in play. Place in the Ringbearers region.

All cards referring to '*the Witch-king*' can be used with the *Chief of the Ringwraiths*. **Only one version of the Witch-king can be brought into play during the game.**

FACTIONS

THE ENTS OF FANGORN

May enter if a Companion is in *Fangorn* and *Saruman* is in play. Place 1 Ent in *Fangorn*.

Muster 1 Ent in *Fangorn* if a Companion is in *Fangorn* and the *Voice of Saruman* ability is used.

Ents are not FP army units. Ents are not considered part of an army, do not count towards stacking, do not affect enemy movement, and are unaffected by enemy units.

Ents can move and attack the enemy only when activated by an *Ents Awake* Event card. One Ent must always remain in *Fangorn*. All extra Ents may move and attack when the card is played.

To **move the Ents**, take one from *Fangorn* and place it in a region free of enemy units, adjacent to a region already containing an Ent. You may repeat this process as long as there is more than one Ent in *Fangorn*.

To **attack a SP army** adjacent to a region with an Ent, eliminate one from *Fangorn* and roll **5 dice**, scoring hits on **5+**.

You may repeat this process as long as there is more than one Ent in *Fangorn*. The SP cannot respond in any way, no Combat cards are played by either player, and no terrain affects the roll.

If the SP player has moved an army into a region containing an Ent, that army can be attacked as above as though it was in an adjacent region.

If an Ent attack eliminates all SP units in *Orthanc*, or if *Orthanc* is free of enemy units and an Ent is moved there, remove *Saruman* from the game.

The number of Ents is limited to those available; once removed they are out of the game. If all 3 *Ents Awake* cards have been played, remove all remaining Ents.

The FP cannot control a region with Ents.

SIEGE ENGINES

TREBUCHETS

Muster 1 trebuchet in a FP-controlled stronghold belonging to an *active* nation (even if besieged).

Trebuchets are placed in the Stronghold box. They cannot move and do not count towards stacking limits.

A maximum of 2 **Siege Towers** (SP) and 2 **Trebuchets** (FP) are allowed in a region.

The number of engines is limited to those available; you cannot voluntarily destroy one in play.

At the start of a siege battle, the player with the higher number of siege engines has **siege engine superiority**.

If both players have the same number of engines, no player has superiority, but before Combat cards are played the FP can remove one of his engines to claim superiority until the end of the battle.

Superiority may change during the round, but superiority claimed using the *tie* rule lasts until the battle's end.

If an army is eliminated or moves out of the region, all its siege engines are immediately eliminated.

All engines in a besieging army are eliminated when the siege ends. Eliminated engines may be rebuilt.

CHARACTERS

Action die required to play shown.

GANDALF THE WHITE
Add 1 to Dice Pool

May enter if *Gandalf the Grey* is no longer with the Fellowship and any Shadow Minion has been in play.

Replace *Gandalf the Grey*, otherwise, place *Gandalf the White* in *Fangorn* or in a FP-controlled Elven stronghold (even if besieged).

ARAGORN: HEIR TO ISILDUR
Add 1 to Dice Pool

May enter if *Strider* is in *Minis Tirith*, *Dol Amroth*, or *Pelagir*, and that settlement is FP-controlled (even if besieged).

Replaces *Strider*.

LADY GALADRIEL
Add 1 to Dice Pool
(unless *Gandalf the White* in play)

May enter if Sauron or the Elves are *At War*, *Gandalf the White* is not in play, and *Lórien* is FP-controlled (even if besieged). Place in *Lórien*.

Whenever a standard (beige) Hunt tile with an Eye token is drawn, the FP may use an Elven Ring token to remove it permanently from play and have another tile drawn instead. No more than one Elven Ring can be used during the same turn for this or any other purpose.

Lady Galadriel cannot move and is removed from play if the SP controls *Lórien*.

GOLLUM

Enters automatically as soon as no Companions are left in the Fellowship.

Gollum automatically becomes Guide of the Fellowship and his special abilities apply immediately.

SMÉAGOL

Enters automatically if the *Sméagol Hunt* tile is drawn and *Gollum* has not yet entered play.

Sméagol automatically becomes Guide of the Fellowship.

Fortification   FP Town   SP City   FP City   SP City   FP Stronghold   SP Stronghold

Sauron   Southrons & Easterlings   Isengard   Elves   Dwarves   Rohan   North   Gondor

MOVEMENT

ARMIES

Move to an adjacent region free of enemy units. Units not *At War* cannot cross another nation's borders.

No unit can be moved twice by the same action.

STACKING

Stacking limit is **10 army units**. Stacking limit in a stronghold is 5 army units.

Leaders, Nazgûl, Companions, Minions, and the Fellowship do not count.

FP LEADERS

FP Leaders cannot move on their own and must always be part of a friendly army.

SP LEADERS (NAZGÛL)

All Nazgûl (including the *Witch-king*) do not have to be part of an army and may move to *any* region with a single move.

They are unaffected by an enemy army in the same region. Alone, they may only enter a region containing a FP-controlled stronghold if it is being besieged by a SP army.

FP CHARACTERS (COMPANIONS)

All Companions may move a number of regions equal to or less than their **level**. A group uses the *highest* level.

They are unaffected by enemy armies, but must stop when entering a region with a SP stronghold. They cannot enter or leave a region with a besieged friendly stronghold.

When **separating from the Fellowship** (cannot in *Mordor*), move a number of regions equal to level *plus* the current number of the Progress counter.

SP CHARACTERS (MINIONS)

Any Minion without an army cannot move into a FP-controlled stronghold.

The Mouth of Sauron moves in the same way as a Companion. Alone, he is unaffected by enemy armies, but cannot move into a region with a FP-controlled stronghold, or enter or leave a region with a SP stronghold besieged by FP armies.

Saruman cannot leave Orthanc.

FIELD BATTLES

Only units belonging to a nation *At War* can start a battle.

If attacking an enemy defending a region with a stronghold, the defender chooses *before every battle round* whether to **fight a field battle** or **retreat into a siege**.

1 PLAY COMBAT CARDS

Attacker, then defender, declares intent to play **1 combat card**. Reveal cards simultaneously.

2 DETERMINE STRENGTH

Attack Strength: Total army units (not Leaders / Characters). The attacker *only* may commit a partial force.

Leadership Value: Total Leaders plus Character Leadership values.

3 ROLL BATTLE DICE

Both sides roll dice equal to their **Attack Strength** (max 5).

Can re-roll a number of dice equal to **Leadership Value** (max 5).

Attacker and defender hit on 5 or 6 (natural 1 = miss, natural 6 = hit).

Defender in region with city or fortification: Attacker hits on **6+** for first round only.

4 CASUALTIES

One hit eliminates 1 regular unit, or replaces 1 elite unit with 1 regular unit (from casualties).

Leaders and **Characters** are eliminated if all units in an army they are with are eliminated. Nazgûl (not the *Witch-king*) can re-enter as reinforcements.

5 END OF COMBAT ROUND

Attacker may cease the attack. Defender may *retreat* to an adjacent region free of enemy units or enemy-controlled settlements (or a region with an enemy stronghold under siege).

Defender not *At War* may retreat into another friendly nation.

Otherwise **start another round of combat**.

WINNING

If defender is eliminated or retreats, the attacker may move all or part of his attacking units into the contested region.

If a city or stronghold is captured, place a control marker and earn VP.

SIEGES

If the defender retreats into a stronghold, the attacker may immediately move into the region and besiege the stronghold. **The combat then ends.**

A maximum of **5 defending army units** and any number of Leaders are placed in the stronghold box. Excess units are returned to reinforcements.

Player with the most **siege engines** has **superiority**. If tied, FP can immediately eliminate a trebuchet to claim superiority for the duration of the battle.

1 PLAY COMBAT CARDS

2 DETERMINE STRENGTH

3 ROLL BATTLE DICE

SP siege engine superiority: -1 to FP roll on first round.

FP siege engine superiority: +1 to FP roll on first round.

Attacker hits on 6
Defender hits on 5 or 6
(natural 1 = miss, natural 6 = hit).

4 CASUALTIES

5 END OF COMBAT ROUND

A besieged army may never retreat.

The attacker may reduce one of his participating elite units to regular status to extend the battle for another round (it can be extended repeatedly this way).

If the SP has siege engine superiority, he may extend the battle one round *without* reducing an elite unit.

Otherwise, **combat ends**.

WINNING

If defender eliminated, stronghold is **captured**. Place a control marker and earn 2 VP.

Trebuchets in a captured stronghold and siege towers in the attacking army are returned to reinforcements.

SORTIE

An army inside a stronghold under siege may attack the besieging army using an action die for a **sortie**.

The besieged army fights a field battle for at least one round, but may cease the battle by moving back into the stronghold. If they win, they cannot advance outside of the region.

THE FELLOWSHIP OF THE RING

MOVE THE FELLOWSHIP
Use a Character die (or appropriate Event card) to advance the Fellowship marker one space if *hidden*.

If all Companions leave the Fellowship, *Gollum* becomes Guide of the Fellowship.

HEALING
If the Fellowship is *declared* in a region with a FP stronghold (even under siege) or city not under enemy control, **heal 1 point of Corruption.**

DECLARING
The FP may only *declare* the Fellowship if it is *hidden*.

Move the Fellowship figure and reset the Progress counter (*hidden* side up) to 0.

If the FP is forced to draw a Hunt tile, ignore any *reveal* icon if the Fellowship has been *declared* in a FP stronghold or city.

REVEALING
The FP may be *revealed* by the SP if it is *hidden*.

Move the Fellowship figure and reset the Progress counter (*revealed* side up) to 0.

The move can *never* end in a region with a city or stronghold controlled by the FP.

When the Fellowship is *revealed* by the SP and its path traced from its last known position, if it has *moved through, is moving from, or has moved into* a Shadow stronghold still controlled by the SP, then **a Hunt tile is immediately drawn** as if a Hunt has been successful.

MERRY & PIPPIN
Once separated as a result of using their Guide ability, *Merry* and *Pippin* follow the normal rules for separating Companions.

Either or both can separate as a result of one Hunt tile. If both are separated as a result of the same tile they must move as a group.

Their Guide ability can be used in *Mordor*, but they will be eliminated as soon as they separate.

If they use their Guide ability when a Hunt tile with a Reveal icon is drawn, they are separated from the Fellowship before it is *revealed* and moved.

THE HUNT FOR THE RING

HUNT ROLL
Each time the Fellowship moves, the SP must roll dice equal to the number of Shadow dice in the Hunt box (max 5).

Add +1 to each result for each FP die in the box.

If the last known Fellowship position is in a region that contains: a SP-controlled stronghold; one or more SP units; or one or more or Nazgûl, **re-roll 1 failed die** for each of these conditions that apply.

If the *Witch-king: Chief of the Ringwraiths* is in play, *each* Nazgûl grants a re-roll.

At least one result of 6+ is a success.

SUCCESSFUL HUNT
SP draws one Hunt tile (set tile aside).

2 NUMBER
Hunt damage must be taken in **Corruption**, or by eliminating the Guide *or* a random Fellowship Companion (including the Guide, but not *Gollum*).

If the damage is higher than that Companion's level, excess is taken as Corruption.

If the number is negative, lose that amount of Corruption.

EYE
If an action die was used to move the Fellowship, damage is equal to the number of Hunt successes rolled.

If the tile was drawn due to an Event card, or because the Fellowship moved in, out, or through a Shadow stronghold, damage is 0.

Galadriel can use an Elven Ring to permanently discard an Eye tile and draw another (once per turn only).

DIE
SP rolls 1 die: Hunt damage equals the number rolled.

REVEAL
Fellowship is *revealed* unless in a FP city or stronghold.

SMÉAGOL
Hunt damage 0. If *Gollum* is already in play, discard and draw another tile.

Otherwise *Sméagol* joins the Fellowship as Guide; remove the tile from the game.

If *Sméagol* is already in play, put the tile back into the pool.

Discard *Sméagol* if the Fellowship is *declared* in a FP city or stronghold.

ADD DIE TO HUNT BOX
If an action die was used to move the Fellowship, now place it in the Hunt box.

MORDOR AND MOUNT DOOM

ENTERING MORDOR
When the Fellowship reaches either *Morannon* or *Minas Morgul*, the FP *must* declare its position.

Move to the **Mordor track**.

Create a new **Hunt Pool** by placing all **Eye** tiles previously drawn back with the remaining Hunt pool tiles, and adding any **special tiles** put in play by Event cards.

MOVE THE FELLOWSHIP
Use a Character die (or Event card) to advance the Fellowship figure one space on the *Mordor* track.

The Fellowship must be *hidden* to advance. If *revealed*, the FP must, as normal, use a Character action die to hide the Fellowship again.

If at the end of a turn the Fellowship has not attempted to move or hide in *Mordor* that turn, take **1 Corruption**.

AUTOMATIC HUNT DRAW
SP draws one Hunt tile (set tile aside).

EYE
Hunt damage is equal to number of dice in the Hunt box (both SP and FP). There is no maximum damage.

STOP
The Fellowship does not advance.

FACTIONS

CORSAIRS OF UMBAR

May enter if Southrons & Easterlings nation is *At War*. Place 2 ships in *Umbar*.

Muster 1 ship and 1 Southrons & Easterlings regular unit in *Umbar* (must be controlled by the SP).

Corsair ships are not SP army units.

Ships are not considered part of an army, do not count towards stacking, and are unaffected by enemy units.

Move a fleet (one or more ships) up to 2 coastal regions away using an Army die.

The SP may **move an army** in a region with a ship to any other region free (for the purposes of army movement) with a ship, using an Army die (or Character die with a Leader). Units cannot retreat using ships.

The SP may **attack a region** with a ship from another region with a ship, using an Army die (or Character die with a Leader). The attacking army cannot retreat, and all ships in the contested region are eliminated if the army is eliminated.

If a SP army in a region with ships is eliminated or forced to retreat, all ships are eliminated.

The SP cannot control a region with ships.

THE HILLMEN OF DUNLAND

May enter if Isengard nation is *At War*. Place 2 Dunlendings in each of the 2 *Dunland* settlements.

Muster 2 Dunlendings in an Isengard or Rohan region with a SP army (unless inside a besieged stronghold).

One hit eliminates 2 Dunlendings. One Dunlending alone cannot be taken as a casualty until it is the last unit remaining.

SIEGE ENGINES

SIEGE TOWERS

Muster 1 siege tower in a region with a SP army besieging a SP-controlled stronghold.

Siege towers are placed in front of the Stronghold box. They cannot move and do not count towards stacking limits.

A maximum of 2 **Siege Towers** (SP) and 2 **Trebuchets** (FP) are allowed in a region.

The number of engines is limited to those available; you cannot voluntarily destroy one in play.

At the start of a siege battle, the player with the higher number of siege engines has **siege engine superiority**.

If both players have the same number of engines, no player has superiority, but before Combat cards are played the FP can remove one of his engines to claim superiority until the end of the battle.

Superiority may change during the round, but superiority claimed using the *tie* rule lasts until the battle's end.

If an army is eliminated or moves out of the region, all its siege engines are immediately eliminated.

All engines in a besieging army are eliminated when the siege ends. Eliminated engines may be rebuilt.

CHARACTERS

Action die required to play shown.

SARUMAN
Add 1 to Dice Pool

May enter if the Isengard nation is *At War* and *Orthanc* is SP-controlled (even if besieged). Place in *Orthanc*.

THE MOUTH OF SAURON
Add 1 to Dice Pool

May enter if all FP nations are *At War* or the Fellowship is in *Mordor*. Place in any region with a Sauron stronghold.

THE BALROG OF MORIA
Add 1 to Dice Pool
(unless the *Witch-King* is in play)

May enter if *the Witch-king* is not in play. Place the Balrog and 1 Sauron unit (regular or elite) in *Moria* (the unit is not recruited if *Moria* is besieged or FP-controlled). Advance the Elf, Dwarf and North nations one step each on the Political track.

If the Fellowship is revealed or declared, and has moved through, is moving from, or is moving into a region occupied by the *Balrog*, draw and apply a Hunt tile, ignoring any Reveal icon.

If the tile is an Eye, eliminate the *Balrog* and the Guide (discard the tile without either effect if *Gollum* is the Guide).

The Balrog is not a Minion for the purposes of playing *Gandalf the White*.

THE WITCH-KING: THE BLACK CAPTAIN
Add 1 to Dice Pool

May enter if the Sauron nation is *At War*. Place in any region with a SP army that includes at least one Sauron unit.

THE WITCH-KING: CHIEF OF THE RINGWRAITHS
Add 1 to Dice Pool

May enter if the Fellowship is not in a FP stronghold and *The Black Captain* is not in play. Place in the Ringbearers region.

All cards referring to 'the Witch-king' can be used with the *Chief of the Ringwraiths*. **Only one version of the Witch-king can be brought into play during the game.**

Fortification	FP Town	SP Town	FP City	SP City	FP Stronghold	SP Stronghold

Sauron	Southrons & Easterlings	Isengard	Elves	Dwarves	Rohan	North	Gondor

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FACTIONS

THE ENTS OF FANGORN

May enter if a Companion is in *Fangorn* and *Saruman* is in play. Place 1 Ent in *Fangorn*.

Muster 1 Ent in *Fangorn* if a Companion is in *Fangorn* and the *Voice of Saruman* ability is used.

Ents are not FP army units. Ents are not considered part of an army, do not count towards stacking, do not affect enemy movement, and are unaffected by enemy units.

Ents can move and attack the enemy only when activated by an *Ents Awake* Event card. One Ent must always remain in *Fangorn*. All extra Ents may move and attack when the card is played.

To **move the Ents**, take one from *Fangorn* and place it in a region free of enemy units, adjacent to a region already containing an Ent. You may repeat this process as long as there is more than one Ent in *Fangorn*.

To **attack a SP army** adjacent to a region with an Ent, eliminate one from *Fangorn* and roll **5 dice, scoring hits on 5+**.

You may repeat this process as long as there is more than one Ent in *Fangorn*. The SP cannot respond in any way, no Combat cards are played by either player, and no terrain affects the roll.

If the SP player has moved an army into a region containing an Ent, that army can be attacked as above as though it was in an adjacent region.

If an Ent attack eliminates all SP units in *Orthanc*, or if *Orthanc* is free of enemy units and an Ent is moved there, remove *Saruman* from the game.

The number of Ents is limited to those available; once removed they are out of the game. If all 3 *Ents Awake* cards have been played, remove all remaining Ents.

The FP cannot control a region with Ents.

SIEGE ENGINES

TREBUCHETS

Muster 1 trebuchet in a FP-controlled stronghold belonging to an *active* nation (even if besieged).

Trebuchets are placed in the Stronghold box. They cannot move and do not count towards stacking limits.

A maximum of 2 **Siege Towers** (SP) and 2 **Trebuchets** (FP) are allowed in a region.

The number of engines is limited to those available; you cannot voluntarily destroy one in play.

At the start of a siege battle, the player with the higher number of siege engines has **siege engine superiority**.

If both players have the same number of engines, no player has superiority, but before Combat cards are played the FP can remove one of his engines to claim superiority until the end of the battle.

Superiority may change during the round, but superiority claimed using the *tie* rule lasts until the battle's end.

If an army is eliminated or moves out of the region, all its siege engines are immediately eliminated.

All engines in a besieging army are eliminated when the siege ends. Eliminated engines may be rebuilt.

CHARACTERS

Action die required to play shown.

GANDALF THE WHITE
Add 1 to Dice Pool

May enter if *Gandalf the Grey* is no longer with the Fellowship and any Shadow Minion has been in play.

Replace *Gandalf the Grey*, otherwise, place *Gandalf the White* in *Fangorn* or in a FP-controlled Elven stronghold (even if besieged).

ARAGORN: HEIR TO ISILDUR
Add 1 to Dice Pool

May enter if *Strider* is in *Minas Tirith, Dol Amroth*, or *Pelagir*, and that settlement is FP-controlled (even if besieged).

Replaces *Strider*.

LADY GALADRIEL
Add 1 to Dice Pool
(unless *Gandalf the White* in play)

May enter if Sauron or the Elves are *At War*, *Gandalf the White* is not in play, and *Lórien* is FP-controlled (even if besieged). Place in *Lórien*.

Whenever a standard (beige) Hunt tile with an Eye is drawn, the FP may use an Elven Ring token to remove it permanently from play and have another tile drawn instead. No more than one Elven Ring can be used during the same turn for this or any other purpose.

Lady Galadriel cannot move and is removed from play if the SP controls *Lórien*.

GOLLUM

Enters automatically as soon as no Companions are left in the Fellowship.

Gollum automatically becomes Guide of the Fellowship and his special abilities apply immediately.

SMÉAGOL

Enters automatically if the *Sméagol Hunt* tile is drawn and *Gollum* has not yet entered play.

Sméagol automatically becomes Guide of the Fellowship.

Fortification	FP Town	SP Town	FP City	SP City	FP Stronghold	SP Stronghold

Sauron	Southrons & Easterlings	Isengard	Elves	Dwarves	Rohan	North	Gondor

WAR ☉ RING

DWARVES

	Regular	Elite	Leader
Erebor	1	1	1
Ered Luin	1	-	-
Iron Hills	1	-	-
Reinforcements	**2**	**4**	**3**

ELVES

	Regular	Elite	Leader
Grey Havens	1	1	1
Rivendell	-	2	1
Woodland Realm	1	1	1
Lorien	1	2	1
Reinforcements	**2**	**4**	**-**

GONDOR

	Regular	Elite	Leader
Minas Tirith	3	1	1
Dol Amroth	3	-	-
Osgiliath	2	-	-
Pelagir	1	-	-
Reinforcements	**6**	**4**	**3**

THE NORTH

	Regular	Elite	Leader
Bree	1	-	-
Carrock	1	-	-
Dale	1	-	1
North Downs	-	1	-
The Shire	1	-	-
Reinforcements	**6**	**4**	**3**

ROHAN

	Regular	Elite	Leader
Edoras	1	1	-
Fords of Isen	2	-	1
Helm's Deep	1	-	-
Reinforcements	**6**	**4**	**3**

SAURON

	Regular	Elite	Nazgûl
Barad-Dûr	4	1	1
Dol Guldur	5	1	1
Gorgoroth	3	-	-
Minas Morgul	5	-	1
Moria	2	-	-
Mount Gundabad	2	-	-
Nurn	2	-	-
Morannon	5	-	1
Reinforcements	**8**	**4**	**4**

SOUTHRONS & EASTERLINGS

	Regular	Elite
Far Harad	3	1
Near Harad	3	1
North Rhûn	2	-
South Rhûn	3	1
Umbar	3	-
Reinforcements	**10**	**3**

ISENGARD

	Regular	Elite
Orthanc	4	1
North Dunland	1	-
South Dunland	1	-
Reinforcements	**6**	**5**