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Game: **THE LORD OF THE RINGS: FATE OF THE FELLOWSHIP**

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THE LORD OF THE RINGS FATE of the FELLOWSHIP

SETUP

Place the **board** in the center of the play area. Place the **threat rate marker** on the threat rate track and the **hope marker** on the hope track (each on the space with a dot).

Place the 2 special **shadow cards** (*The Drums of War* and *The Wheels of Saruman*) into the shadow discard pile. Then shuffle all the remaining shadow cards (they have 2 different backs) and stack them facedown on the board as the shadow deck.

Small troop-shaped meeple symbols on the colored locations show the starting positions for **troops**. Icons near the region labels show the starting positions for the **Eye of Sauron** and the **Nazgûl**.

Add 3 **Dwarven** troops (grey) to grey locations: 1 in Ered Luin, 1 in Erebor, and 1 in Iron Hills.

Add 4 **Elven** troops (green) to green locations: 1 in the Grey Havens, 1 in Rivendell, 1 in Lórien, and 1 in Woodland Realm.

Add 3 **Rohirrim** troops (brown) to brown locations: 1 in Helm's Deep, 1 in Eodoras, and 1 in Eastemnet.

Add 5 **Gondor** troops (blue) to blue locations: 2 in Minas Tirith, 2 in Dol Amroth, and 1 in Pelargir.

Place the remaining friendly troops of each type in the supply (there will be 5 of each army left).

Add 18 **shadow troops** (red) to red locations: 1 in Dunland, 1 in Isengard, 2 in Moria, 1 in Dol Guldur, 3 in Rhûn, 2 in Minas Morgul, 2 in Barad-dûr, 3 in Núrn, 1 in Umbar, and 2 in Near Harad.

Draw 9 **shadow cards**, 1 at a time, and put 1 shadow troop into the red location featured on each card (do not follow any other instructions on the cards). Then discard these cards to the shadow discard pile. Leave the remaining 21 shadow troops in the supply. During the game, there is no limit to the number of shadow troops that can be in a location.

Add 9 **Nazgûl** to regions: 2 in Eriador, 1 in Rhadaur, 1 in the Misty Mountains, 1 in Gondor, and 4 in Mordor.

Put the **Eye of Sauron** marker on Eriador.

Put the *Destroy the One Ring* objective card (marked with a red star) and 3 other randomly selected objectives faceup by the board (or use one of the suggested scenarios). Return the rest to the box. Follow any setup instructions on the objective cards.

Take any **character cards** listed by the objective cards and add randomly selected character cards until you have a total of 2 character cards for each player. Shuffle them all together and give each player 2 randomly selected cards.

Frodo & Sam count as 1 character for all game purposes, as do Merry & Pippin.

Each player takes 2 **reference cards**.

Each player puts their 2 **character figures** into the starting locations shown on their character cards. Return all unused character cards and figures, and reference cards, to the box.

Set aside the 12 *Skies Darken* cards. Shuffle the 14 **event cards**, then, without looking, select a number of them based on the number of players: **5 players:** 9 events; **4 players:** 7 events; **3 players:** 6 events; **2 players:** 6 events; **1 player:** 5 events.

Shuffle these event cards with the 48 **region cards**. Deal a starting hand to each player from these cards based on the number of players: **5 players:** 2 cards each; **4 players:** 2 cards each; **3 players:** 3 cards each; **2 players:** 4 cards each; **1 player:** 4 cards.

Players always keep their hands faceup for everyone to see.

Decide on a **difficulty level**. Divide the remaining player cards into a number of facedown stacks depending on your difficulty level: **introductory:** 4 stacks; **standard:** 5 stacks. Shuffle 1 *Skies Darken* card facedown into each stack.

Shuffle the cards within each stack, then pile up the stacks on top of each other to form the player deck (if some piles are larger, put those nearest the top of the deck). Place this on the draw space in the lower right corner of the board. Return the unused event and *Skies Darken* cards to the box without looking at them.

The player with the region card showing the lowest number on it takes the first turn.

GAME TURN

All players are on the same team, winning or losing the game together. Players can freely give each other advice, but the player whose turn it is decides what to do.

Players take turns in clockwise order. On your turn complete the following 3 steps.

Both of your characters share your hand of cards (and your tokens). You can gain a card/token with one character and use it with the other.

Each player's hand can have both **region** and **event cards** in it. During a turn, *any* player may play **event cards**. This is not an action. The player who plays the card decides how it is used. After playing an event card, discard it to the player discard pile.

Region cards have **symbols** (**friendship** ♡, **valor** ✂, **stealth** ▲, **resistance** ⚡) that can be spent to perform actions and activate abilities. To spend a symbol, either discard a player card from your hand showing that symbol to the player discard pile, or return one of your tokens showing that symbol to the supply.

When you gain a symbol token, take it from the supply. If the symbol runs out, you do not receive a token.

1. DO ACTIONS

On your turn, you may do up to 4 actions with 1 of your characters and up to 1 action with the other. You can do actions with either character first, but you must complete all of the actions with 1 character before doing any actions with the other.

If you are missing a character, do 4 actions with the character you do have.

If an action involves spending cards or tokens as symbols, both of the characters you control share your hand of player cards and your tokens.

Select any combination of the following 6 actions. You may do the same action several times, each time counting as 1 action. Your characters' special abilities may change how you do an action.

TRAVEL

Move the character you are currently doing actions with to a connected location along a normal path, special path, or battle line. If there are other characters or friendly troops in your starting location, they can also come along with you (ask permission before moving other players' characters).

Moving with friendly troops: You may take any friendly troops in your location with you when you travel. Friendly troops may not move on their own.

Special paths: These paths have a cost shown on them. To use the path, the character doing the travel action must spend these additional symbols.

Battle lines: You may travel along battle lines in either direction (the arrows are used for moving shadow troops only).

When Frodo does the travel action or another character does the travel action and brings Frodo along, the character doing the travel action must either **spend 1** ♠ or **roll a search for Frodo's destination**. This is in addition to the cost for special paths.

FELLOWSHIP

Give If your character is in the same location as another player's character, and you both agree to it, either **give a card** matching your region to that player, or **take a card** matching your region from that player.

If the player who gets the card now has more than 7 cards in hand, they must immediately discard a card or play an event card.

PREPARE

At a haven, discard a region card to take a symbol token that matches the symbol shown on the card (♠, ✂, ▲, ♡, ⚡). If there aren't enough symbol tokens of that type in the supply, you may not do this action.

MUSTER

At a ♠, ♣, ♡, or ♠ location, spend 1 ♡ to add 1 troop matching the color of your character's location to their location.

You cannot **muster** in locations that are white or red. You may not **muster** if there aren't any more troops of that color in the supply.

ATTACK

You may do the **attack** action if there are friendly troops and shadow troops in your character's location.

Shift the **Eye of Sauron** to the region where the attack is taking place (attacks started by the characters can help draw his gaze away from Frodo). Next, **roll a battle**.

CAPTURE

If you have a character at a shadow stronghold with at least 1 friendly troop while no shadow troops are present, your character may spend 3 ✂ to **capture** it.

If you capture a shadow stronghold (printed on the board), place a haven token on it. It will now function as a haven.

If you capture a shadow stronghold that was formerly a haven, remove the shadow stronghold token. It functions as a haven again.

Next, shift the Eye of Sauron to the region and gain 2 **HOPE** (move the hope marker up 2 spaces on the hope track).

If you capture Moria, Isengard, Dol Guldur, or Umbar, shadow troops will no longer appear at the captured stronghold. Do not add a shadow troop there whenever a shadow card instructs you to do so.

DESTROYING THE ONE RING

Frodo can attempt this special action at Mount Doom by spending 5 ♠, but only if the other objectives have been completed.

Frodo must make a final search roll. Roll 1 **search die** ♠ for each Nazgûl and shadow troop present, but add 1 ♠ for each **HOPE** missing from the hope track. Roll a maximum of 7 dice.

After that roll, if at least 1 **HOPE** remains, the players win the game.

2. DRAW 2 PLAYER CARDS

Draw the top 2 cards together from the player deck. If the player deck runs out of cards, lose 1 **HOPE** for each player card you cannot draw.

If you ever have more than 7 cards in hand (after first resolving any *Skies Darken* cards you may have drawn), discard cards and/or play events until you have 7 in hand (only player cards count).

SKIES DARKEN CARDS

If your card draw includes any *Skies Darken* cards, resolve them:

- The Shadow Grows:** Advance the threat rate marker 1 space on the threat rate track.
- I See You!** If the Eye of Sauron is in Frodo's region, lose 2 **HOPE**. Otherwise, shift the Eye to Frodo's region.
- Under Cover of Darkness:** Add 3 shadow troops to the location indicated. If there aren't enough shadow troops in the supply, lose 1 **HOPE** for each shadow troop you cannot place.
If there are friendly troops in the location where the shadow troops are added, **roll a battle**.
- The Danger Intensifies:** Shuffle the cards in the shadow discard pile, then place them facedown on top of the shadow deck.

If you draw 2 *Skies Darken* cards at once, do all 4 steps above once and then do them again.

After resolving any *Skies Darken* cards, remove them from the game.

3. DRAW SHADOW CARDS

Flip over the top card of the shadow deck and place it faceup next to the deck. **Resolve only half of the flipped card**. If a red flag is showing on the top of the shadow deck, resolve the top section of the flipped card. If a black banner is showing on the top of the shadow deck, resolve the bottom section.

Do this a number of times equal to the current **threat rate** on the threat rate track. Place the shadow cards into the resolve area of the board as you draw them to help you remember how many you have drawn. Then, when you have resolved all the shadow cards for this turn, move them into the discard area.

If either *The Drums of War* and *The Wheels of Saruman* special shadow cards are drawn, follow their instructions instead of advancing or reinforcing.

ADVANCE

Move every shadow troop on the shown battle line 1 space forward.

Battle lines start at a red shadow location, follow a colored arrow, and end at a haven. Begin by moving the frontmost shadow troops on the battle line, then proceed to the next location with shadow troops on the battle line, and so on, continuing in this way until you move all the troops on that line once.

Advance shadow troops even if they are in a location with friendly troops. If there are no shadow troops anywhere on the indicated battle line, there is no effect. Shadow troops at the end of the indicated battle line do not advance (but they will still roll a battle if friendly troops are present).

Resolve battles: After advancing shadow troops, **roll a battle** in each location on the battle line containing both shadow troops and friendly troops, starting with the frontmost location of the battle line and moving backward.

Losing a haven: If shadow troops now occupy a haven and no friendly troops are present, it becomes a shadow stronghold. Cover the haven with a shadow stronghold token (or remove the haven token) and lose 3 **HOPE**.

REINFORCE

Add 1 shadow troop to the indicated location. There is no limit to the number of shadow troops in any location.

If there aren't enough shadow troops in the supply, lose 1 **HOPE** for each shadow troop you cannot place.

If the indicated location was captured (and is now a haven), do not add the shadow troop.

Resolve battles: If friendly troops are present in that location, roll a battle.

Special orders: Next, follow the instructions on the bottom section of the card:



Shift the Eye of Sauron to Frodo's region (16 cards). If the Eye is already in Frodo's region, **roll a search**.



Move 2 Nazgûl closer to Frodo (16 cards). Move the 2 Nazgûl closest to Frodo (not including those in his current region), 1 at a time, 1 region closer.



Deploy 3 Nazgûl from Mordor to the Eye of Sauron (16 cards). Move 3 Nazgûl directly into the region with the Eye. Take them, 1 at a time, from Mordor. If Mordor is empty, take them, 1 at a time, from the regions with the most Nazgûl (not including the region with the Eye). If the Eye of Sauron is in Mordor, recall 3 Nazgûl to Mordor, 1 at a time, from the largest group of Nazgûl outside Mordor.

Multiple possible outcomes: If a special order could have multiple possible outcomes, the current player chooses from among them.

ROLLING A SEARCH

Whenever you're instructed to **roll a search**, roll 1 **search die** for each Nazgûl in Frodo's region and each shadow troop in Frodo's location (check his destination if he is traveling).

Roll a maximum of 7 dice. If there aren't any Nazgûl or shadow troops present, do not roll.

RESULTS



Slip by: No effect.



Weary: Lose 1 **HOPE**.



Exposed: Lose 1 **HOPE**. Ignore if Frodo is in a haven.



Recall: If Nazgûl are present, move 1 to Mordor. If Frodo is in Mordor, no effect.

Fate: Any characters who are present in Frodo's location may reroll 1 search die for each they spend. After doing so, you may spend additional to reroll again.

When Frodo *Puts on the Ring*, he loses 1 **HOPE**, shifts the Eye to his region, then rolls a search ignoring all shadow troops in his location. Nazgûl are not ignored.

ROLLING A BATTLE

If characters do the **attack** action, roll up to 1 **battle die** for each friendly troop in your character's location (min 1, max 3).

If a shadow card or *Skies Darken* card initiates the roll, roll 1 for each shadow troop in the battle location (max 3), and do not shift the Eye of Sauron.

RESULTS



Rout: Remove 1 shadow troop.



Exchange: Remove 1 shadow troop and 1 friendly troop.



Overrun: Remove 1 friendly troop. Ignore if in a haven.



Nazgûl: If Nazgûl are present, remove 2 friendly troops.

Fate: After rolling, any characters who are present may reroll 1 battle die for each they spend.

Show valor: After rolling, any characters who are present in the battle location may remove 1 shadow troop for each they spend.

Losing a haven: If shadow troops now occupy a haven and no friendly troops are present, it becomes a shadow stronghold. Cover the haven with a **shadow stronghold token** (or remove the haven token) and lose 3 **HOPE**.

When all of the above is resolved, the battle roll is over. There can be both friendly troops and shadow troops remaining in the location after a battle roll is resolved.

NOTES

Shift the Eye of Sauron when players do the **attack** action. Do not move it when *Skies Darken* cards or shadow cards initiate a battle roll or when other abilities remove shadow troops.

If friendly troops must be removed when different friendly armies are present (whether Gondor, Rohirrim, Elven, or Dwarven), the current player decides which troops to remove.

If you need to remove more friendly troops or shadow troops than are present, remove what you can and ignore the excess.

You cannot do the **attack** action in a location that has no shadow troops. When you do the **attack** action, you must roll at least 1 battle die.

WINNING AND LOSING

The players win the game when Frodo successfully completes the *Destroy the One Ring* objective. You may complete that objective only after you have completed all the other objective cards. When you complete an objective by meeting its requirements, follow its *When Completed* rules, then turn the card facedown.

You all lose the game if Frodo loses all **HOPE** (the hope marker reaches the 0 space on the hope track).

LOSING HOPE

These are the main ways to lose **HOPE**:

- If you roll a search and get results (lose 1 each).
- If you draw a *Skies Darken* card when the Eye of Sauron is in Frodo's region (lose 2).
- If shadow troops take over a haven (lose 3).
- If you need to add a shadow troop when there aren't any in the supply (lose 1 per missing troop).
- If you need to draw a player card when there aren't any in the deck (lose 1 per missing card).

GAINING HOPE

If you capture a shadow stronghold, gain 2 **HOPE**.

Many objectives and some abilities also let you gain **HOPE**. If the hope marker is at the top of the track, you cannot gain any more **HOPE**.

CARDS

You may spend symbols on cards in any location regardless of the region on the card. The region on the card relates to some actions and character abilities.

You may inspect the player discard pile and the shadow discard pile at any time. You may not examine the backs of the shadow cards in the shadow draw pile (except for the card on top).

TIMING

Most events and some character abilities can be used at any time. These events and abilities can be used on any player's turn except while a search, a battle, or another card or character ability is resolving unless explicitly allowed.

Skies Darken cards and shadow cards are immediately resolved as soon as they are drawn.

If a haven has shadow troops and no friendly troops present after resolving a battle, an action, or any other effect, lose 3 hope and turn it into a shadow stronghold.

If 2 card effects happen simultaneously, the players may freely choose the order in which they occur.

DIFFICULTY LEVELS

Use a different mix of characters, objectives, events, and *Skies Darken* cards every time you play.

Different difficulty levels use different numbers of *Skies Darken* and objective cards during setup:

Introductory: 4 *Skies Darken* cards, 4 objectives.

Standard: 5 *Skies Darken* cards, 4 objectives.

Heroic: 5 *Skies Darken* cards, 5 objectives.

Epic: 6 *Skies Darken* cards, 5 objectives.

Legendary: 6 *Skies Darken* cards, 6 objectives.

When playing a solo or 2 player game, if the objective cards you draw require more characters than are permitted (4 total characters for 2 player games or 5 total characters for solo games), shuffle the objectives and draw a new set.

SUGGESTED SCENARIOS

INTRODUCTORY/STANDARD (4 OBJECTIVES)

First Game: Attain the Blessing of the Elves; "Saruman, Your Staff Is Broken"; Challenge Sauron; Destroy the One Ring.

Keep the Darkness at Bay: Confront the Balrog; Oathbreakers Fulfill Their Duty; Subdue Umbar; Destroy the One Ring.

HEROIC/EPIC (5 OBJECTIVES)

Riders of Rohan: Ride with the Eored; Free Theoden's Mind; Deal with Freca's Heirs; Shieldmaiden No Longer; Destroy the One Ring.

Fate of the Elves: "That Makes Six!"; Arwen Unfurls the Banner; Lay Bare the Pits; Bring Light to Mirkwood; Destroy the One Ring.

Sons of the Steward: Boromir Reclaims His Honor; Secure the Crossing of the Anduin; Unseat Denethor; Infiltrate Minas Morgul; Destroy the One Ring.

LEGENDARY (6 OBJECTIVES)

No Hero Too Small: Avenge Balin; Lift Shadow from Dwarven Lands; Rangers Secure Eriador; Hobbits Pledge Their Loyalty; Shelob's Lair; Destroy the One Ring.

SOLO GAMES

When playing the game solo, you coordinate the efforts of Frodo & Sam and 4 other characters.

SETUP

Set up as normal, with these changes:

1. Place the Frodo & Sam character card by the side of the game board.
2. Randomly select 4 other character cards and place them faceup and side by side in a row in front of you. If this is your first time playing the game, use Merry & Pippin, Eowyn, Legolas, and Gandalf.
3. Put the **solo token** on the leftmost character card.
4. Place the figures for all of these characters in their starting locations.

PLAYING THE GAME

During your turn, the character with the **solo token** on them can do up to 4 actions. On the first turn, this is the leftmost character in front of you. Either before or after you do all of that character's actions, you may do 1 bonus action with Frodo & Sam.

After doing all of these actions, complete the rest of the turn.

Next, shift the solo token to the right onto the next character in line. After all 4 characters in front of you have had a turn, return the solo token to the leftmost character.

Since you never place the solo token on the Frodo & Sam character card, they never get a 4 action turn.

All 5 of your characters share the same hand of player cards and symbol tokens.

Although Frodo & Sam will normally do only 1 action per turn, you can have other characters **travel** with them to help advance them.

ACTIONS

These actions are modified when playing as a single player:

PREPARE

When doing the **prepare** action, your character must be in the card's region in addition to being in a haven. You cannot **prepare** certain region cards since some regions do not have havens.

FELLOWSHIP

Do not use the **Fellowship** action when playing as a single player since all of your characters share the same hand of cards.

THE LORD OF THE RINGS FATE of the FELLOWSHIP

1. DO ACTIONS

On your turn, you may do up to 4 actions with 1 of your characters and up to 1 action with the other.

TRAVEL

Move to a connected location (if along battle lines, in either direction). Spend symbols for special paths. Characters and friendly troops may accompany you.

When Frodo travels, the current player must either spend 1 or roll a search for Frodo's destination.

FELLOWSHIP

If your character is in the same location as another player's character, give or take a card matching your region to/from that player.

PREPARE

At a haven, discard a region card to take a token with the same symbol (, , , or).

MUSTER

At a , , , or location, spend 1 to add 1 friendly troop matching the color of your location.

ATTACK

If your location has friendly and shadow troops, shift the to your region, then roll a battle.

CAPTURE

If you are in a shadow stronghold with at least 1 friendly troop and no shadow troops, spend 3 to turn it into a haven. Shift the to your region and gain 2 HOPE.

If you capture Moria, Isengard, Dol Guldur, or Umbar, shadow troops no longer appear at the captured stronghold.

DESTROYING THE ONE RING

If the other objectives have been completed, Frodo can attempt this action at Mount Doom by spending 5 . Roll 1 for each Nazgûl and shadow troop present, adding 1 for each HOPE missing from the hope track (max 7 dice in total). After the roll, if at least 1 HOPE remains, players win the game.

2. DRAW 2 PLAYER CARDS

Draw 2 player cards. If you run out of cards, lose 1 HOPE for each card you cannot draw. Hand limit is 7 cards.

Resolve *Skies Darken* cards then remove them from the game:

- Advance the threat rate marker 1 space.
- If the is in Frodo's region, lose 2 HOPE. Otherwise, shift the to Frodo's region.
- Add 3 shadow troops to the location indicated. If there aren't enough troops, lose 1 HOPE for each troop you cannot place. If there are friendly troops in the location, roll a battle.
- Shuffle the cards in the shadow discard pile, then place them facedown on top of the shadow deck.

3. DRAW SHADOW CARDS

Flip the top shadow card and place it faceup next to the deck. If a red flag is showing on the top of the deck, resolve the top section; if a black banner is showing, resolve the bottom section. Do this a number of times equal to the current threat rate. If either of the special shadow cards are drawn, follow their instructions instead of advancing or reinforcing.

ADVANCE

Move every shadow troop on the shown battle line 1 space forward.

Begin by moving the frontmost troops on the line, then proceed back along the line until you move all the troops on it once.

Advance shadow troops even if they are in a location with friendly troops. If there are no shadow troops on the battle line, there is no effect. Shadow troops at the end of the battle line do not advance (but still roll a battle if friendly troops are present).

After advancing shadow troops, roll a battle in each location on the line containing both shadow troops and friendly troops, starting with the frontmost location and moving backward.

If shadow troops now occupy a haven and no friendly troops are present, it becomes a shadow stronghold. Lose 3 HOPE.

REINFORCE

Add 1 shadow troop to the location. Lose 1 HOPE for each troop you cannot place. If the location is now a haven, do not add the troop. If friendly troops are present in that location, roll a battle.

Then follow the instructions on the bottom section of the card:



Shift the to Frodo's region. If it is already there, roll a search.



Move the 2 Nazgûl closest to Frodo (not including those in his current region), 1 at a time, 1 region closer.



Move 3 Nazgûl directly into the region with the Eye. Take them, 1 at a time, from Mordor. If Mordor is empty, take them from the regions with the most Nazgûl (not including the region with the Eye). If the is in Mordor, recall 3 Nazgûl to Mordor from the largest group of Nazgûl outside Mordor.

ROLLING A SEARCH

Roll 1 for each Nazgûl in Frodo's region and each shadow troop in his location (if traveling, check his destination). Max 7.



Slip by: No effect.



Weary: Lose 1 HOPE.



Exposed: Lose 1 HOPE. Ignore if Frodo is in a haven.



Recall: If Nazgûl are present, move 1 to Mordor. If Frodo is in Mordor, no effect.

Any characters in Frodo's location may reroll 1 for each spent. You may spend additional to reroll again.

ROLLING A BATTLE

Characters roll up to 1 per friendly troop (min 1, max 3).

If a shadow card or *Skies Darken* card initiates the roll, roll 1 per shadow troop (max 3) and do not shift the .



Rout: Remove 1 shadow troop.



Exchange: Remove 1 shadow troop and 1 friendly troop.



Overrun: Remove 1 friendly troop. Ignore if in a haven.



Nazgûl!: If Nazgûl are present, remove 2 friendly troops.

Any characters present may reroll 1 for each spent.

After rolling, any characters who are present in the battle location may remove 1 shadow troop for each they spend.

Havens with shadow troops and no friendly troops become a shadow stronghold. Lose 3 HOPE.

THE LORD OF THE RINGS FATE of the FELLOWSHIP

1. DO ACTIONS

On your turn, you may do up to 4 actions with 1 of your characters and up to 1 action with the other.

TRAVEL

Move to a connected location (if along battle lines, in either direction). Spend symbols for special paths. Characters and friendly troops may accompany you.

When Frodo travels, the current player must either spend 1 or roll a search for Frodo's destination.

FELLOWSHIP

If your character is in the same location as another player's character, give or take a card matching your region to/from that player.

PREPARE

At a haven, discard a region card to take a token with the same symbol (, , , or).

MUSTER

At a , , , or location, spend 1 to add 1 friendly troop matching the color of your location.

ATTACK

If your location has friendly and shadow troops, shift the to your region, then roll a battle.

CAPTURE

If you are in a shadow stronghold with at least 1 friendly troop and no shadow troops, spend 3 to turn it into a haven. Shift the to your region and gain 2 HOPE.

If you capture Moria, Isengard, Dol Guldur, or Umbar, shadow troops no longer appear at the captured stronghold.

DESTROYING THE ONE RING

If the other objectives have been completed, Frodo can attempt this action at Mount Doom by spending 5 . Roll 1 for each Nazgûl and shadow troop present, adding 1 for each HOPE missing from the hope track (max 7 dice in total). After the roll, if at least 1 HOPE remains, players win the game.

2. DRAW 2 PLAYER CARDS

Draw 2 player cards. If you run out of cards, lose 1 HOPE for each card you cannot draw. Hand limit is 7 cards.

Resolve *Skies Darken* cards then remove them from the game:

- Advance the threat rate marker 1 space.
- If the is in Frodo's region, lose 2 HOPE. Otherwise, shift the to Frodo's region.
- Add 3 shadow troops to the location indicated. If there aren't enough troops, lose 1 HOPE for each troop you cannot place. If there are friendly troops in the location, roll a battle.
- Shuffle the cards in the shadow discard pile, then place them facedown on top of the shadow deck.

3. DRAW SHADOW CARDS

Flip the top shadow card and place it faceup next to the deck. If a red flag is showing on the top of the deck, resolve the top section; if a black banner is showing, resolve the bottom section. Do this a number of times equal to the current threat rate. If either of the special shadow cards are drawn, follow their instructions instead of advancing or reinforcing.

ADVANCE

Move every shadow troop on the shown battle line 1 space forward.

Begin by moving the frontmost troops on the line, then proceed back along the line until you move all the troops on it once.

Advance shadow troops even if they are in a location with friendly troops. If there are no shadow troops on the battle line, there is no effect. Shadow troops at the end of the battle line do not advance (but still roll a battle if friendly troops are present).

After advancing shadow troops, roll a battle in each location on the line containing both shadow troops and friendly troops, starting with the frontmost location and moving backward.

If shadow troops now occupy a haven and no friendly troops are present, it becomes a shadow stronghold. Lose 3 HOPE.

REINFORCE

Add 1 shadow troop to the location. Lose 1 HOPE for each troop you cannot place. If the location is now a haven, do not add the troop. If friendly troops are present in that location, roll a battle.

Then follow the instructions on the bottom section of the card:



Shift the to Frodo's region. If it is already there, roll a search.



Move the 2 Nazgûl closest to Frodo (not including those in his current region), 1 at a time, 1 region closer.



Move 3 Nazgûl directly into the region with the Eye. Take them, 1 at a time, from Mordor. If Mordor is empty, take them from the regions with the most Nazgûl (not including the region with the Eye). If the is in Mordor, recall 3 Nazgûl to Mordor from the largest group of Nazgûl outside Mordor.

ROLLING A SEARCH

Roll 1 for each Nazgûl in Frodo's region and each shadow troop in his location (if traveling, check his destination). Max 7.



Slip by: No effect.



Weary: Lose 1 HOPE.



Exposed: Lose 1 HOPE. Ignore if Frodo is in a haven.



Recall: If Nazgûl are present, move 1 to Mordor. If Frodo is in Mordor, no effect.

Any characters in Frodo's location may reroll 1 for each spent. You may spend additional to reroll again.

ROLLING A BATTLE

Characters roll up to 1 per friendly troop (min 1, max 3).

If a shadow card or *Skies Darken* card initiates the roll, roll 1 per shadow troop (max 3) and do not shift the .



Rout: Remove 1 shadow troop.



Exchange: Remove 1 shadow troop and 1 friendly troop.



Overrun: Remove 1 friendly troop. Ignore if in a haven.



Nazgûl!: If Nazgûl are present, remove 2 friendly troops.

Any characters present may reroll 1 for each spent.

After rolling, any characters who are present in the battle location may remove 1 shadow troop for each they spend.

Havens with shadow troops and no friendly troops become a shadow stronghold. Lose 3 HOPE.