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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



HUNT FOR THE RING

PART 1: THREE IS COMPANY

One player is the **Ring-bearer** player. The other player or players are the **Ringwraith** players, and control the Nazgûl. Ringwraith players should divide the Nazgûl between them.

ADJACENT

Any 2 spaces on the board (dots or locations) are **adjacent** if they are directly joined by a path or road, and thus within 1 space of movement from each other.

CONNECTED

Any 2 spaces on the board (dots or locations) are **connected** if they are adjacent to one another or are separated only by dots. A location is also connected to itself.

WITHIN REACH

A location is **within reach** if it is adjacent to Frodo's last location, or, if it is connected to Frodo's last location by a number of dots equal to, or less than, the number of dots marked on the journey log after the last location.

SETUP

Set aside these components: the Part 2 corruption tiles (grey); the 2 decks of journey cards; the deck of Part 2 ally cards (orange back); Gandalf's reference card, figure, and deed tokens; the *Lord of the Nazgûl's* reference card, figure, and action die; and Strider's company card. Use the Part 1 side of the board.

Ring-bearer player

Place the **Ring-bearer's screen** in front of you with the Part 1 board image vertical. Fold a blank sheet of paper to size, insert it into the **journey log**, and place that at the bottom of the screen, Part 1 side faceup.

Place 3 **fellowship tokens** on the large dark green space on the journey log to form the fellowship pool.



Randomly draw 1 **Frodo's starting location token** and secretly look at it (return the rest to the box). Place it on Frodo's portrait on the journey log.

Place the **company cards** *Frodo Baggins*, *Samwise Gamgee* and *Peregrin Took* in front of you, ability faceup. Set aside the *Meriadoc Brandybuck* card.

Shuffle the **ally cards** for Part 1 (green back), then draw 3 cards to form your starting hand.

Place the **turn marker** on the leftmost **daylight** box on the **turn track**, **RING** side facing up. Place the **corruption marker** on the 0 space of the **corruption track**. Place the **Frodo figure** on the 0 space of the **movement track**.

Randomly draw 5 **information tokens** and secretly look at them. Choose 1 token and give it to the Ringwraiths. Keep the remaining 4 tokens behind your screen, on the spaces on the light green background on the journey log. Return the remaining tokens unseen to the box.

Ringwraith player(s)

Divide the **Nazgûl figures** and the corresponding **Ringwraith cards** among the Ringwraith players. Those controlling 2 or more Nazgûl must arrange their cards in the order they want them to act during the game.

Place the **Black Riders reference card** in view of all players, with the information token received from the Ring-bearer player on the card, unlocking the first ability.

Place the **Ringwraith log tokens** close to all Ringwraith players.

Shuffle the **sorcery cards**. Each Ringwraith player draws 1 card to form his starting hand (only 1 card per player, regardless of the number of Nazgûl controlled). During the game, each Ringwraith player holds a separate hand of sorcery cards.

Place the standard beige Part 1 **corruption tiles** in an opaque container or a stack to form the **hunt pool**. Keep the 2 red **special corruption tiles** separate.

Give the **lead player token** to 1 Ringwraith player chosen at random. Starting with the lead player, all Ringwraith players place their Nazgûl figures on the board, each on a different Nazgûl starting location.

The lead player takes the 6 **Ringwraith action dice** (the action dice pool) and rolls them. The Ring-bearer player takes 1 fellowship token from the fellowship pool for each **SHADOW** result rolled, and places the token(s) on Frodo's company card.

GAME DAYS

The game is divided into **days**, each of which represents 1 day of travel and is divided into 3 **turns** tracked by the turn marker: 2 **daylight turns** and 1 **nightfall turn**. At the end of each day there is a **Refresh step**, then a new day begins.

During each turn, the Ring-bearer player goes first. Then, the Ringwraith players take their turns in order, starting with the lead player and going clockwise around the table. Those controlling more than 1 Nazgûl take a turn for every Nazgûl under their control, in the order chosen at setup.

Multiple Ringwraith players may talk and cooperate, but they cannot show their cards or exchange secret information.

DAY SEQUENCE (PART 1)

DAYLIGHT TURN 1

[Frodo's Company card's first ability may apply here].

1. Ring-bearer player's turn: Frodo must move. [*Meriadoc's Company card's first ability may apply here*].
2. Ringwraiths' turn: 1 turn for each Nazgûl.
3. Nazgûl encounter (if Frodo was successfully hunted).
4. Advance the turn marker.

DAYLIGHT TURN 2

Repeat steps 1–4 above.

NIGHTFALL TURN

1. Ring-bearer player's turn: Frodo may move or rest. [*Samwise's and Meriadoc's Company cards' first abilities may apply here*].
2. Ringwraiths' turn: 1 turn for each Nazgûl.
3. Nazgûl encounter (if Frodo was successfully hunted).
4. Reset the turn marker to turn 1.

REFRESH STEP

1. The Ring-bearer player draws 1 **ally card**. [*Peregrin's Company card's first ability may apply here*].
2. If there is more than 1 Ringwraith player, the current lead player gives the lead player token to the Ringwraith player to their left.
3. The lead player (only) draws 1 **sorcery card** and rolls all the action dice.
4. The Ring-bearer player gets 1 **fellowship token** from the fellowship pool (and places it on Frodo's company card) for each **SHADOW** result rolled.

RING-BEARER'S TURN

Each turn, the Ring-bearer player can take each of the following actions once, in any order:

- a. **Move Frodo (or rest)**.
- b. **Play 1 ally card**.
- c. **Spend 1 fellowship token to draw an ally card**.

During the daylight turns, Frodo **must move**. During a nightfall turn, Frodo may either **move** or **rest**.

Company cards grant the Ring-bearer player additional abilities. The top part shows a constant ability; the bottom part shows an ability which can be used **once**, after which the card is flipped and *neither* of its abilities are available anymore.

MOVE FRODO

The Ring-bearer player looks at Frodo's current position (marked on the journey log), then records either a dot or a location number in pencil in the next empty space. Then advance the Frodo figure 1 space on the movement track.

Entering a numbered location indicates that Frodo has reached a specific place. The last numbered entry on the journey log is Frodo's **last location**. The Ring-bearer player can mark a location as Frodo's new move if the location is **connected** to Frodo's last location, and if the location is **within reach**. It can be one he has moved to before (even his last location).

Entering a dot indicates that Frodo is **in the wild**, between his last location and the next one: his last location is still considered the numbered location recorded last on the log.

The Ring-bearer player can always mark a dot as Frodo's new move regardless of the last location, and of how many dots in a row are already marked on the log.

If a company card or an ally card allows Frodo to move, such a move can be in addition to a normal move, and can be executed at nightfall without corruption or flipping the turn marker. For each such move, advance the figure on the movement track and record the move in the log, as usual.

When moving, Frodo is unaffected by the position of any Nazgûl figures.

THE NIGHTFALL TURN

If Frodo moves at nightfall, Frodo gains 1 **corruption**: advance the marker 1 space on the corruption track. Then the Ring-bearer player records his move normally.



Flip the turn marker to show the **EYE** side, to remind the Ringwraith players that they will have a free hunt instead of a search this nightfall turn.

Flip the Turn marker back to the **RING** side at the end of the nightfall turn.

If Frodo rests at nightfall, nothing is recorded on the journey log; the Frodo figure is not advanced, corruption does not increase, and the turn marker remains on the **RING** side.

PLAY 1 ALLY CARD

The Ring-bearer player may have a maximum of 5 **ally cards** in hand at any time; when this hand limit is exceeded, they must immediately discard down to 5 cards of their choice.

During their turn, the **Ring-bearer player can play from their hand a maximum of 1 ally card**, before and/or after they have resolved Frodo's move or rest action for the turn.

A condition in bold text must be true in order to play the card. When 2 effects are shown on a card, the Ring-bearer player must choose one of the effects. Ally card effects are mandatory and must be applied as fully as possible.

Place played ally cards in a discard pile. Do not reshuffle the cards when the deck is exhausted.

Any number of cards marked **out of turn** can be played only during the individual turns of the Nazgûl, and the Ring-bearer player may wait until the Ringwraith player declares a specific effect before deciding whether to cancel it.



Some ally cards allow the Ring-bearer player to put **ally tokens** in play. They must be placed on locations not containing a Nazgûl or another ally token. As an effect of some ally cards, they can move directly to any other connected location, if that location does not contain a Nazgûl or another ally token. Ally tokens can move through dots containing Nazgûl.

A Nazgûl cannot enter, or move through, a location containing an ally token. Sorcery cards allowing a search or a hunt cannot target a location with an ally token (perception is unaffected).

There can be a maximum of 8 ally tokens in play at once. The Ring-bearer player may remove ally tokens anywhere on the board when a card allows him to place an ally and no token is available.

Ally tokens removed by a Nazgûl spending a **WORD** die result are placed back among the available tokens.



The Ring-bearer player may place a **company log token** to mark a space targeted by an ally card effect requiring identification.

SPEND 1 FELLOWSHIP TOKEN

During their turn, the Ring-bearer player may return up to 1 **fellowship token** from Frodo's company card to the fellowship pool to draw 1 ally card.

Additional fellowship tokens can be spent in conjunction with the play of a company or ally cards to achieve a card effect. This does not count against the limit of 1 per turn.

Additional tokens may be received as an effect of an ally card and Frodo's company card ability.

The Ring-bearer player may never have more fellowship tokens in play than those in the fellowship pool. Unspent fellowship tokens are kept from day to day.

RINGWRAITHS' TURN

The Ringwraith players take actions in clockwise order, activating the 4 Nazgûl, one after the other, starting with the lead player. The **active Nazgûl may both move and take 1 action** (in any order).

The action may either require spending an action die, or it can be a free action. Normally, the only free action is a **search**, if the active Nazgûl is in a location.

However, during a nightfall turn, when the turn marker is flipped to its **EYE** side, the active Nazgûl performs a **hunt** if in a location instead of a search.

MOVE NAZGÛL

A Nazgûl figure moves to an adjacent space (dot or location). Moving is never mandatory. If the movement is entirely performed on a road, a Nazgûl may move up to 3 spaces. During a nightfall turn only, a Nazgûl may move up to 2 spaces along a path, or a combination of path and road.

A Nazgûl can never move into or through an exit location or any location containing an ally token.

Nazgûl figures do not block or hinder the movement of other Nazgûl, and more than one can occupy the same space (use the corresponding **Nazgûl tokens** if necessary).

SPEND AN ACTION DIE

The Ringwraith player may spend a die result from the action dice pool to take an action. This may be spent before or after moving the active Nazgûl, instead of a free action (a search or, during nightfall, a hunt). Spent dice are not available again until the next Refresh step.



Spend a RING result to:

- Perform a **perception** in the area where the active Nazgûl is located; *or*
- Perform a **perception** in the section where the active Nazgûl is located.



Spend a SWORD result to:

- Perform a **hunt** in the location occupied by the active Nazgûl; *or*
- Remove an ally token from a location adjacent to the active Nazgûl.



Spend a SORCERY die result to:

- Draw 1 sorcery card; *or*
- Play 1 sorcery card.



Spend a SHADOW die result as if it were a RING, SWORD, or SORCERY result (player's choice).

When a Nazgûl is in a **dark location**, the Ringwraith player may spend any action die result as if it were a **SORCERY** result.

SEARCH

A **search** can be performed as a free action before or after you move an active Nazgûl, if the Nazgûl is in a location and you choose not to spend an action die. A sorcery card may also allow a search.

Ask the Ring-bearer player if the location currently occupied by the active Nazgûl is featured on the journey log at least once.

The Ring-bearer player checks the location on the log, then must answer truthfully with a *yes* or *no*.



If the answer is **yes**, the search is successful: place a **track token** on the searched location, **EYE** side up.

The Ring-bearer player is not required to reveal if the searched location is Frodo's last location or not.

If the answer is **no**, the search failed.

A search cannot be performed on any of Frodo's starting locations, and you cannot search in a location that already has a track token on it (a hunt is allowed however).

PERCEPTION

A **perception** can be performed by the active Ringwraith player by spending a **RING** die result. A sorcery card may also allow a perception.

The board is divided into **sections** (marked with a roman numeral), each divided into **areas** (marked with a letter).

Choose if the perception is aimed at the area or the section where the active Nazgûl is located. Then ask the Ring-bearer player whether Frodo's last location is inside the targeted area or section.

The Ring-bearer player checks the location on the log, then must answer truthfully with a *yes* or *no*.



If the answer is **yes**, place a **Ringwraith log token** on the area or section.

HUNT

A **hunt** can be performed by the active Ringwraith player in a location (including one of Frodo's starting locations) by spending a **SWORD** die result.

If Frodo chose to move by night, thus flipping the turn marker to the **EYE** side, a Nazgûl can perform a hunt as a free action, instead of a search, without spending an action die. A sorcery card may also allow a hunt.

The Ringwraith player asks the Ring-bearer player if the location currently occupied by the active Nazgûl is featured on the journey log at least once. The Ring-bearer player checks the location on the log, then must answer truthfully with a *yes* or *no*.



If the answer is **yes**, the hunt is successful: place a **track token** on the hunted location, **SWORD** side up.

If the location is also Frodo's last location, the Ring-bearer player must declare *Frodo is here*. When all Ringwraith players are done taking their actions, a **Nazgûl encounter** ensues.

If the answer is **no**, the hunt failed.

TOKENS

Track tokens are placed on the board with the appropriate side up to mark a location where a search or a hunt was successful.

A location with a track token cannot be chosen to perform a search, but such a location *can* be chosen to perform a hunt.

Track tokens do not hinder movement and remain on the board until the end of Part 1. Frodo can always enter a location that appeared previously on the journey log, even if it now contains a track token.

Ringwraith log tokens may be used by the Ringwraith players as reminders, in any way they see fit.

SORCERY CARDS

Ringwraith players cannot show their hand of sorcery cards to each other, and any communication concerning them must be audible to the Ring-bearer player.

Each Ringwraith player can have a **maximum of 5 sorcery cards** in hand, regardless of the number of Nazgûl under the player's control.

If this hand limit is exceeded, the Ringwraith player must immediately discard down to 5 cards of their choice.

A condition in bold text must be true in order to play the card. When 2 effects are shown on a card, the Ringwraith player must choose one of the effects. Sorcery card effects are mandatory and must be applied to their fullest extent possible. Effects indicated as Part 2 are ignored during Part 1.

Place played sorcery cards in a discard pile. When the deck is exhausted, shuffle the discards to form a new deck.

INFORMATION TOKENS



When a Ringwraith player performs a search or a hunt in an ally location, the Ring-bearer player checks to see if its number appears on the **information tokens** drawn during setup and hidden behind the screen.

If so, in addition to communicating the normal search or hunt result and whether it was successful or not, they must reveal the token and place it on the next available space on the **Black Riders reference card**, immediately unlocking a new ability.

Mostly, Black Riders abilities grant to the Ringwraith players additional uses for their action dice. The active Nazgûl can use one of these abilities instead of the normal use of an action die (and instead of a free search or hunt).

- 1 token** Spend 1 action die result of your choice to move 1 additional space.
- 2 tokens** Spend 2 action die results of your choice to perform a hunt or a perception.
- 3 tokens** Spend 1 **SWORD** result to move 1 additional space and then perform a search.
- 4 tokens** Spend 1 **RING** result to move 2 additional spaces.
- 5 tokens** Start Part 2 with the *Lord of the Nazgûl* already in play.

These abilities are cumulative.

If the Ring-bearer player marks on the log the number of an ally location on one of the information tokens still in his possession, that token cannot be collected anymore by the Ringwraith player. The Ring-bearer player secretly flips the information token to show its back, as a reminder it is not considered to be in play anymore and the Ringwraith players will not be able to find information in that location for the rest of the game.

ENCOUNTERING THE NAZGÛL

To resolve a **Nazgûl encounter**, perform these steps:

1. DRAW CORRUPTION TILES



The Ring-bearer player must draw **1 corruption tile for each Nazgûl** involved in the encounter. All Nazgûl in the hunted location or adjacent to it (both in a dot or a location) are involved.

2. USE COMPANY CARDS

When all tiles have been drawn, the Ring-bearer player may flip up to 1 company card to use its ability to cancel a corruption tile. The chosen tile is returned to the hunt pool without effect. The special red corruption tiles cannot be cancelled in this way.

3. TAKE CORRUPTION

Frodo's corruption increases for each tile left, if any:

- If a tile is numbered, Frodo receives corruption points equal to its value, then the tile is removed from the game.
- If 1 **EYE** tile is drawn, Frodo receives 1 corruption point, plus as many corruption points as the number of **EYE** tiles already next to the corruption track, if any; then place the **EYE** tile next to the corruption track.
- If more than 1 **EYE** tile is drawn, apply the tiles one by one: Frodo gains corruption for the first **EYE** tile, then it is placed next to the corruption track; then, apply the corruption gain for the second **EYE** tile, and the tile is placed next to the corruption track, and so on.

4. AFTERMATH

If corruption is less than 12, the Ring-bearer player performs an escape, and play resumes normally with their next turn.

If corruption is 12 or more, the Ring-bearer player loses the game.

Corruption tiles drawn during an encounter, and not cancelled, are out of play.

ESCAPE

The Ring-bearer player must secretly choose between moving Frodo to a new numbered location; *or* not moving Frodo at all.

If Frodo moves, the Ring-bearer player moves Frodo to a location (that is not an exit location) within reach as if he had 2 bonus dots.

So, he moves to a connected location up to a distance of 2, plus the number of dots marked on his journey log.

Enter the number of the chosen location in the next empty box on the journey log, to the right of the last recorded move.

If Frodo does not move, the Ring-bearer player marks with a slash the next empty space on the journey log, to the right of the last recorded move. Frodo stays where he was on the previous move.

In both cases, advance Frodo's figure by 1 on the movement track (whether he moved 1 or more spaces, or at all).

END OF PART 1

Part 1 ends when one of the following situations applies:

FRODO REACHES HIS DESTINATION

If Frodo reaches an exit location in 16 or less moves he must immediately declare it. Frodo is safe and Part 1 is over.

FRODO MUST BE RESCUED

As soon as the marker on the movement track reaches 16 (either because of a movement, or due to an escape) and Frodo did not reach an exit location, Part 1 is immediately over (the Ringwraith players do not get to play their turns).

Then the Ring-bearer player must count the number of moves that Frodo would need to reach the closest exit location, and draw an equal number of corruption tiles, raising Frodo's corruption level accordingly. For each numerical or **EYE** tile, increase Frodo's corruption normally. The Ring-bearer player may flip 1 company card to cancel 1 corruption tile, just as during a Nazgûl encounter.

FRODO IS CORRUPTED

If Frodo's corruption level reaches 12 at any time (including during a rescue), the Ringwraith players win instantly (without playing Part 2).

STORING THE GAME AFTER PART 1

If you wish to play Part 2 in a separate gaming session, store the following materials in the *Letter from Gandalf* envelope:

- unspent fellowship tokens;
- company cards not flipped;
- the Ring-bearer player's hand of ally cards;
- all the sorcery cards in the hands of the Ringwraith players (return the remaining sorcery cards to the box, keeping the draw deck separate from the discard pile);
- information tokens found by the Ringwraiths;
- discarded corruption tiles;
- special corruption tiles that were put in play;
- any **EYE** tiles the Ring-bearer player has (including the *Fear of the Barrow-wights* sorcery card, if played).

Return all the remaining components to the box. Finally, record on Frodo's journey log the amount of corruption he accumulated by the end of Part 1.

HUNT FOR THE RING

PART 2: FLIGHT TO THE FORD

If Frodo was not defeated at the end of Part 1, the game continues with Part 2.

These components are not required: the deck of Part 1 Ally cards (green back); the information tokens (except those collected by the Ringwraith players); Frodo's starting location tokens; any discarded corruption tiles; and any company cards that were flipped in Part 1 (keep Frodo's card, even if flipped).

SETUP

If necessary, open the *Letter from Gandalf* envelope and distribute the components (sorcery cards that were left in the hands of the Ringwraith players at the end of Part 1 should be taken out of the envelope by a Ringwraith player). Otherwise each player just keeps their components at hand.

All the players assume the same roles they assumed during Part 1. Place the board to show the Part 2 side.

Ring-bearer player

Setup the **Ring-bearer's screen** with the Part 2 board image vertical. Fold a blank sheet of paper to size, insert it into the **journey log**, and place that at the bottom of the screen with the Part 2 side faceup.

Take the **company cards** you had at the end of Part 1 and add the *Strider* and *Meriadoc Brandybuck* cards (unless Meriadoc entered play already in Part 1), with their ability visible.

Take the *Gandalf reference card*.

Take the **fellowship tokens** you had at the end of Part 1 and place them on Frodo's card. Prepare the fellowship pool by taking the appropriate amount of fellowship tokens (3 if Frodo is not flipped, or 2 if Frodo is flipped, minus any tokens on Frodo's card) and placing them on the journey log.

Shuffle the **journey cards** into 2 decks: shorter and longer. Draw 1 card from each deck, look at them and choose 1 to keep as your current journey card. Put the other card back into its deck. Keep the deck corresponding to the card you chose, and return the other deck to the box (without revealing it).

Place your journey card behind the screen, on the appropriate space of the journey log.

Shuffle the **ally deck** for Part 2 (orange card frame), then discard the ally cards you had at the end of Part 1, drawing an equal number of cards from the new deck.

Place the **turn marker** on the leftmost daylight box of the turn track, **RING** side faceup.

Place the **corruption marker** on the corruption track, in the box matching Frodo's corruption at the end of Part 1 (recorded on the Part 1 journey log).

Place any **EYE** corruption tiles in possession of the Ring-bearer player (including the *Fear of the Barrow-wights* sorcery card, if played) next to the corruption track.

Place the Frodo figure on the 0 space of the movement track.

Randomly draw 4 **Gandalf's deed tokens** and look at them secretly. Then, choose 1 and place it on the appropriate box in the journey log to mark Gandalf's starting location.

Keep the other 3 drawn tokens behind the screen, on the appropriate space on the journey log. Set aside the remaining tokens without showing them to the Ringwraith players.

Ringwraith player(s)

Divide the **Nazgûl figures** and the corresponding **Ringwraith cards** among the Ringwraith players. Those controlling 2 or more Nazgûl arrange their cards in the order they want them to act during the game.

Place the **Black Riders reference card** in view of all players, with the information tokens collected in Part 1 on the card.

Return the **sorcery deck** and sorcery discard pile as they were at the end of Part 1. Take the sorcery cards you had in hand at the end of Part 1 and redistribute them among the Ringwraith players as you see fit.

Form the **hunt pool**, adding to the corruption tiles not drawn during Part 1 the 3 corruption tiles for Part 2 (grey), along with any special tiles brought into play during Part 1. Do not put back in the pool corruption tiles discarded during Part 1.

Place the **Ringwraith log tokens** and the figure, card and special die for *The Lord of the Nazgûl* within reach. Give the **lead player token** to 1 Ringwraith player chosen at random.

Starting with the lead player, all Ringwraith players place their Nazgûl figures on the board, 2 in each of the 2 available starting locations (28 and 33). If the fifth ability on the Black Riders reference card is unlocked, the *Lord of the Nazgûl* replaces the Nazgûl/one of the Nazgûl of the lead player.

The lead player takes the 6 **Ringwraith action dice** (the action dice pool) and rolls them. The Ring-bearer player takes 1 fellowship token from the fellowship pool for each **SHADOW** result rolled, and places the token(s) on Frodo's company card.

RING-BEARER'S TURN

Frodo's movement during Part 2 is determined by a **journey card**. One deck contains shorter itineraries requiring 14 moves, and allowing Frodo to be corrupted at 12 corruption points. The other contains longer itineraries requiring 16 moves, but allowing him to be corrupted at 14 corruption points.

MOVE FRODO

At the start of each daylight turn, advance Frodo's figure on the movement track by 1 space. At the start of a nightfall turn, decide if Frodo moves (and advances 1 space) or rests.

Frodo's movement is determined by the journey card. The left column corresponds to the occupied position on the track, while the right column shows where Frodo is on the board.

GANDALF THE GREY

During Part 2, the Ring-bearer player records Gandalf's moves secretly, using the journey log.

Gandalf moves every turn, daylight or nightfall, directly from his current location to any connected location (dots between locations do not affect his movement).

The Nazgûl can only detect Gandalf in his last location. All the previous entries are ignored for any hunt purposes, and a **search can never detect him**.

The Ring-bearer player may **reveal** Gandalf if, after moving, he is in a location with 1 or more Nazgûl. Spend 1 fellowship token (permanently removing it from the game and reducing the fellowship pool by 1), then place Gandalf's figure on the board, on his last location.

Then, the Ring-bearer player moves all Nazgûl in that location up to 2 spaces away (together or separately), and discards 1 standard action die from the Ringwraith action pool (Ring-bearer player's choice, but not the *Lord of the Nazgûl* action die). The die will be added to the pool again during the next Refresh step.

In the Ringwraith turn after Gandalf is placed on the board, no Nazgûl can enter, or move through, the location Gandalf's figure occupies. Also, the location cannot be targeted by any search or hunt (from playing a sorcery card, for example).

When all the Ringwraith players are done with their turns, remove Gandalf's figure from the board. Then, the Ring-bearer player draws 2 new Gandalf's deed tokens and chooses 1, recording the corresponding location on the next empty box on the journey log. Remove the token from play, and place the other back among the available Gandalf's deed tokens.



If Gandalf is in a location corresponding to 1 of the **Gandalf's deed tokens** still behind the Ring-bearer player's screen, the Ring-bearer player may reveal it and place it close to the corruption track, faceup: Gandalf has completed one of his deeds.

Completing a deed requires that Gandalf's location is announced to the Ringwraith players; however, Gandalf is not placed on the board, and the Nazgûl are not chased away.

The maximum corruption that Frodo can withstand is raised by 1 for each deed completed by Gandalf.

If, at any time during the game, Gandalf reaches any exit location, the Ring-bearer player may announce it, placing Gandalf's figure in Rivendell. From then on, Gandalf is out of play, and the maximum amount of corruption that Frodo can withstand is raised by 1.

RINGWRAITHS' TURN

Frodo's position can be determined, at any time, by matching where Frodo's figure is on the movement track with the appropriate row of the journey card. Any location above that row is considered to have been moved through. Any location on the journey card below that row has not been moved through yet, and it is not considered to be *'featured on Frodo's Journey Log'* for the purposes of a search, a hunt, or any other effect.

PERCEPTION

When a Ringwraith player performs a perception, if the last location of Frodo or Gandalf (or both) is inside the target area or section, the Ring-bearer player answers with a yes.

A perception performed using the special result on the *Lord of the Nazgûl* die is an exception to this rule.

SEARCH

A search performed in a location featured on Frodo's current journey card successfully locates him (the Ring-bearer player answers with a yes).

Gandalf can never be located by a search: searching a location featured on his journey log always results in a *no* answer (including his last location).

If a search is performed in a location appearing both on Frodo's current journey card and on Gandalf's journey log, a track token is placed to mark the passage of Frodo only.

HUNT

A hunt performed in a location featured on Frodo's current journey card is resolved normally and, if it is the last location, a **Nazgûl encounter** ensues.

A hunt succeeds in locating Gandalf only if it is performed in his last location (all other entries in the journey log are ignored). When this happens, the Ring-bearer player declares that Gandalf has been found. Then, he draws 1 new **Gandalf's deed token**, entering its number on the next empty space on the journey log as Gandalf's new location, then discards it without showing it.

If a hunt is performed in Gandalf's last location, and the same location appears on Frodo's journey card, Gandalf is found and flees, and a track token is placed to mark the passage of Frodo.

If Gandalf is found by a hunt in a location that corresponds also to Frodo's last location, Gandalf is found and flees, a track token is placed, and a Nazgûl encounter begins.

THE LORD OF THE NAZGÛL

If the **Lord of the Nazgûl** enters play using a *Captain of the Nine* sorcery card, replace the currently active Nazgûl with the **Lord**, swapping their figures and placing the corresponding character card on top of that of the replaced Nazgûl.

When the **Lord** is in play, add his special action die to the Ringwraiths action pool and roll it with the other action dice in the next Refresh step. The **Lord** is considered a Nazgûl for the purposes of card effects, and of any rule not explicitly modified here.

Each turn, the **Lord** may move and take one of the following actions (as usual, before or after moving):

- Spend an action die; or**
- Perform a hunt (if in a location):** this does not require the spending of an action die.

If the **Lord** is involved in a Nazgûl encounter, the Ring-bearer player draws **2 corruption tiles** due to his presence, instead of 1. At the end of the encounter, the **Lord** leaves play: replace him with the corresponding Nazgûl.

THE LORD OF THE NAZGÛL DIE

This die can be used by *any* Ringwraith player. Once rolled, its result and effects cannot be cancelled, modified, or re-rolled. If the **Lord** leaves play, remove it from the pool at the end of the current day.



Spend a MORGUL RING result to:

- Perform a **perception** in the area where the active Nazgûl is located; *or*
- Perform a **perception** in the section where the active Nazgûl is located. If successful, the Ring-bearer player must specify who is inside the area or the section: Frodo, Gandalf, or both.



Spend a SEEK result to:

move all Nazgûl 1 space (starting with the active Nazgûl).



Spend a MORGUL SHADOW die result as if it were a **RING**, **WORD**, or **SORCERY** result (player's choice). However the **Ring-bearer player does not receive 1 fellowship token**.

ENCOUNTERING THE NAZGÛL

ESCAPE

When Frodo escapes at the end of the encounter, the Ring-bearer player must choose between:

- Changing course by replacing the current journey card with a new one; *or*
- Keeping the current journey card (and position) to resume playing normally (normally a good option only if Frodo is about to reach an exit location).

This choice is declared to the Ringwraith players.

CHANGING COURSE

If the Ring-bearer player chooses to replace the current journey card with a new one:

- Move Frodo's figure back 1 space on the movement track.
- Discard all track tokens on the board.
- The Ring-bearer player discards the old journey card and secretly draws a new card from the same deck (same length of journey).

If *Strider's* company card has not been flipped, his ability may be used at this time.

The selected card is now Frodo's current journey card. The new position of Frodo is determined normally by matching where Frodo's figure is on the movement track with the appropriate row of the journey card.

END OF PART 2

Part 2 ends when one of the following applies:

FRODO REACHES RIVENDELL

If the Frodo figure reaches the space of the track (14 or 16) corresponding to the last entry of the current journey card, the game is immediately over and the Ring-bearer player wins.

FRODO IS CORRUPTED

If Frodo's corruption level reaches or exceeds the current corruption threshold (determined by the journey card, plus 1 for each completed Gandalf's deed, plus 1 if Gandalf is in Rivendell), the game is immediately over and the Ringwraith players win.

BALANCING THE GAME

EASIER FOR THE RINGWRAITHS

During Part 1 setup, when the Ring-bearer player must choose 1 information token to give to the Ringwraith players, give them 2 tokens instead (choosing them among the 5 tokens drawn randomly, thus keeping only 3 instead of 4).

EASIER FOR THE RING-BEARER

The Ring-bearer player gives the Ringwraith players no information tokens at all, keeping all 5.

On each longer journey card, ally locations marked with a round dot to the right of their name are **shelters**. If Frodo's last location is a shelter, the Nazgûl can find Frodo only by performing a hunt (a search always fails). If the shelter is not Frodo's last location, a search succeeds in finding Frodo's passage and a track token is placed normally.

To give further help to the Ring-bearer player, also set the initial pool of fellowship tokens to 4 (instead of 3).

WAR OF THE RING

Depending on the ending of the *Hunt for the Ring* game, players receive action tokens during the setup of *War of the Ring*:

Frodo is corrupted during Part 1, or before space 8 on the movement track in Part 2:

Shadow: 2 tokens

Frodo is corrupted during Part 2, at space 8 or later on the movement track:

Shadow: 1 token

Frodo has reached Rivendell with no company cards:

Shadow and Free Peoples: 1 token each

Frodo has reached Rivendell with 1 or 2 company cards:

Free Peoples: 1 token

Frodo has reached Rivendell with 3 or more company cards:

Free Peoples: 2 tokens

A player who receives only 1 token may choose which to take.

If you play *War of the Ring* with the *Lords of Middle-earth* expansion, these tokens are in addition to any action tokens the Shadow player receives when the Free Peoples player starts the game with companions outside the Fellowship (as indicated by the *Council of Elrond* optional rules).

ACTION TOKENS

A player may use 1 action token during action resolution in *War of the Ring*, in place of using an action die result.

Each action token can only be used once during the game and can only be used for its specific effect. Only 1 action token can be used in a turn.

Action tokens are not counted among the number of actions available to a player for the purpose of deciding if they can pass an action.

An action token cannot be used as *Any Action Die result* (to activate an event card or character ability with such a wording) and cannot be modified by an Elven ring.

In a multi-player game, either Free Peoples player may use a Free Peoples action token, and either Shadow player may use a Shadow action token.

Shadow action token effects:



Move Nazgûl and minions (same as the option allowed by a Shadow character die result).



Advance a Shadow nation on the political track (same as the option allowed by a Shadow muster die result).

Free Peoples Action token effects:



Draw 1 event card (same as the option allowed by a Free Peoples event die result).



Advance a Free Peoples nation on the political track (same as the option allowed by a Free Peoples muster die result).

HUNT FOR THE RING

PART 1: THREE IS COMPANY

GAME DAYS

DAYLIGHT TURN 1

1. **RB turn:** Frodo must move.
2. **RW turn:** 1 turn for each Nazgûl.
3. **Nazgûl encounter** (if Frodo was successfully hunted).
4. **Advance turn marker.**

DAYLIGHT TURN 2 Repeat steps 1–4 above.

NIGHTFALL TURN

1. **RB turn:** Frodo may move or rest.
If he moves, gain 1 corruption. Flip turn marker to **EYE** (flip it back at the end of the nightfall turn).
2. **RW turn:** 1 turn for each Nazgûl.
3. **Nazgûl encounter** (if Frodo was successfully hunted).
4. **Reset turn marker** to turn 1.

REFRESH STEP

1. **RB draws 1 ally card.**
2. **Pass lead player token** clockwise among RWs if necessary.
3. **Lead player draws 1 sorcery card and rolls action dice.**
4. **RB gets 1 fellowship token** for each **SHADOW** result.

RING-BEARER'S TURN

RB can take each action once, in any order:

A. MOVE FRODO (OR REST)

Record either a dot or a location number in the next empty log space, then advance Frodo 1 space on the movement track. Frodo's move is unaffected by Nazgûl figures.

A dot means Frodo is **in the wild**. The last numbered entry is Frodo's **last location**. The RB can mark a location as Frodo's new move if the location is connected to his last location, and if it is **within reach**.

A company or ally card move is in addition to a normal move, and can be at nightfall without corruption/flipping turn marker.

B. PLAY 1 ALLY CARD

May play from hand 1 ally card, before and/or after Frodo's move or rest action. Maximum 5 ally cards in hand.



Ally tokens must be placed on locations not containing a Nazgûl or another ally token. They can move through dots containing Nazgûl.

A Nazgûl cannot enter or move through a location with an ally token. Sorcery cards allowing a search or a hunt cannot target a location with an ally token (perception is unaffected).

Maximum 8 ally tokens in play at once.

C. SPEND 1 FELLOWSHIP TOKEN TO DRAW 1 ALLY



May return 1 **fellowship token** to the fellowship pool to draw 1 ally card. Additional tokens can be spent with the play of company or ally cards.

RINGWRAITHS' TURN

The active Nazgûl may move and take 1 action (in any order). Action may be spend an action die, or a free action (usually search, or hunt during nightfall, if in a location).

Each RW player can have a maximum 5 sorcery cards in hand.

MOVE NAZGÛL

A Nazgûl may move to an adjacent space (dot or location). If entirely on a road, may move up to 3 spaces. During a nightfall turn, may move up to 2 spaces along a path, or path/road.

SPEND AN ACTION DIE

May spend a result from the action dice pool, before or after moving the active Nazgûl, instead of a free action.



RING:

- Perform a **perception** in the Nazgûl's area; or
- Perform a **perception** in the Nazgûl's section.



SWORD:

- Perform a **hunt** in the Nazgûl's location; or
- Remove an ally token from a location adjacent to the Nazgûl.



SORCERY:

- Draw 1 sorcery card; or
- Play 1 sorcery card.



SHADOW: Treat as if it were a **RING**, **SWORD**, or **SORCERY** result (player's choice).

When a Nazgûl is in a **dark location**, RW may spend any action die result as if it were a **SORCERY** result.

SEARCH

Ask RB if the location occupied by the active Nazgûl is on the journey log at least once.



If yes, the search is successful: place a **track token** on the searched location, **EYE** side up.

A search cannot be performed on any of Frodo's starting locations, or in a location with a track token (a hunt is allowed).

PERCEPTION

Choose **area** or **section** where the Nazgûl is located. Ask RB whether Frodo's last location is in the targeted area or section.

If yes, place a **Ringwraith log token** on area or section.

HUNT

Choose a location (including one of Frodo's starting locations). Ask RB if the location occupied by the active Nazgûl is on the journey log at least once.



If yes, the hunt is successful: place a **track token** on the hunted location, **SWORD** side up.

If it is also Frodo's last location, RB must declare *Frodo is here*. When all RW players are done, **Nazgûl encounter** ensues.

INFORMATION TOKENS



When RW performs a search or a hunt in an ally location, RB checks to see if its number appears among the **information tokens** behind the screen.

If so, they must place it on the next available space on the **Black Riders reference card** (unlocking a new ability).

Tokens Ability

- | Tokens | Ability |
|--------|-------------------------------------------------------------|
| 1 | Spend 1 action die to move 1 additional space. |
| 2 | Spend 2 action die to perform a hunt or perception. |
| 3 | Spend 1 SWORD to move 1 additional space and search. |
| 4 | Spend 1 RING to move 2 additional spaces. |
| 5 | Start Part 2 with <i>Lord of the Nazgûl</i> in play. |

If the RB marks on the log the number of an ally location on one of their information tokens, that token cannot be collected by the RW player (secretly flip the token).

HUNT FOR THE RING

PART 1: THREE IS COMPANY

GAME DAYS

DAYLIGHT TURN 1

1. **RB turn:** Frodo must move.
2. **RW turn:** 1 turn for each Nazgûl.
3. **Nazgûl encounter** (if Frodo was successfully hunted).
4. **Advance turn marker.**

DAYLIGHT TURN 2 Repeat steps 1–4 above.

NIGHTFALL TURN

1. **RB turn:** Frodo may move or rest.
If he moves, gain 1 corruption. Flip turn marker to **EYE** (flip it back at the end of the nightfall turn).
2. **RW turn:** 1 turn for each Nazgûl.
3. **Nazgûl encounter** (if Frodo was successfully hunted).
4. **Reset turn marker** to turn 1.

REFRESH STEP

1. **RB draws 1 ally card.**
2. **Pass lead player token** clockwise among RWs if necessary.
3. **Lead player draws 1 sorcery card and rolls action dice.**
4. **RB gets 1 fellowship token** for each **SHADOW** result.

RING-BEARER'S TURN

RB can take each action once, in any order:

A. MOVE FRODO (OR REST)

Record either a dot or a location number in the next empty log space, then advance Frodo 1 space on the movement track. Frodo's move is unaffected by Nazgûl figures.

A dot means Frodo is **in the wild**. The last numbered entry is Frodo's **last location**. The RB can mark a location as Frodo's new move if the location is connected to his last location, and if it is **within reach**.

A company or ally card move is in addition to a normal move, and can be at nightfall without corruption/flipping turn marker.

B. PLAY 1 ALLY CARD

May play from hand 1 ally card, before and/or after Frodo's move or rest action. Maximum 5 ally cards in hand.



Ally tokens must be placed on locations not containing a Nazgûl or another ally token. They can move through dots containing Nazgûl.

A Nazgûl cannot enter or move through a location with an ally token. Sorcery cards allowing a search or a hunt cannot target a location with an ally token (perception is unaffected).

Maximum 8 ally tokens in play at once.

C. SPEND 1 FELLOWSHIP TOKEN TO DRAW 1 ALLY



May return 1 **fellowship token** to the fellowship pool to draw 1 ally card. Additional tokens can be spent with the play of company or ally cards.

RINGWRAITHS' TURN

The active Nazgûl may move and take 1 action (in any order). Action may be spend an action die, or a free action (usually search, or hunt during nightfall, if in a location).

Each RW player can have a maximum 5 sorcery cards in hand.

MOVE NAZGÛL

A Nazgûl may move to an adjacent space (dot or location). If entirely on a road, may move up to 3 spaces. During a nightfall turn, may move up to 2 spaces along a path, or path/road.

SPEND AN ACTION DIE

May spend a result from the action dice pool, before or after moving the active Nazgûl, instead of a free action.



RING:

- Perform a **perception** in the Nazgûl's area; or
- Perform a **perception** in the Nazgûl's section.



SWORD:

- Perform a **hunt** in the Nazgûl's location; or
- Remove an ally token from a location adjacent to the Nazgûl.



SORCERY:

- Draw 1 sorcery card; or
- Play 1 sorcery card.



SHADOW: Treat as if it were a **RING**, **SWORD**, or **SORCERY** result (player's choice).

When a Nazgûl is in a **dark location**, RW may spend any action die result as if it were a **SORCERY** result.

SEARCH

Ask RB if the location occupied by the active Nazgûl is on the journey log at least once.



If yes, the search is successful: place a **track token** on the searched location, **EYE** side up.

A search cannot be performed on any of Frodo's starting locations, or in a location with a track token (a hunt is allowed).

PERCEPTION

Choose **area** or **section** where the Nazgûl is located. Ask RB whether Frodo's last location is in the targeted area or section.

If yes, place a **Ringwraith log token** on area or section.

HUNT

Choose a location (including one of Frodo's starting locations). Ask RB if the location occupied by the active Nazgûl is on the journey log at least once.



If yes, the hunt is successful: place a **track token** on the hunted location, **SWORD** side up.

If it is also Frodo's last location, RB must declare *Frodo is here*. When all RW players are done, **Nazgûl encounter** ensues.

INFORMATION TOKENS



When RW performs a search or a hunt in an ally location, RB checks to see if its number appears among the **information tokens** behind the screen.

If so, they must place it on the next available space on the **Black Riders reference card** (unlocking a new ability).

Tokens Ability

- | Tokens | Ability |
|--------|-------------------------------------------------------------|
| 1 | Spend 1 action die to move 1 additional space. |
| 2 | Spend 2 action die to perform a hunt or perception. |
| 3 | Spend 1 SWORD to move 1 additional space and search. |
| 4 | Spend 1 RING to move 2 additional spaces. |
| 5 | Start Part 2 with <i>Lord of the Nazgûl</i> in play. |

If the RB marks on the log the number of an ally location on one of their information tokens, that token cannot be collected by the RW player (secretly flip the token).

ENCOUNTERING THE NAZGÛL

1. DRAW CORRUPTION TILES

RB must draw **1 corruption tile for each Nazgûl** in the hunted location or adjacent to it (in a dot or a location).

2. USE COMPANY CARDS

RB may flip up to 1 company card to use its ability to cancel a corruption tile (not red tiles).

3. TAKE CORRUPTION

Frodo's corruption increases for each tile left, if any:

- Numbered tile: take corruption equal to its value, then remove the tile from the game.
- 1 EYE tile: 1 corruption point, plus as many points as the number of EYE tiles already next to the corruption track. Then place EYE tile next to the track.
- More than 1 EYE tile: apply the tiles one by one.

Corruption less than 12: RB escapes, play resumes.

Corruption is 12+: RB loses the game.

ESCAPE

RB must secretly choose between moving Frodo or not.

If **Frodo moves**, the Ring-bearer player moves Frodo to a location (that is not an exit location) within reach as if he had **2 bonus dots**.

If **Frodo does not move**, RB marks with a slash the next empty space on the journey log. Frodo stays where he was.

In either case, advance Frodo 1 space on the movement track.

PART 2: FLIGHT TO THE FORD

RING-BEARER'S TURN

Frodo's movement is determined by the journey card. The left column corresponds to the occupied position on the track, and the right column shows where Frodo is on the board.

GANDALF THE GREY

Record Gandalf's moves secretly on journey log. **Gandalf moves every turn: daylight or nightfall**, from location to location.

Nazgûl can only detect Gandalf in his last location. All previous entries are ignored for hunts. **A search can never detect him.**

RB may **reveal** Gandalf if, after moving, he is in a location with 1 or more Nazgûl. Spend 1 fellowship token (remove it from the game), then place Gandalf's figure on his last location. Then the RB moves all Nazgûl in that location up to 2 spaces away (together or separately), and discards 1 standard action die from the RW action pool (not the *Lord of the Nazgûl* die).

In the RW turn after Gandalf is placed on the board, no Nazgûl can enter, or move through, that location, and it cannot be targeted by any search or hunt.

When the RW players are done, remove Gandalf from the board. Then, the RB draws 2 Gandalf's deed tokens and chooses 1, entering its number on the next empty box on the log. Remove the token from play.

If Gandalf is in a location corresponding to 1 of the **Gandalf's deed tokens** still behind the RB's screen, the RB may reveal it and place it close to the corruption track, faceup: Gandalf has **completed one of his deeds**. Gandalf is not placed on the board, and the Nazgûl are not chased away.

The maximum corruption Frodo can withstand is raised by 1 for each deed completed by Gandalf.

If at any time Gandalf reaches any exit location, the RB may announce it, placing Gandalf's figure in Rivendell. From then on, Gandalf is out of play, and the maximum amount of corruption that Frodo can withstand is raised by 1.

RINGWRAITHS' TURN

PERCEPTION

If the last location of Frodo or Gandalf (or both) is inside the target area or section, the RB answers with a yes.

SEARCH

Searching a location featured on Gandalf's journey log always results in a *no* (including his last location).

If a search is performed in a location appearing both on Frodo's current journey card and on Gandalf's log, a track token is placed to mark the passage of Frodo only.

HUNT

A hunt succeeds in locating Gandalf only if it is his last location. RB declares Gandalf has been found, draws 1 new **Gandalf's deed token**, enters its number on the next empty space on the log as Gandalf's new location, then discards it.

If a hunt is performed in Gandalf's last location, and the same location appears on Frodo's journey card, Gandalf is found and flees, and a track token is placed to mark the passage of Frodo.

If Gandalf is found by a hunt in a location that is also Frodo's last location, Gandalf is found and flees, a track token is placed, and a **Nazgûl encounter** begins.

THE LORD OF THE NAZGÛL

When the *Lord* is in play, add his special action die to the pool. Each turn, he may move and take one of these actions:

- Spend an action die;** or
- Perform a hunt if in a location** (does not require action die).

If the *Lord* is involved in a Nazgûl encounter, the RB draws **2 corruption tiles** instead of 1. At the end of the encounter, the *Lord* leaves play: replace him with the corresponding Nazgûl.

The *Lord of the Nazgûl* die can be used by *any* RW player. Its result and effects cannot be cancelled, modified, or re-rolled.



MORGUL RING:

- Perform a **perception** in the Nazgûl's area; or
 - Perform a **perception** in the Nazgûl's section.
- If successful, RB must specify who is inside the area or the section: Frodo, Gandalf, or both.



SEEK:

move all Nazgûl 1 space (start with the active Nazgûl).



MORGUL SHADOW: Treat as if it were a **RING**, **SWORD**, or **SORCERY** result (player's choice). **The RB does not receive a fellowship token.**

ENCOUNTERING THE NAZGÛL

When Frodo **escapes**, RB must choose and declare to either:

- Replace the current journey card with a new one; or
- Keep the current journey card/position and resume playing.

If the RB chooses to replace the current journey card with a new one:

- Move Frodo's figure back 1 space on the movement track.
- Discard all track tokens on the board.
- RB discards the old journey card and secretly draws a new card from the same deck.

Strider's ability may be used if his card has not been flipped.

The selected card is now Frodo's current journey card. The new position of Frodo is determined normally by matching where Frodo's figure is on the movement track with the appropriate row of the journey card.

ENCOUNTERING THE NAZGÛL

1. DRAW CORRUPTION TILES

RB must draw **1 corruption tile for each Nazgûl** in the hunted location or adjacent to it (in a dot or a location).

2. USE COMPANY CARDS

RB may flip up to 1 company card to use its ability to cancel a corruption tile (not red tiles).

3. TAKE CORRUPTION

Frodo's corruption increases for each tile left, if any:

- Numbered tile: take corruption equal to its value, then remove the tile from the game.
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- More than 1 EYE tile: apply the tiles one by one.

Corruption less than 12: RB escapes, play resumes.

Corruption is 12+: RB loses the game.

ESCAPE

RB must secretly choose between moving Frodo or not.

If **Frodo moves**, the Ring-bearer player moves Frodo to a location (that is not an exit location) within reach as if he had **2 bonus dots**.

If **Frodo does not move**, RB marks with a slash the next empty space on the journey log. Frodo stays where he was.

In either case, advance Frodo 1 space on the movement track.

PART 2: FLIGHT TO THE FORD

RING-BEARER'S TURN

Frodo's movement is determined by the journey card. The left column corresponds to the occupied position on the track, and the right column shows where Frodo is on the board.

GANDALF THE GREY

Record Gandalf's moves secretly on journey log. **Gandalf moves every turn: daylight or nightfall**, from location to location.

Nazgûl can only detect Gandalf in his last location. All previous entries are ignored for hunts. **A search can never detect him.**

RB may **reveal** Gandalf if, after moving, he is in a location with 1 or more Nazgûl. Spend 1 fellowship token (remove it from the game), then place Gandalf's figure on his last location. Then the RB moves all Nazgûl in that location up to 2 spaces away (together or separately), and discards 1 standard action die from the RW action pool (not the *Lord of the Nazgûl* die).

In the RW turn after Gandalf is placed on the board, no Nazgûl can enter, or move through, that location, and it cannot be targeted by any search or hunt.

When the RW players are done, remove Gandalf from the board. Then, the RB draws 2 Gandalf's deed tokens and chooses 1, entering its number on the next empty box on the log. Remove the token from play.

If Gandalf is in a location corresponding to 1 of the **Gandalf's deed tokens** still behind the RB's screen, the RB may reveal it and place it close to the corruption track, faceup: Gandalf has **completed one of his deeds**. Gandalf is not placed on the board, and the Nazgûl are not chased away.

The maximum corruption Frodo can withstand is raised by 1 for each deed completed by Gandalf.

If at any time Gandalf reaches any exit location, the RB may announce it, placing Gandalf's figure in Rivendell. From then on, Gandalf is out of play, and the maximum amount of corruption that Frodo can withstand is raised by 1.

RINGWRAITHS' TURN

PERCEPTION

If the last location of Frodo or Gandalf (or both) is inside the target area or section, the RB answers with a yes.

SEARCH

Searching a location featured on Gandalf's journey log always results in a *no* (including his last location).

If a search is performed in a location appearing both on Frodo's current journey card and on Gandalf's log, a track token is placed to mark the passage of Frodo only.

HUNT

A hunt succeeds in locating Gandalf only if it is his last location. RB declares Gandalf has been found, draws 1 new **Gandalf's deed token**, enters its number on the next empty space on the log as Gandalf's new location, then discards it.

If a hunt is performed in Gandalf's last location, and the same location appears on Frodo's journey card, Gandalf is found and flees, and a track token is placed to mark the passage of Frodo.

If Gandalf is found by a hunt in a location that is also Frodo's last location, Gandalf is found and flees, a track token is placed, and a **Nazgûl encounter** begins.

THE LORD OF THE NAZGÛL

When the *Lord* is in play, add his special action die to the pool. Each turn, he may move and take one of these actions:

- Spend an action die;** or
- Perform a hunt if in a location** (does not require action die).

If the *Lord* is involved in a Nazgûl encounter, the RB draws **2 corruption tiles** instead of 1. At the end of the encounter, the *Lord* leaves play: replace him with the corresponding Nazgûl.

The *Lord of the Nazgûl* die can be used by *any* RW player. Its result and effects cannot be cancelled, modified, or re-rolled.



MORGUL RING:

- Perform a **perception** in the Nazgûl's area; or
 - Perform a **perception** in the Nazgûl's section.
- If successful, RB must specify who is inside the area or the section: Frodo, Gandalf, or both.



SEEK:

move all Nazgûl 1 space (start with the active Nazgûl).



MORGUL SHADOW: Treat as if it were a **RING**, **SWORD**, or **SORCERY** result (player's choice). **The RB does not receive a fellowship token.**

ENCOUNTERING THE NAZGÛL

When Frodo **escapes**, RB must choose and declare to either:

- Replace the current journey card with a new one; or
- Keep the current journey card/position and resume playing.

If the RB chooses to replace the current journey card with a new one:

- Move Frodo's figure back 1 space on the movement track.
- Discard all track tokens on the board.
- RB discards the old journey card and secretly draws a new card from the same deck.

Strider's ability may be used if his card has not been flipped.

The selected card is now Frodo's current journey card. The new position of Frodo is determined normally by matching where Frodo's figure is on the movement track with the appropriate row of the journey card.