

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **LORD OF THE RINGS: THE CONFRONTATION**

Pub: **Fantasy Flight Games (2006)**

Page 1: **Rules summary**

Page 2: **Reference** Classic game

Page 3: **Reference** Variant game

v2

Dec 2008

For best results, print on card, laminate and trim to size.

LORD of the RINGS

THE CONFRONTATION

Setup

1. The **Fellowship player** takes the 9 Fellowship character tiles in the white pieces, and the 9 Fellowship Combat cards.
2. The **Sauron player** takes the 9 evil character tiles in the black pieces, and the 9 Sauron Combat cards.
3. In the Classic game, the characters all show the **One Ring** symbol.
4. The board is placed so **the Shire** is pointing at the Fellowship player and **Mordor** is pointing at the Sauron player.
5. The Fellowship player places 4 characters in the Shire, and each of his remaining 5 in one of the 5 regions in front of the Shire.
6. The Sauron player places 4 characters in Mordor, and each of his remaining 5 in one of the five regions in front of Mordor.
7. All characters are placed with their hidden side facing the opponent.

It is recommended that 2 games are played, with players each playing a side. The winner of each game receives one point for each of his characters still on the board at the end of the game.

After 2 games the player with the highest point total in the overall winner.

Game Round

The Sauron player takes the first turn, then play alternates.

Movement

A player **must move one of his characters forward** to an adjacent region.

Characters can never move sideways in the mountains, not even with the use of special abilities.

Each player may never have more than four characters each in the Shire or Mordor, only one in each mountain region, and up to 2 in all other regions.

A character may never move into or through a region that already holds the maximum number of his own characters.

A player may shuffle his characters in a region at any time to confuse his opponent.

The River Anduin

The **Fellowship player** only may move characters from Mirkwood to Fangorn or Fangorn to Rohan. This is considered a **forward move**. Forward movement in the opposite direction is not allowed.

The Tunnel of Moria

The **Fellowship player** only may move characters forward through the **Tunnel of Moria** from Ereinion to Fangorn (but never in the opposite direction) even if retreating.

If the Sauron player reveals the **Balrog** in the **Caradhras region** at this time, the character is instantly defeated.

Battle

if a character is moved into a region occupied by one or more characters, it is the **attacker** in a **battle**.

If there are 2 or more unrevealed opponents in the region, the attacker randomly chooses which will be his opponent for the battle. Otherwise the attacker may choose a specific enemy character that is already revealed in the region.

1. **Reveal Characters** Both players reveal their character.
2. **Resolve Character Abilities** The Fellowship player reads and resolves any special ability *first*, followed by the Sauron player. (*Exception: the Warg*).

Some Fellowship characters may **retreat** at the start of the battle. A character can never retreat into a region occupied by an enemy, sideways in the mountains, backwards through Moria or upstream against the Anduin, or into a region with the maximum number of characters in it.

3. **Play Cards** Both players secretly select a remaining **Combat card** and they are revealed simultaneously. **Text cards** *always* take effect before **Strength cards**. If both players reveal Text cards, the Sauron player's card is read and resolved *first*.
4. **Compare Strengths** If the battle is still on, the **Strength number** of each player's Strength card is added to the **Strength value** of the character. The character with the lowest total is **defeated**. If there is a tie, both are defeated.

When a character is **defeated** it is placed face up by the game board.

Used Combat cards are discarded face up by the board. When all 9 Combat cards have been used, both players take all of their cards back.

After a battle, if there are still additional enemies in the region, another begins, until all are resolved. A player's turn does not end until all battles are resolved and only Fellowship or Sauron characters (or none at all) occupy each region.

At the end of a battle or after a retreat, any revealed non-defeated characters are hidden from the opponent again.

Game End

The Fellowship player wins **immediately** if Frodo enters Mordor, even if there are Sauron characters there.

The Sauron player wins **immediately** if he has either 3 characters in the Shire or if Frodo (classic version) is defeated.

If a player is unable to move a character forward during his turn he loses **immediately**.

Variant Game

In the variant game the characters are switched to the side showing the **Star** symbol.

The Sauron player wins **immediately** if the Witch King enters the Shire, even if there are Fellowship characters there.

A defeated Frodo can make Sam the new Ringbearer. Sam is revealed at this time. If Sam is not on the board when Frodo is defeated, the Sauron player **immediately** wins. When Sam is the Ringbearer, the Fellowship player wins **immediately** if Sam enters Mordor, even if there are Sauron characters there. If Sam as the Ringbearer is defeated, the Sauron player **immediately** wins.

Draft Game

Each player chooses which characters he wishes to field. Once chosen they are revealed to the other player, who may use the character tokens as a reminder. Alternatively, character choices may not be revealed before the game.

Special Cards

Players choose 2 Special cards for the game, **or** each player chooses a number between 0 and 4, then picks that number of his opponent's Special cards for his opponent to use. The Special cards are not subject to the Combat card rules. **Each Special card may only be used once per game.**

CLASSIC GAME

FELLOWSHIP PLAYER



FRODO
When attacked, may retreat sideways.



SAM
When with Frodo, is Strength 5 and may replace Frodo in battle.



GIMLI
Instantly defeats the Orcs.



PIPPIN
When attacking, may retreat backwards.



LEGOLAS
Instantly defeats the Flying Nazgûl.



MERRY
Instantly defeats the Witch King.



GANDALF
The Sauron player must play his card first.



ARAGORN
May attack any adjacent region.



BOROMIR
Both Boromir and Sauron character are instantly defeated.



CLASSIC GAME

SAURON PLAYER



ORCS
When attacking, instantly defeat the first character.



FLYING NAZGUL
May attack a single Fellowship character in any region.



BLACK RIDER
May move forward any number of regions to attack.



SHELOB
After Shelob defeats a Fellowship character, she is immediately returned to Gondor.



BALROG
When in Caradhras, instantly defeats any character using Moria.



WITCH KING
May attack sideways.



SARUMAN
May decide that no cards are played.



WARG
Fellowship character's text is ignored.



CAVE TROLL
The Sauron player's card is ignored.



VARIANT GAME

FELLOWSHIP PLAYER



FRODO

The Sauron player's Text Card is ignored. If Frodo is defeated, Sam is the new Ringbearer.



SAM

If attacked, Sam's Strength is equal to that of the Sauron character.



THEODEN

Is Strength 4 in Rohan and Gondor.



SMEAGOL

When attacked alone, may switch with any adjacent Fellowship character.



ELROND

The Sauron player's *Eye of Sauron* and *Magic* cards are ignored.



FARAMIR

When attacking, may retreat sideways.



GANDALF

Reveal Gandalf (after cards are played) to add 1 to the Strength of another character in Gandalf's or adjacent region.



ARAGORN

If attacked, may decide that no cards are played.



TREEBEARD

May attack a single Sauron character in Fangorn. Is Strength 6 in Fangorn.



VARIANT GAME

SAURON PLAYER



ORCS

Is Strength 6 when attacking.



FLYING NAZGUL

May move forward, skipping over one region, to attack.



MOUTH OF SAURON

After cards are revealed, you may replace your card with your '4' Strength card.



WORMTONGUE

If defeated, may retreat backwards into an empty region.



URUK-HAI

May be revealed to move forward any number of regions to an empty region.



WITCH KING

If the Witch King enters the Shire, the Sauron player instantly wins the game.



SARUMAN

Instantly defeats Gandalf. After the Fellowship player reveals his card, you may force him to reveal a different card.



GOLLUM

When attacked or attacking, may retreat forward.



THE WATCHER

Once revealed, remains revealed and may not move forward.

