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Game: **WAR OF THE RING: THE CARD GAME**

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WAR OF THE RING: THE CARD GAME

SETUP

Choose a **scenario**. Each player prepares their deck, shuffling together all the cards of the appropriate factions (see the scenario section for card decks and any modifications to the following setup rules).

Each player takes a **Ring token** and a **player aid**. The Frodo player takes the **starting player token**.

Separate the Shadow and Free Peoples **battleground cards** and shuffle each of decks separately.

Assemble the **path deck**. Stack the cards so that the three path 1 cards are on top, followed by the three path 2 cards, and so on through to path 9.

Each player draws the number of cards indicated by the scenario, then may be required to **cycle** some of those cards. To cycle a card, place it facedown in your cycle pile, to the right of your draw deck.

The **turn order tracker** helps to keep track of the standard turn order when you can't sit around the table, or when you play with fewer than 4 players. Place the starting player token and the turn order marker on the **Frodo** space of the tracker. Advance the turn order marker whenever a player takes a turn, and advance the starting player token at the end of each round.

You must always allow other players to examine a card when some aspect of the face of the card is being referenced, such as when a specific card is taken from your draw deck. You may inspect your own cycle pile and eliminated pile, which is helpful in determining if a particular card is in your draw deck. You may always inspect faceup cards in play.

You may not show any other players your hand. Conversations between teammates must take place at the table, in public.

THE GAME ROUND
1. LOCATION STEP

The starting player first activates 1 **battleground**, then activates 1 **path**. Whenever you activate (or reactivate) a battleground or path, place it faceup in the middle of the table and resolve its activation text.

Paths and battlegrounds may also be activated by certain faction cards during the action step. These rules apply in both cases:

ACTIVATING BATTLEGROUNDS

Unless stated otherwise in the scenario rules, the battleground activated during the location step is selected at random from those in the battleground deck of the starting player's team.

If your own side's battleground deck has been depleted, draw a battleground from the other side's battleground deck. If both battleground decks are depleted, do not activate a battleground during the location step.

When a battleground is activated due to a card's game text or activation text, do not select it at random; if more than 1 battleground matches a card's text, the activating player may choose one. After you take a specific battleground from a deck, shuffle the deck.

There is no limit to the number of battlegrounds that can be simultaneously active.

REACTIVATING BATTLEGROUNDS

If a card's text directs you to **reactivate** a battleground, instead of taking it from its battleground deck, take it from a scoring area.

When you reactivate a battleground, its activation text is resolved again. Attackers and defenders do not change.

ACTIVATING PATHS

Unless stated otherwise in the scenario rules, in the location step of the first round, the starting player selects a random path 1 card from among the three available. On subsequent rounds, the path activated during the location step is selected at random from among the path cards with a number one higher than the last path activated in the prior round.

Only 1 path can be active at a time. If a card's text activates a path, the currently active path is replaced. However, before the new path's activation text is resolved, **combat is immediately resolved on the path being replaced** (in the middle of the action step). This combat is in addition to the path combat that will be resolved during the combat step.

When a card allows you to activate a different path, you may choose among the eligible paths (it is not chosen at random).

Unlike battlegrounds, **a specific path cannot be activated more than once per game.** You cannot use a faction card's text if it would require you to activate a path that has already been activated in this game.

RESOLVING COMBAT

Battleground combat is always resolved during the combat step.

Path combat is resolved:

a. During the action step whenever a new path is activated, and
b. During the combat step.

2. ACTION STEP

Players take turns taking **actions**, beginning with the starting player and proceeding in the order specified in the scenario.

On your turn you may take 1 action, or possibly pass. Play continues until all players have passed consecutively, when the action step ends.

Possible actions:

- **Play** 1 card from your hand.
- **Move** 1 character or army in reserve to an active path or battleground.
- **Cycle** 1 card from your hand.
- **Winnow** by eliminating 2 cards from your hand to draw 1 card.
- **Use an action** to resolve the text of a card in play indicating you may 'use an action to...'
- **Use a Ring token** to draw cards.

Instead of taking an action, you may pass, but only when the number of cards in your hand is less than or equal to your **carryover limit** or the number of cards in your hand is less than each enemy player.

You may pass on one turn and still take an action on your next, provided the action step does not end before your next turn.

The carryover limit is the maximum number of cards a player can have in hand at the end of the action step; at the start of the game it is 2.

PLAYING A CARD

When you play a card, take it from your hand and use it in a way that depends on the card's type. **Every time you play a card, you must cycle a different card from your hand immediately**, before resolving the text on the card played. When you cycle a card, place it facedown on your cycle pile.

If you want to play the last card in your hand, you must **forsake** a card, since you have no other cards in your hand to cycle.

A faction card is *in play* when it is either in reserve, on a battleground, or on a path. Cards in your draw deck, cycle pile, or eliminated pile are not in play.

When you play an army card, place it faceup on an active battleground or in your reserve area. To play or move an army to a battleground, its faction must be one of those indicated by its army icon as an attacker or defender there. Armies may not be played or moved to paths.

When you play a character card, place it faceup on an active path, an active battleground, or in your reserve area. To play or move a character to a battleground, its faction must be one of those indicated by its character icon as an attacker or defender there. To play or move a character to a path, that path's number must be listed on the character's card.

PLAYING AN ITEM

An **item** is always played onto a character card, which becomes its **wielder**.

An item can only be played on one of the wielders indicated on the card, and the wielder must already be in play.

If a wielder is moved from reserve to a path or battleground, the wielder's items move with it.

Icons on an item card are added to the icons of its wielder. In combat, items with defense icons cannot cancel attack icons separately from the character wielding it, unless the item affects the location and not the wielder.

If a wielder is eliminated, any items with the wielder are also eliminated. If the wielder is cycled, any items with the wielder are also cycled.

Items cannot be transferred between wielders.

When an item has a different faction than its wielder, it can move with its wielder to any battleground the wielder can be moved to. Items are not subject to the faction restrictions of battlegrounds for armies and characters. An item is always cycled to its original player's cycle pile, even if the wielder is controlled by a different player. An item on a wielder in reserve can only be forsaken on behalf of the player controlling the wielder, who is not necessarily the player that played the card.

PLAYING AN EVENT

When you play an **event card**, immediately resolve the text on the card, then eliminate the card. Event cards are never *in play* and cannot be placed in reserve.

PLAYING TO THE RESERVE AREA

Cards played to your reserve area cannot be moved in the same round. Text that applies when a card is in the reserve area is immediately effective (you need not wait until the next round).

To remember which cards have been played to your reserve in the current round, you may rotate them, turning them back at the beginning of the next round.

SPECIAL CASES

When a card directs you to perform multiple actions, do them in the order presented.

When a card directs you to **cycle**, **forsake**, or **eliminate** a card, this requirement is in addition to the card that must be cycled as the usual cost of playing the card.

Many cards direct you to *draw* a number of cards, then *play* one or more of those drawn, and then *cycle the rest* (that is, all unplayed cards). In this case, the cards that you're directed to cycle satisfy the requirement to cycle a card for each one played.

You can never play the exact same character or item card twice in the same round.

OTHER ACTIONS
CYCLE (FROM YOUR HAND)

Cycle a card from your hand, placing it facedown on your cycle pile.

MOVE

Move an army or character card from your reserve to an active path or battleground.

You cannot move a card where you could not play that card, and you cannot take a move action for a card that was played to your reserve this round.

Some character cards have text that is resolved specifically when the card is played. This text is not resolved when the card is moved.

'USE AN ACTION' OF A CARD IN PLAY

Resolve the text of a card in play that specifies you may *use an action* to do something. When text requires you to use an action to do something, the text does not apply if you did not take an action.

USE A RING TOKEN

In the *Trilogy* scenario, as an action, once per game, you may use your Ring token to draw 2 cards. Discard the token as a reminder.

If the Ring token is not used during the *Trilogy* scenario, it is worth 1 VP during final scoring after path 9.

The use of Ring tokens can be different depending on the scenario you play.

WINNOW

Eliminate 2 cards from your hand, and then draw 1 card.

3. COMBAT STEP

Combats are resolved on each active battleground and on the active path. Path combat might be also resolved during the action step, if a new path is activated.

During the combat step, the starting player decides the order the combats are resolved. Combat is resolved even if only 1 team has cards on the path or battleground, or if neither team does.

COMBAT TOKENS

Some cards add combat icons according to their text. Use the combat tokens to keep track of icons added by a card.

These tokens can either improve the defense value of a path or battleground, or improve the attack or defense value of one of the cards on the path or battleground.

A defense icon added to a path or battleground always cancels out attack icons before the defending characters and armies are affected.

An icon added to a character or army is considered to be part of that character or army, and cannot be used to cancel out attack icons separately.

PATH COMBAT

On a path, the Free Peoples side is always the defender and the Shadow is always the attacker.

1. Count the number of 💀 icons on Shadow cards and tokens on the path.
2. Cancel a number of 💀 icons equal to the number of 🛡 icons on the path itself, including any defense tokens added to the path.
3. If there are any remaining 💀 icons, the Free Peoples player(s) must cancel as many as possible, eliminating their cards from the path until either the number of 🛡 icons eliminated equals or exceeds the number of remaining 💀 icons, or they run out of cards.
4. Any leftover Free Peoples cards on the path are cycled.

A Free Peoples character must be eliminated if it cancels even a single 💀 icon, regardless of how many 🛡 icons it has (remember that items with defense icons cannot cancel attack icons separately from the character wielding them).

At the end of path combat, all Shadow characters in that combat are eliminated.

If the Free Peoples players cannot decide which characters to eliminate, the Shadow players can decide for them.

In the *Trilogy* scenario, if the Free Peoples can cancel out all the 💀 icons, the Free Peoples place the path in their scoring area, where it is worth the number of VPs printed on the path.

If the Free Peoples cannot cancel out all the 💀 icons, the Shadow team adds to the Shadow scoring area as many **corruption tokens** as there are uncanceled 💀 icons remaining, along with the path. Keep the path card facedown as a reminder that its VP value does not apply.

BATTLEGROUND COMBAT

On a battleground, one side is the defender and the other side the attacker. On a Shadow battleground, the Shadow side is always the defender, and the Free Peoples side is the attacker; on a Free Peoples battleground, the Free Peoples side is the defender and the Shadow side is the attacker.

The attacking and defending factions of a battleground are fixed by the battleground card, regardless of how it is activated.

If a battleground from one side's battleground deck is reactivated from the other side's scoring area, the battleground's 🛡 icons are ignored (they do not cancel out the attackers' ⚔ icons).

1. Count the number of ⚔ icons on attacking cards.
2. Cancel a number of ⚔ icons equal to the number of 🛡 icons on the battleground itself, including any defense tokens added to the battleground (🛡 icons or defense tokens on characters or armies are considered in the next step).
3. If there are any remaining ⚔ icons, the defending player(s) must cancel as many of them as possible, eliminating their cards from the battleground until either the number of 🛡 icons eliminated equals or exceeds the number of remaining ⚔ icons, or they run out of cards.
4. Any leftover defending cards on the battleground are cycled.

A defending card must be eliminated if it cancels even 1 ⚔ icon, regardless of how many 🛡 icons it has.

At the end of battleground combat, all attacking cards are eliminated. If the defenders cannot decide which characters or armies to eliminate, the attackers can decide for them.

If the defender can cancel out all ⚔ icons, the defender wins. Otherwise, the attacker wins.

The winning side takes control of the battleground and places it in their scoring area.

CHARACTERS IN BATTLEGROUND COMBAT

Characters only gain combat icons (or gain additional icons) when leading an army. These **leadership icons** are shown as a smaller icon within a circle.

For a leadership icon to be counted in combat, the character must have an army of the same faction on the battleground. The army **supports** the character. An army can only support 1 character.

On defense, when taking losses to cancel out attack icons, an army and the character it is supporting can be lost separately; the leadership icons will still be counted, in the current combat, if one is eliminated and not the other.

If a character in combat is wielding items, remember that items cannot cancel attack icons separately from the character.

4. VICTORY CHECK

During this step, each team calculates its score.

- If the difference between the two teams' scores is 10 or more, then the team with the higher score wins and the game ends.
- After combat is resolved on the last path of a scenario, the team with the higher score wins. In the case of a tie, the Shadow wins.

5. DRAW STEP

As instructed in the scenario, players draw a number of cards from their deck. Finally, the starting player token is passed to the next player in the order given in the scnenario.

GAME PROCEDURES

CYCLE

When you **cycle** a card, place it facedown on your cycle pile. You may always examine your own cycle pile.

When a card's text directs you to cycle a card, this is in addition to the card that must be cycled to play the card.

If you have no cards left in your hand, and you are required to cycle a card from your hand, you must **forsake** a card instead. This includes when you want to play the last card in your hand.

DRAW

Take the top card of your draw deck. While drawn cards usually end up in your hand, there are exceptions.

There is no limit to the number of cards you can have in your hand, except at the end of the action step when you cannot have more than your carryover limit.

When you deplete your draw deck, you must immediately **recycle** your cycle pile. Shuffle your cycle pile and place it facedown on the table as your new draw deck. If you were in the middle of drawing cards when you triggered the recycle, after recycling finish drawing until you've taken the required number of cards.

If a recycle is caused by game text, shuffle the cards in your cycle pile into your draw deck.

ELIMINATE

When you **eliminate** a card, place it facedown in your eliminated pile. You may always examine your own eliminated pile. Once a card is eliminated, it will not re-enter play.

Whenever you eliminate a card, check it for text that applies when it is eliminated. If it has such text, reveal the card to the other players and resolve the appropriate text.

Otherwise, do not reveal cards eliminated from your hand or your draw deck to the other players.

When you are directed to eliminate a card, but you are unable to do so, there is no further penalty. However, in a case where you may voluntarily eliminate cards to gain some benefit, you cannot gain the benefit if you cannot eliminate.

FORSAKE

When you are directed to **forsake** a card, you must eliminate a card, choosing:

- A card of your choice from your hand; *or*
- A card of your choice from your reserve (you may forsake an item separately from its wielder); *or*
- The top card of your draw deck.

You cannot examine the top card of your draw deck before making the decision to forsake the card. However, you must examine it after making your choice, as with all eliminated cards, since some cards have directions to follow when eliminated or forsaken.

MOVE

When you are directed to **move** a card, use the same rules and restrictions as a move action).

REACTIVATE/ACTIVATE (BATTLEGROUND OR PATH)

When you are directed to **activate** or **reactivate** a battleground, or to activate a path, follow the rules given in the location step.

REMOVE

When you are directed to **remove** a card, you must immediately eliminate that card no matter where it is: draw deck, cycle pile, hand, or in play. If a card is removed from your draw deck, reshuffle the deck.

RUNNING OUT OF CARDS

When your draw deck and cycle pile both run out of cards because you draw all of them into your hand, continue playing with the few cards you have remaining. If you completely run out of cards (from your draw deck, cycle pile, and hand), there is no penalty if you cannot eliminate a card when required.

TAKE FROM DRAW DECK

When you are directed to take a specific card from your draw deck, secretly examine your draw deck and take the card, and then reveal it to the other players so they can verify you took the correct card. Afterwards, reshuffle your draw deck.

SCORING

Scoring may vary for different scenarios, but in the *Trilogy* scenario:

BATTLEGROUNDS

Each battleground in your team's scoring area is worth the number of **victory points** (VPs) printed at the top left of the card.

PATHS

- Each path in the Free Peoples team scoring area is worth the number of VPs printed at the top left of the card.
- The Shadow team earns VPs for paths based on how many corruption tokens resulted from the outcome of the path combat; the path itself is not worth any VPs for the Shadow. Place the path card facedown in your scoring area.

CORRUPTION TOKENS

💀 Corruption tokens track the amount of corruption added during the game. Whenever you add 1 corruption, place 1 corruption token in the Shadow scoring area.

Corruption tokens are usually added due to path combat, but may also be added or removed as directed by card text.

If a card directs you to remove a corruption, but there are none to remove, the directions are ignored.

Each corruption token is worth 1 VP for the Shadow team.

RING TOKENS

In the *Trilogy* scenario, each player's unused Ring token is worth 1 victory point for the team. Ring tokens are only considered during the final scoring, after combat on the last path is resolved.

GLOSSARY

Activate: Take an unused battleground or path location from the appropriate deck and place it faceup on the table. If you activate a path and there is already an active path in play, combat must be resolved on the active path before resolving the new path's activation text.

Active path/battleground: A path or battleground that was activated earlier this round for which combat has not yet been resolved.

Attack icons: ⚔ (battleground), 🗡 (path).

Carryover limit: The maximum number of cards you can have in your hand at the end of the action step. It is also the maximum number you may have to be allowed to pass your action, even when you have the same or greater number of cards than an opponent.

Cycle: Place a card in the cycle pile. When your draw deck runs out of cards, shuffle the cards in your cycle pile and use them to replenish your draw deck.

**Defense icons:** 🛡 (battleground), 🛡 (path).

Draw: Take a card from the top of the draw deck.

Eliminate: Place a card in the eliminated pile. Eliminated cards are permanently out of the game.

Faction: *Dúnedain, Dwarf, Elf, Hobbit, Rohan, Wizard, Isengard, Monstrous, Mordor, Southron.* Each is represented by a specific icon and card template.

Forsake: Choose a card to eliminate, from your hand, your reserve, or the top of your draw deck.

In play: A faction card is in play when it is faceup on the table, either in reserve, on a battleground, or on a path.

Leadership icons: ⊗ (attack), ⊙ (defense). Leadership icons are counted only if the character is **supported**.

Location: A battleground or path.

Move: Move a faction card from your reserve to a path or battleground.

Pass: Skip a turn, either because you have fewer cards than each opponent, or you are at or below your carryover limit

Play: Take a card from hand and put it in play, or in the case of an event card, resolve its game text and put it in the eliminated pile. Usually, you must cycle 1 card from hand when you play a card.

Reactivate: Like activating a battleground, except it is taken from a scoring area.

Recycle: Shuffle the cards in your cycle pile (sometimes together with remaining cards in your draw deck) to form a new draw deck.

Remove: Eliminate a card from wherever it is, taking it from your draw deck or cycle pile, if it is not in play.

Reserve: Cards played to your reserve are placed faceup on the table, but not on a battleground or path. Cards played to your reserve cannot be moved later in the same round.

Scoring area: The set of battleground and path cards collected by a team after winning combats, and any corruption tokens the Shadow may have accumulated.

Support: For a character's leadership icons to count, the character must be on the same battleground as a supporting army of the same faction. An army can only support 1 character.

Take, from a deck or pile: Locate and take a specific card from a draw deck (reshuffling afterwards) or pile.

Type: Army, character, event, item.

Wielder: A character in play with an item on it.

Winnow: Eliminate 2 cards from hand to draw 1.

THE GAME ROUND

1. LOCATION STEP

The starting player first activates 1 **battleground**, then activates 1 **path**.

If a card's text directs you to **reactivate** a battleground, instead of taking it from its battleground deck, take it from a scoring area. Its activation text is resolved again and attackers and defenders do not change.

Unless stated otherwise in the scenario rules, in the location step of the first round, the starting player selects a random path 1 card from among the three available. On subsequent rounds, the path activated during the location step is selected at random from among the path cards with a number one higher than the last path activated in the prior round.

Only 1 path can be active at a time. If a card's text activates a path, the currently active path is replaced. However, before the new path's activation text is resolved, **combat is immediately resolved on the path being replaced** (in the middle of the action step). This combat is in addition to the path combat that will be resolved during the combat step.

When a card allows you to activate a different path, you may choose among the eligible paths (it is not chosen at random).

Unlike battlegrounds, **a specific path cannot be activated more than once per game.** You cannot use a faction card's text if it would require you to activate a path that has already been activated in this game.

RESOLVING COMBAT

Battleground combat is always resolved during the combat step.

Path combat is resolved:

a. During the action step whenever a new path is activated, and
b. During the combat step.

2. ACTION STEP

Players take turns taking **actions**, beginning with the starting player and proceeding in the order specified in the scenario.

On your turn you may take 1 action, or may pass. Play continues until all players have passed consecutively.

- **Play** 1 card from your hand.
- **Move** 1 character or army in reserve to an active path or battleground.
- **Cycle** 1 card from your hand.
- **Winnow** by eliminating 2 cards from your hand to draw 1 card.
- **Use an action** to resolve the text of a card in play indicating you may 'use an action to...'
- **Use a Ring token** to draw cards.

Instead of taking an action, you may pass, but only when the number of cards in your hand is less than or equal to your **carryover limit** or the number of cards in your hand is less than each enemy player.

You may pass on one turn and still take an action on your next, provided the action step does not end before your next turn.

The carryover limit is the maximum number of cards a player can have in hand at the end of the action step; at the start of the game it is 2.

3. COMBAT STEP

PATH COMBAT

On a path, the Free Peoples side is always the defender and the Shadow is always the attacker.

1. Count the number of 💀 on Shadow cards and tokens.
2. Cancel a number of 💀 equal to the number of ⚫ on the path itself, including any defense tokens on the path.
3. If there are any remaining 💀, the Free Peoples player(s) must cancel as many as possible, eliminating their cards from the path until either the number of 💀 eliminated equals or exceeds the number of 💀, or they run out of cards.
4. Any leftover Free Peoples cards on the path are cycled.

A Free Peoples character must be eliminated if it cancels even a single 💀 (items with defense icons cannot cancel attack icons separately from the character wielding them).

Finally, all Shadow characters in that combat are eliminated.

In the *Trilogy* scenario, if the Free Peoples can cancel out all the 💀, the Free Peoples place the path in their scoring area, where it is worth the number of VPs printed on the path.

If the Free Peoples cannot cancel out all 💀, the Shadow team adds to the Shadow scoring area as many **corruption tokens** as there are uncanceled 💀, along with the path (facedown as a reminder that its VP value does not apply).

BATTLEGROUND COMBAT

On a battleground, one side is the defender and the other side the attacker.

On a Shadow battleground, the Shadow side is always the defender, and the Free Peoples side is the attacker; on a Free Peoples battleground, the Free Peoples side is the defender and the Shadow side is the attacker.

The attacking and defending factions of a battleground are fixed by the battleground card, regardless of how it is activated.

If a battleground from one side's battleground deck is reactivated from the other side's scoring area, the battleground's ⚫ are ignored (they do not cancel out the attackers' ⚔ icons).

1. Count the number of ⚔ on attacking cards.
2. Cancel a number of ⚔ equal to the number of ⚫ on the battleground itself, including any defense tokens added to the battleground (⚫ or defense tokens on characters or armies are considered in the next step).
3. If there are any remaining ⚔, the defending player(s) must cancel as many of them as possible, eliminating their cards from the battleground until either the number of ⚫ eliminated equals or exceeds the number of remaining ⚔, or they run out of cards.
4. Any leftover defending cards on the battleground are cycled.

A defending card must be eliminated if it cancels even 1 ⚔, regardless of how many ⚫ it has.

At the end of battleground combat, all attacking cards are eliminated. If the defenders cannot decide which characters or armies to eliminate, the attackers can decide for them.

If the defender can cancel out all ⚔, the defender wins. Otherwise, the attacker wins. The winning side takes control of the battleground and places it in their scoring area.

4. VICTORY STEP

Each team calculates its score

5. DRAW STEP

SCENARIOS

Use the appropriate side of the **turn order tracker** with the *3 Player Duel* or the *Trilogy* scenario with less than 4 players.

TRILOGY SCENARIO

Two teams of 2 players each (or fewer than 4 players playing in the same way).

Starting player and turn order: The Frodo player begins with the starting player token. Frodo is followed by The Witch-king, Aragorn, and Saruman.

1. **Frodo (Free Peoples):** Dwarf, Hobbit, Rohan, and Wizard.
2. **The Witch-King (Shadow):** Mordor.
3. **Aragorn (Free Peoples):** Dúnedain and Elf.
4. **Saruman (Shadow):** Isengard, Monstrous, and Southron

Setup: Each player draws 7 cards, then must cycle 2, leaving a hand of 5 cards.

Draw step: During the Draw step, each Free Peoples player draws 3 cards, and each Shadow player draws 4 cards.

Ring tokens: Each player starts with 1 Ring token. Once per game, as an action, you can use and discard your Ring token to draw 2 cards. At the end of the game, for each token which has not been used, players add 1 VP to the final score of their team.

2 or 3 people: If there are 3 players, one person controls both Shadow decks, and the other 2 each play one of the Free Peoples decks. If there are 2 players, each player controls both decks of your team.

When playing more than 1 deck, play them completely separately. Any rules that refer to *you* or a *player* are directed to the *deck* and not to you as a person. The rules are written with the assumption that each player is controlling 1 deck.

2 PLAYER DUEL

Starting player and turn order: The Gandalf player begins with the starting player token.

1. **Gandalf (Free Peoples):** All Free Peoples cards.
2. **The Witch-King (Shadow):** All Shadow cards.

Setup: The Gandalf player draws 4 cards. The Witch-king player draws 6 cards. Neither player cycles any cards.

Draw step: During the Draw step, the Gandalf player draws 4 cards, and The Witch-king player draws 6 cards.

Ring tokens: Each player starts with 1 Ring token. Once per round, as an action, you can use your Ring token to draw the top 3 cards of your draw deck Then, you must eliminate 1 card from hand and cycle I card from hand. Flip your Ring token as a reminder that you have used it in this round.

Special rules:
Path scoring: After path combat, the Gandalf player only places the path in the scoring area if the total of 🛡 icons exceeds the total of 💀 icons. If there are the same number of 🛡 and 💀 icons, neither side receives VPs for the path.

Each player: When game or activation text directs *each Free Peoples player* or *each Shadow player* to do something, **follow the directions twice**. If a card directs each player to do 1 or more of these actions, complete all the directions once, and then do it again. This doubling is not performed every time you're directed to do an action; only when each player on a team is directed to do so.

3 PLAYER DUEL

One Free Peoples player plays against 2 Shadow players. The Gandalf player uses similar rules to the *2 Player Duel,* while the Shadow players use similar rules to the *Trilogy* scenario, playing 2 separate decks.

Starting player and turn order: The Gandalf player begins with the starting player token. Gandalf is followed by The Witch-king, then Gandalf plays again, then Saruman.

1. **Gandalf (Free Peoples):** All Free Peoples cards.
2. **The Witch-King (Shadow):** Mordor.
3. **Saruman (Shadow):** Isengard, Monstrous, and Southron

Setup: Each Shadow player draws 7 cards, then must cycle 2, leaving a hand of 5 cards each. The Gandalf player draws 6 cards, and cycles none.

Draw step: During the Draw step, the Gandalf player draws 6 cards, and each Shadow player draws 4 cards.

Ring tokens: Each player starts with 1 Ring token, which can be used once per game by the Shadow players, following the *Trilogy* scenario rules; and once per round by the Gandalf player, who can use it following the same rules as in the *2 Player Duel*.

Special rules: Apply *2 Player Duel* special rules.

FELLOWSHIP OF THE RING SCENARIO

Starting player and turn order: The Balrog of Moria player begins with the starting player token.

1. **The Balrog of Moria (Shadow)**
Monstrous (8): *Balrog of Moria, Barrow-wights, Caradhras the Cruel, Cave-troll, Flocks of Crebain, Hill-troll, Goblins of the Misty Mountains (2).*

Mordor (18): *Black Breath, Black Rider's Mount, Grishnakh, Mordor Orcs (3), Morgul Blade, Nazgûl's Mantle, The Ringwraiths Are Abroad, all Nazgûl cards (9).*

Isengard (4): *Palantir of Orthanc, Saruman, Saruman's Staff, Uglúk.*

2. **Gandalf (Free Peoples)**
Dúnedain (3): *Blade of Westernesse, Boromir, Strider.*

Dwarf (2): *Dwarven Axe, Gimli.*

Elf (13): All cards in this set: *Arwen, Bow of the Galadhrim, Elrond, Elven Cloak, Galadriel, High Elves (2), Legolas, Lembas, Mirror of Galadriel, Nenya, Ring of Adamant, Phial of Galadriel, Vilya, Ring of Air.*

Hobbit (8): *Bilbo Baggins, Fatty Bolger, Frodo Baggins, Merry Brandybuck, Mithril Coat, Pippin Took, Sam Gamgee, Sting.*

Wizard (4): *Gandalf the Grey, Narya, Ring of Fire, Gandalf's Staff, Glamdring.*

Setup: Each player draws 7 cards, but then must cycle 2, leaving a hand of 5 cards. Only these location cards are used:

Battlegrounds
Round 1: *Minas Morgul.*
Round 2: *Rivendell.*
Round 3: *Moria.*
Round 4: *Lórien, Dol Guldur.*
Round 5 (if necessary): *Orthanc.*
Round 6 (if necessary): *Morannon.*

Paths
Path 1: *Bucklebury Ferry, Gildor's Encampment.*
Path 2: *Inn of the Prancing Pony, The Old Forest.*
Path 3: *Fords of Bruinen, Imladris.*
Path 4: *Caradhras, Khazad-dûm, The Doors of Durin.*
Path 5: *Egladil, Dimrill Dale, Lothlórien.*
Path 6: *Amon Hen.*

Draw step: During the Draw step, the Gandalf player draws 3 cards, and the Balrog of Moria player draws 4 cards.

Ring tokens: Ring tokens are not used.

Special rules: This scenario begins on path 1 and ends on path 6, and lasts between 4 and 6 rounds. Only the paths listed are used. The battlegrounds are activated in the order specified.