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Game:	WAR OF THE RING 2ND EDITION
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Page 1:	Rules summary main rules (<i>front</i>)
Page 2:	Rules summary main rules (<i>back</i>)
Page 3:	Rules summary Fellowship (<i>single page</i>)
Page 4:	Reference sheet 1 Free Peoples (left) & Shadow (right) (<i>front</i>)
Page 5:	Reference sheet 1 Shadow (left) & Free Peoples (right) (<i>back</i>)
Page 6:	Reference sheet 2 Free Peoples (left) & Shadow (right) (<i>front</i>)
Page 7:	Reference sheet 2 Shadow (left) & Free Peoples (right) (<i>back</i>)
Page 8:	Reference sheet Unit setup & card replacement
Page 9:	Rules Summary <i>Lords of Middle-Earth</i>
Page 10:	Special Characters Reference Free Peoples
Page 11:	Special Characters Reference Shadow
Page 12:	Rules Summary <i>Warriors of Middle-Earth</i>
Page 13:	WoME Faction Summary Free Peoples
Page 14:	WoME Faction Summary Shadow
Page 15:	WoME Faction Reference Free Peoples
Page 16:	WoME Faction Reference Shadow
Page 17:	Rules Summary <i>Kings of Middle-Earth</i> (<i>front</i>)
Page 18:	Rules Summary <i>Kings of Middle-Earth</i> (<i>back</i>)

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

Figure images by Ralf Schemmann (*Gandalf the White, Aragorn Heir to Isildur, Elrond, Galadriel, Witch-King Chief of Ringwraiths, Mouth of Sauron Black Numenorean, Gothmog*) and Peter Gifford (*Gandalf the Grey, Saruman, Witch-King Black Captain, Mouth of Sauron Lieutenant of Barad-dur, Balrog, all Warriors figures*)

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WAR OF THE RING

SETUP

FREE PEOPLES NATIONS

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

SHADOW NATIONS

Sauron	red
Isengard	yellow
Southrons & Easterlings	orange

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

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

Place the **Ring-bearers figure** on Rivendell. Place all the other **companion figures** and their counters in the **The Fellowship of the Ring** box. Set aside the **Gollum figure** for later use.

Place the **Fellowship progress counter** (*hidden* side up), and the **corruption counter**, on Step 0 of the **Fellowship track**. Place the 3 **Elven ring counters** (*ring* side up) in the FP's **Elven rings** space.

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

Shuffle the **Free Peoples** and **Shadow event cards** into their **character and strategy decks** and place them facedown on their spaces on the board.

Put the **standard hunt tiles** (beige) in an opaque container to form the **hunt pool**. Set aside the **special hunt tiles** (blue and red) for later use.

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

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

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

THE MAP

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

A **sea or lake** (a blue area surrounded by a black line or bordered by a white line) is not a region and can never be crossed.

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

THE GAME TURN

The game is divided into **turns**, each divided into 6 phases:

1. Recover action dice and draw event cards

Players recover the action dice they used in the previous turn, plus any dice added to the action dice pool and minus any removed from the pool.

Then each player draws 2 cards, one from each of their event decks.

2. Fellowship phase

The FP may **declare** the position of the Fellowship if it is *hidden* (it remains *hidden*). If the Fellowship is *declared* in a city or stronghold of a FP nation, that nation is **activated** (if the nation is *passive* on the political track, flip to *active*) and the Ring-bearers may be **healed**.

The FP may also change the Guide of the Fellowship during this phase.

3. Hunt allocation

The SP may place action dice from their dice pool into the **hunt box** that they want to devote to the hunt for the Ring.

If 1 or more FP action dice were in the hunt box at the end of the previous turn, the SP must place a *minimum* of 1 die.

The *maximum* number of dice the SP can place in the hunt box is equal to the number of companions currently in the Fellowship (not including the Ring-bearers). The SP may always place at least 1 die in the hunt box.

Dice in the hunt box are not rolled in the next phase.

4. Action roll

Players roll their action dice. The SP immediately adds all the dice that show the **EYE** symbol to the hunt box.

5. Action resolution

Starting with the FP, the players alternate actions, each taking 1 action by using up 1 of their available action die results.

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

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

6. Victory check

The game ends if either player has achieved the military victory conditions. If not, a new game turn begins.

ACTION DICE

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

Both players may add extra dice to their pools when specific characters enter the game. Players lose the additional die if the corresponding character is eliminated. When a player gains or loses an action die, the gain or loss only takes effect in the first phase of the next turn.

THE ELVEN RINGS

Before taking an action, use an **Elven Ring / Flaming Eye** to change an *unused* action die to any other desired die result (the FP may not change to a **WILL OF THE WEST** result), then proceed to take a regular action (not necessarily choosing the die just changed).

A Shadow die changed to an **EYE** result is placed in the hunt box (a die already showing an **EYE** result cannot be changed). This does not count as an action.

When the FP uses an Elven Ring, they flip it over to the Flaming Eye side and give it to the SP. After the SP uses the counter, it is discarded from play. Only 1 Elven Ring/Flaming Eye can be used by the same player during a single turn.

EVENT CARDS

Each player has a **strategy deck** (banner icon: military and political options) and a **character deck** (sword icon: the Fellowship and the actions of companions and minions).

In the first phase of each turn both players draw 1 card from each of their decks. An event action die result may also be used to draw 1 card from either deck.

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

Event cards can be played during the Action Resolution phase:

- By using an **EVENT** action die result, or
- By using an action die result whose icon matches the symbol on the upper right corner of the card.

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

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

Recruit: The units or leaders are taken from available reinforcements. These cards may be used even when a nation is not at war and also allow units to be placed in a stronghold under siege. Other recruiting restrictions still apply.

If a card eliminates all the units in an army, all FP leaders with the army are removed, while any Nazgûl, companions or minions remain in the region unless otherwise specified.

All event cards can be played as combat cards (bottom text). This does not require an action; the card is discarded after use.

ARMIES

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

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

If a region is too crowded, move some or all of the figures to a free army box and place the corresponding numbered army counter in the region.

RECRUITING NEW UNITS

Use a **MUSTER** die result or play an appropriate event card to recruit new army units and leaders.

Using a single **MUSTER** die, bring into play:

- 2 regular units, or
- 2 leaders / Nazgûl, or
- 1 regular unit and 1 leader / Nazgûl, or
- 1 elite unit.

New units *must* belong to a nation at war if brought on by a **MUSTER** die result.

New recruits are taken from reinforcements and are limited to the figures available. They may only be placed in a **town, city or stronghold** of the nation to which the unit belongs.

Nazgûl are always recruited in Sauron nation strongholds.

Two figures recruited at once using a MUSTER die must always be placed in separate settlements.

Troops *cannot* be recruited in a settlement occupied by enemy troops or containing an enemy control marker; or a besieged stronghold (unless recruiting by event card).

When using an event card to recruit units, new units do not have to belong to a nation at war. If the card allows you to recruit units into a stronghold, they may be recruited even if the stronghold is under siege. Otherwise, recruiting by event card is subject to the usual restrictions.

ARMY MOVEMENT

An army can be moved to an adjacent region with an **ARMY** or **CHARACTER** die, or by playing an appropriate event card.

ARMY die: can move 2 different armies.

CHARACTER die: can move a single army containing at least 1 leader or character.

No unit can be moved twice by the same action.

Any region entered must be a free region (no enemy army and/or enemy-controlled settlement), or an enemy-controlled settlement free of enemy army units. A region with an enemy-controlled stronghold under siege by your units is considered free.

A region occupied by enemy units cannot be entered but must be attacked.

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

If a moving army enters a region occupied by a friendly army, the 2 armies merge into a single army. An army may be split by moving part of its units into an adjacent region.

FP leaders must choose which part of the army to stay with, but if a **CHARACTER** die result was used to move, at least 1 FP leader or character must join the moving units.

If an event card allows armies to move through more than 1 region, they cannot pick up or drop figures along the way, and they capture an enemy-controlled settlement they move through. Check stacking limits only after all multiple movements are complete.

LEADERS

FP leaders cannot move on their own and must always be part of a friendly army. A FP leader on the board without an army is immediately removed.

Any number of FP leaders may be in an army, and they can lead armies of any FP nation. They are not considered an army unit, cannot be taken as casualties, and do not add to the combat strength of an army.

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

They are unaffected by an enemy army in the same region. However, Nazgûl without an army cannot move into a region with a stronghold controlled by the FP unless it is besieged by the SP.

CHARACTERS

FP characters are called **companions** and SP characters are called **minions**.

Companions are brought into play when they are separated from the Fellowship. *Aragorn – Heir to Isildur and Gandalf the White* are brought into play using a **WILL OF THE WEST** die.

Minions are brought into play using a **MUSTER** die (using the rules on the appropriate character card).

Characters are moved by a character die result, or sometimes by event card. A level 0 character cannot be moved, even when attached to an army or retreating army.

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

FP moves *all* companions not in the Fellowship.

FP moves the Fellowship.

SP moves *all* Nazgûl and minions.

FP or SP moves an army with a leader or character.

MOVING COMPANIONS

 Companions may be moved a number of regions equal to or less than their **level**. A group in the same region moving to a common destination uses the *highest* level (several groups may be made from the companions in a region, which can then move independently).

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

MOVING MINIONS

Saruman can never leave the Orthanc region.

The Mouth of Sauron moves in the same way as a companion. Alone, they are unaffected by enemy armies, but cannot enter or leave a region with a friendly stronghold besieged by an enemy army.

Any minion without an army cannot move into a region with a stronghold controlled by the FP unless it is besieged.

BATTLES

A single army may attack an enemy army by using an army or character die, or by playing an appropriate event card.

Only armies belonging to a nation *at war* can start a battle.

An **ARMY** die—or a **CHARACTER** die if the army contains at least 1 leader or character—can be used to **attack an enemy army** in an adjacent region, or to **initiate a siege or sortie** against an enemy army in the same region.

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

An *attacking* army may be split before committing to a battle. The non-participating **rearguard** (and its leaders/characters) cannot be targeted, chosen as casualties, or chosen to advance into a contested region if the battle is won.

RESOLVING A BATTLE

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

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

COMBAT CARDS

Each player may play 1 event card as a **combat card** at the start of each round (they apply only to the current round unless specified). Cards are discarded when the round is over.

The attacker declares if they are using a combat card first, then the defender; and if both are, they are chosen secretly (with their backs visible) and simultaneously revealed.

If the card effect timing is uncertain, the card with the lowest **initiative rating** (bottom left corner) is applied first, and on a tie, the defender's card is applied first.

Some cards have specific requirements (in **bold**) that must be met for the card to be played. Some require the player to **forfeit LEADERSHIP**, in which case the selected figure(s) do not count as a leader for that round. You cannot forfeit **LEADERSHIP** that has already been cancelled.

If a card grants an additional attack, a leader re-roll is never applicable; any modifier granted by the opponent's combat card does not apply; and casualties are removed immediately and not influenced by an opponent's combat card.

COMBAT ROLLS / LEADERSHIP RE-ROLLS

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



An army's **LEADERSHIP** is the maximum number of dice re-rolled in the **leader re-roll**, and equals the number of leaders (or Nazgûl) plus the

LEADERSHIP ratings of all participating characters, up to a **maximum of 5 dice**.

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

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

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

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

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

REMOVING CASUALTIES

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

- Remove 1 regular unit, or
- Replace 1 elite unit with 1 regular unit

For every 2 hits, remove casualties as above, twice, or remove 1 elite unit. Regular units replacing elite ones *can* be taken from previous casualties. If there are no regulars in casualties or reinforcements, the elite unit is eliminated.

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

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

Characters in a region without friendly army units are never drawn into a battle.

CEASING THE ATTACK OR RETREATING

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

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

If the defender retreats, their entire army must flee to an adjacent free region. If no such region is available the army cannot retreat. If the retreating army contains a level 0 character, that character is left behind.

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

SIEGES

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

If the defender retreats into a siege, the attacker *may* immediately advance into the region: the stronghold is now **under siege** and the battle is over.

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

During a siege the region around the stronghold is considered **free** for the besieging player.

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

CONDUCTING A SIEGE

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

The battle lasts 1 combat round, unless the attacker reduces one of their participating elite units to a regular unit to extend it for an additional round. It can be extended repeatedly this way.

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

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

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

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

SORTIE

An army inside a stronghold under siege may attack the besieging army using an action die for a **sortie**. The besieged army fights a field battle for at least 1 round, but may then cease the battle by moving back into the stronghold. A rearguard may be left in the stronghold. The besieging defending army may retreat as usual. If the attacking army wins, it cannot advance outside of the region.

CAPTURING A SETTLEMENT

A settlement is **captured** when an enemy army enters a region with a city, town, or unoccupied stronghold; or when all units

defending a stronghold are eliminated (and the attacker still has at least one army unit in the region). The capturing player places a **settlement control marker** on the region. A captured city, town or stronghold cannot be used for recruiting troops or advancing the political track.

If the original owner recaptures the settlement, the control marker is removed and any victory points lost.

POLITICS

A nation's **political counter** must be in the *at war* box on the **political track** for it to be mobilized and ready to fight.

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

- An army containing its units is attacked.
- One of its regions is entered by an enemy army.
- The Fellowship is *declared* in one of its cities or strongholds.
- A companion capable of activating that nation (see the symbol on its card; the FP symbol means any FP nation) ends their movement (or enters play) in one of its cities or strongholds.

The political counter of a nation can be advanced 1 box towards the *at war* box by using a **MUSTER** die result or by playing an appropriate event card. The political counter of a nation is also *automatically* advanced:

- Every time an army containing its units is attacked.
- Every time one of its settlements (city, town or stronghold) is captured by the opponent.

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

Companions, minions and Nazgûl are always considered *at war*.

WINNING THE GAME

If 2 or more victory conditions are achieved on the same turn, lower-numbered conditions take precedence over higher-numbered ones.

RING-BASED VICTORY CONDITIONS

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

- 1 **Corruption of the Ring-bearers:** If the Ring-bearers have 12 or more corruption, the SP wins.
- 2 **Destroying the Ring:** If the Ring-bearers figure is on the *Crack of Doom* step on the Mordor track, and the Ring-bearers have fewer than 12 corruption points, the FP wins.

MILITARY VICTORY CONDITIONS

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

- 3 **The Shadow Conquers Middle-earth:** If the SP controls FP settlements worth 10 or more victory points, they win.
- 4 **Sauron is Banished from Middle-earth:** If the FP controls SP settlements worth 4 or more victory points, the FP wins.

Military victory conditions are based on the **control** of a settlement. You control an enemy settlement if it has your **settlement control marker** on it. Use victory points markers and the victory point track to keep count of victory points.

THE FELLOWSHIP AND MOUNT DOOM

THE FELLOWSHIP OF THE RING

The Ring-bearers figure (*Frodo and Sam*) indicates the last known position of the Fellowship and is placed in the region where it was last *declared* or *revealed*. Rules or cards that refer to the Fellowship's **current location** refer to the position of this figure.

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

THE GUIDE OF THE FELLOWSHIP

At the start of the game the **Guide of the Fellowship** is *Gandalf the Grey*. The FP may nominate a new Guide at the end of a *Fellowship* phase, or when the composition of the Fellowship changes.

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

When a companion is guiding the Fellowship, *only* their '**Guide**:' special ability may be used.

If all companions leave the Fellowship, the *Gollum* card is placed in the Guide of the Fellowship box and his special abilities as Guide apply immediately. *Gollum* then counts as 1 companion, so the SP may always place at least 1 die in the hunt box during hunt allocation.

THE FELLOWSHIP TRACK

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

The FP may move the Fellowship—i.e., advance the progress counter 1 step on the Fellowship track—by using a **CHARACTER** action die, or by playing an appropriate event card.

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

Every time a die is used to move the Fellowship, it is added to the hunt box *after* completing the hunt (these dice are returned to the FP in the first phase of the next turn). However, if the Fellowship is moved using an event card, the die used to play the card is *not* added to the hunt box.

The Fellowship's *actual* position is revealed only if the FP **declares** their position, or if a hunt is successful and *reveals* its position.

FELLOWSHIP DECLARES ITS OWN POSITION

If the Fellowship is *hidden*, its position can be **declared** by the FP during the Fellowship phase. The FP may immediately move the Ring-bearers figure a number of regions from its current position equal to or less than the number indicated by the progress counter on the Fellowship track. Reset the counter (still *hidden* side up) to 0. The Fellowship may enter or leave a besieged stronghold freely.

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

REVEALED BY A HUNT FOR THE RING

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

Turn the progress counter to its **revealed** side and move the Ring-bearers figure and reset the progress counter as above. This movement can *never* end in a region with a FP stronghold or city controlled by the FP.

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

Multiple hunt tiles are resolved one at a time in this order: the tile that caused the Fellowship to be revealed, then those related to events and abilities, then one drawn due to the SP stronghold.

HIDING THE FELLOWSHIP

The FP cannot move the Fellowship until it is *hidden* again. Turn the progress counter to its *hidden* side by using a **CHARACTER** action die or by playing an appropriate event card. The Fellowship cannot also move during that action; do not add the used die to the hunt box.

HEALING

If during the Fellowship phase the Fellowship is *declared* in a region with a FP city or stronghold not under enemy control, **1 point of corruption is immediately removed** (to a minimum of 0). If they remain they may declare each turn and heal each turn.

SEPARATING COMPANIONS

The FP can separate 1 companion or group of companions by using a **CHARACTER** action die (unless the Fellowship is on the Mordor track). Separated companions can never rejoin the Fellowship.

When a companion leaves the Fellowship, their figure is moved to the map, their counter removed from the Fellowship of the Ring box, and their character card placed in front of the FP.

A separated companion may immediately move a number of regions equal to the current number of the progress counter *plus* their companion level (use the highest level in a group). If the Ring-bearers are in a FP-controlled stronghold under siege, the companion(s) cannot leave the stronghold.

THE HUNT FOR THE RING

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

For every action die the FP has placed in the hunt box (after each Fellowship movement), the SP adds +1 to each hunt roll result.

At least one result of 6 or higher is a success. A roll of 1 is always a failure, regardless of modifiers.

If the Ring-bearers are in a region that contains a SP-controlled stronghold, one or more SP army units, or 1 or more Nazgûl, the SP can **re-roll** 1 failed hunt die for each of these conditions that apply. Re-rolls also receive the +1 bonus for each FP die in the hunt box.

HUNT DAMAGE

If the SP rolls at least 1 success the hunt is *successful* and the SP randomly draws 1 tile from the hunt pool:

Number: The amount of hunt damage.

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

REVEAL: The Fellowship is *revealed* after resolving any other effect.

EFFECTS OF THE HUNT

To deal with the effects of the hunt, the FP may use 1 relevant '*Play on the Table*' event card to cancel or reduce the damage, then they may use the Guide's special ability.

If the damage is still 1 or more, they may **take a casualty**.

If they **take a casualty**, the FP may eliminate the Guide, or the SP randomly picks a facedown companion counter (excluding the Ring-bearers, but including the Guide) from the Fellowship box, and that companion is eliminated.

If the hunt damage is *higher* than the level of the eliminated companion or Guide, the excess damage is taken as corruption.

Remaining damage must be dealt with by **using the Ring**: advance the corruption counter by a number of steps equal to the remaining hunt damage.

If at any time a new Guide is appointed, the new Guide's ability may be used immediately, if applicable.

MORDOR AND MOUNT DOOM

When the Fellowship is in *Morannon* or *Minas Morgul* during a *Fellowship* phase, the FP may decide to enter Mordor.

Place the Ring-bearers figure on the first step of the **Mordor track**: from now on it is considered *on the Mordor track* (the track is not considered part of the *Gorgoroth* region).

The progress counter is no longer advanced, but is still used to show whether the Fellowship is *hidden* or *revealed*.

Create a **new hunt pool** by placing all previously drawn **EYE** tiles back with the remaining tiles of the hunt pool, and adding any **special tiles** (blue or red background) put in play by event cards. Do not add any tile that was permanently removed from the game.

ON THE MORDOR TRACK

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

When the FP tries to move the Fellowship during the Action Resolution phase, do not roll the hunt dice. Instead, automatically **draw 1 tile from the hunt pool**.

Apply effects as for a successful hunt, except for:

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

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

The Fellowship is still required to be *hidden* in order to advance.

If *revealed*, the FP must, as normal, use a **CHARACTER** action die to hide the Fellowship again.

If, at the end of the *Action Resolution* phase, the FP has not attempted to move or hide the Fellowship on the Mordor track during that turn, **1 corruption** is added to the Ring-bearers.

REACHING MOUNT DOOM

If the Fellowship completes all 5 steps on the Mordor track (and the Ring-bearers have less than 12 corruption points), the FP wins the game.

WAR RING

GAME TURN

RECOVER ACTION DICE & DRAW EVENT CARDS

Recover action dice used last turn.

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

Discard cards in excess of 6.

FP: FELLOWSHIP PHASE

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

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

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

SP: HUNT ALLOCATION

SP assigns action dice from dice pool to the **hunt box**.

Must assign one if one or more FP action dice were in the hunt box at the end of last turn.

May assign a maximum equal to the number of companions in the Fellowship (not including Ring-bearers). They may always place at least one.

These are not rolled in the next step.

ACTION ROLL

Both players roll their action dice.

SP immediately adds all **EYE** dice to the hunt box.

ACTION RESOLUTION

FP first, then alternating, players use 1 action die. A player with fewer dice can pass.

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

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

VICTORY CHECK

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

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

Enemy stronghold 2 VPs (ff).
Enemy city 1 VP (f).



ACTION DICE



CHARACTER

Move 1 army containing a leader or character

Attack with 1 army containing a leader or character

Play a character event card

Move all companions not in Fellowship

Move the Fellowship if *hidden*; resolve hunt: place action die in hunt box

Hide the Fellowship if *revealed*

Separate companion(s) (not on the Mordor track)



ARMY

Move 1 or 2 armies

Attack with 1 army

Play an army event card



MUSTER

Recruit reinforcements for a nation *at war*

Advance a nation 1 space on the political track

Play a muster event card



MUSTER/ARMY

Muster or army action



EVENT

Draw an event card from either deck

Play an event card



WILL OF THE WEST

Use as any other action die

Bring a character into play

ELVEN RING Use to change an *unused* action die to any other desired die result *except* a **WILL OF THE WEST** result.

Only 1 Elven Ring can be used in a turn for *any* purpose. After using, flip it to the Flaming Eye side and give it to the SP.

POLITICS

NATION BECOMES ACTIVE IF:

One of its armies is attacked.

One of its regions is entered by an enemy army.

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

A character capable of activating that nation ends their movement in one of its cities or strongholds.

NATION ADVANCES WHEN:

One of its towns is attacked.

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

A nation must be *active* to be *at war*.

A NATION NOT AT WAR:

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

Cannot attack armies (can defend).

Cannot be recruited using a **MUSTER** die (but can with an event card).

MUSTERING



2 regular units

2 leaders

1 regular unit + 1 leader

1 elite unit

RESTRICTIONS

A nation must be *at war* to recruit with an action die (but can with an event card).

New units are recruited in a town, city, or stronghold of the unit's nation.

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

You cannot recruit in a settlement occupied by enemy troops or containing an enemy control marker, or a besieged stronghold (unless recruiting by event card).

When using an event card to recruit units into a stronghold, they may be recruited even if the stronghold is under siege.

WAR RING

GAME TURN

RECOVER ACTION DICE & DRAW EVENT CARDS

Recover action dice used last turn.

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

Discard cards in excess of 6.

FP: FELLOWSHIP PHASE

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

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

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

SP: HUNT ALLOCATION

SP assigns action dice from dice pool to the **hunt box**.

Must assign one if one or more FP action dice were in the hunt box at the end of last turn.

May assign a maximum equal to the number of companions in the Fellowship (not including Ring-bearers). They may always place at least one.

These are not rolled in the next step.

ACTION ROLL

Both players roll their action dice.

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

ACTION RESOLUTION

FP first, then alternating, players use 1 action die. A player with fewer dice can pass.

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

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

VICTORY CHECK

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

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

Enemy stronghold 2 VPs (ff).
Enemy city 1 VP (f).



ACTION DICE



CHARACTER

Move all Nazgûl and minions

Move 1 army containing a Nazgûl or minion

Attack with 1 army containing a Nazgûl or minion

Play a character event card



ARMY

Move 1 or 2 armies

Attack with 1 army

Play an army event card



MUSTER

Recruit reinforcements for a nation *at war*

Advance a nation 1 space on the political track

Play a muster event card

Bring a character into play



MUSTER/ARMY

Muster or army action



EVENT

Draw an event card from either deck

Play an event card



EYE

Add this die to the hunt box

FLAMING EYE Use to change an *unused* action die to any other desired die result. A die changed to an **EYE** result is placed in the hunt box (you cannot change a die already showing an **EYE**).

Only 1 Flaming Eye can be used in a turn for *any* purpose. After use, discard it.

POLITICS

NATION BECOMES ACTIVE IF:

One of its armies is attacked.

One of its regions is entered by an enemy army.

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

A character capable of activating that nation ends their movement in one of its cities or strongholds.

NATION ADVANCES WHEN:

One of its armies is attacked.

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

A nation must be *active* to be *at war*.

A NATION NOT AT WAR:

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

Cannot attack armies (can defend).

Cannot be recruited using a **MUSTER** die (but can with an event card).

MUSTERING



2 regular units

2 leaders/Nazgûl

1 regular unit + 1 leader/Nazgûl

1 elite unit

RESTRICTIONS

A nation must be *at war* to recruit with an action die (but can with an event card).

New units are recruited in a town, city, or stronghold of the unit's nation. Nazgûl are recruited in Sauron nation strongholds.

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

You cannot recruit in a settlement occupied by enemy troops or containing an enemy control marker, or a besieged stronghold (unless recruiting by event card).

When using an event card to recruit units into a stronghold, they may be recruited even if the stronghold is under siege.

WAR RING

SPECIAL CHARACTERS

Action die required to play shown.



SARUMAN, CORRUPTED WIZARD

Adds 1 die to SP dice pool

May enter if Isengard is at war and Orthanc is SP-controlled (even if it is under siege).

Place in Orthanc.



THE MOUTH OF SAURON, LIEUTENANT OF BARAD-DÛR

Adds 1 die to SP dice pool

May enter if all FP nations are at war or the Fellowship is on the Mordor track.

Place in any region with a Sauron stronghold controlled by the SP (even one under siege).



THE WITCH-KING, THE BLACK CAPTAIN

Adds 1 die to SP dice pool

May enter if the Sauron nation and at least one FP nation are at war.

Place in any region with a SP army that includes at least 1 Sauron unit. Activate all FP nations.

SPECIAL CHARACTERS LORDS OF MIDDLE-EARTH

Action die required to play shown.



THE BALROG OF MORIA, EVIL OF THE ANCIENT WORLD

Adds its Lesser Minion die to SP dice pool

May enter in Moria. If Moria is unconquered and not under siege, the SP may also recruit 1 Sauron unit (regular or elite) there.

Place in Moria. When played, the Elven and Dwarven nations advance 1 step each on the political track.

The Balrog's LESSER MINION die is removed during the Recover Action Dice phase if it is no longer in play or its character or EYE result was chosen and the Witch-king (any version) is in play.



THE MOUTH OF SAURON, BLACK NÚMENÓREAN

Adds 1 die to SP dice pool

May enter if the FP player has 1 or more victory points.

May be recruited instead of the Mouth of Sauron, Lieutenant of Barad-dûr when the Fellowship is on the Mordor track.

Either version cannot be played if the other version is in play or was eliminated.

Place in any region with an unconquered SP stronghold.



THE WITCH-KING, CHIEF OF THE RINGWRAITHS

Adds 1 die to SP dice pool

May enter if the Fellowship is not in a region with an unconquered FP stronghold.

If the Witch-king, the Black Captain is not in play, place the Chief of the Ringwraiths in the region with the Fellowship. Otherwise, replace the Black Captain.

The Witch-king, Chief of the Ringwraiths is not considered a minion for the purposes of playing Gandalf the White.

All event and combat cards referring to the Witch-king can be used with the Chief of the Ringwraiths.

Action die required to play shown.



GANDALF THE WHITE, EMISSARY FROM THE WEST

Adds 1 die to FP dice pool

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

Replace Gandalf the Grey, otherwise, place Gandalf the White in Fangorn or a FP-controlled Elven stronghold (even one under siege).



ARAGORN, HEIR TO ISILDUR

Adds 1 die to FP dice pool

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

Replaces Strider.

GOLLUM

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

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

SPECIAL CHARACTERS LORDS OF MIDDLE-EARTH

Action die required to play shown.



LORD ELROND, KEEPER OF VILYA

Adds the Vilya die to FP dice pool

May enter in Rivendell if Sauron or the Elves are at war and Rivendell is unconquered.

The VILYA die is removed during the Recover Action Dice phase if Elrond is no longer in play or its ARMY or EYE result was chosen and Gandalf the White is in play.

Lord Elrond is considered a level 3 companion for combat card effects. He can never leave Rivendell and is removed from play if Rivendell becomes controlled by the SP.

Use the Elven Ring VILYA to keep an action die you just used (except a WILL OF THE WEST) among the available results. It is not discarded or placed in the hunt box.



LADY GALADRIEL, KEEPER OF NENYA

Adds the Narya die to DP dice pool

May enter in Lórien if Sauron or the Elves are at war and Lorien is unconquered.

The NENYA die is removed during the Recover Action Dice phase if Lady Galadriel is no longer in play or its CHARACTER or EYE result was chosen and Gandalf the White is in play.

Lady Galadriel is considered a level 3 companion for combat card effects. She can never leave Lórien and is removed from play if Lórien becomes controlled by the SP.

Use the Elven Ring NENYA whenever a standard hunt tile is drawn to cancel its effect and remove it from play for the rest of the game; another is drawn in its place.



GANDALF THE GREY, KEEPER OF NARYA

Adds the Narya die to FP dice pool if he is Guide of the Fellowship

May be chosen at the start of the game as the Guide instead of Gandalf the Grey.

Use the Elven Ring NARYA and any 1 action die if Gandalf is in an unconquered FP settlement to activate that nation and move it directly to at war.

SMÉAGOL

Enters if the Sméagol hunt tile is drawn and Gollum has not yet entered play.

Sméagol automatically becomes Guide of the Fellowship, with a level (X) equal to the highest level companion in the Fellowship. He may not be used as an army leader.

If Sméagol is the only companion in the Fellowship, replace him with Gollum and the We Shall Get It card does not enter play.

While Sméagol is Guide, if a Sméagol hunt tile is drawn, hunt damage is 0 and the tile is removed from the game.



WAR RING

MOVEMENT

ARMIES

Move to an adjacent region free of enemy armies and/or an enemy-controlled settlement not under siege.

Units not *at war* cannot cross another nation's borders.

No unit can be moved twice by the same action.

STACKING

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

Leaders, companions, minions, and the Fellowship do not count.

FP LEADERS

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

FP CHARACTERS (COMPANIONS)

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

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

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

FIELD BATTLES

Only units belonging to a nation *at war* can start a battle.

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

PLAY COMBAT CARDS

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

ROLL COMBAT DICE

Attack strength: Total army units (not leaders/characters). The attacker *only* may commit a partial force.

LEADERSHIP value: Total number of leaders plus character **LEADERSHIP** values.

Both sides roll dice equal to their **attack strength** (max 5).

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

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

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

CASUALTIES

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

Leaders and characters are eliminated if all units in an army they are with are eliminated.

END OF COMBAT ROUND

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

Defender not *at war* may retreat into another friendly nation.

Level 0 characters part of the retreating army are left behind.

Otherwise **start another round of combat**.

WINNING

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

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

SIEGES

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

The combat then ends.

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

During a siege the region around the stronghold is considered **free** for the besieging player.

PLAY COMBAT CARDS

ROLL COMBAT DICE

Attacker hits on 6

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

CASUALTIES

END OF COMBAT ROUND

A besieged army may never retreat.

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

Otherwise, **combat ends**.

SORTIE

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

The besieged army fights a field battle for at least 1 round, but may cease the battle by moving back into the stronghold.

A rearguard may be left in the stronghold. The besieging defending army may retreat as usual. If the attacking army wins, they cannot advance outside of the region.

CAPTURING A SETTLEMENT

A settlement is **captured** when an enemy army enters a region with a city, town, or unoccupied stronghold; or when all units defending a stronghold are eliminated (and the attacker still has at least one army unit in the region).

Place a **settlement control marker** on the region.

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

WAR RING

MOVEMENT

ARMIES

Move to an adjacent region free of enemy armies and/or an enemy-controlled settlement not under siege.

Units not *at war* cannot cross another nation's borders.

No unit can be moved twice by the same action.

STACKING

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

Leaders, Nazgûl, companions, minions, and the Fellowship do not count.

SP LEADERS (NAZGÛL)

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

They are unaffected by an enemy army in the same region. Alone, they may not enter a region containing a FP-controlled stronghold unless it is being besieged by a SP army.

SP CHARACTERS (MINIONS)

Any minion without an army cannot move into a region with a stronghold controlled by the FP unless it is besieged.

Saruman cannot leave *Orthanc*.

The Mouth of Sauron moves in the same way as a companion. Alone, he is unaffected by enemy armies, but cannot enter or leave a region with a friendly stronghold besieged by an enemy army.

FIELD BATTLES

Only units belonging to a nation *at war* can start a battle.

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

PLAY COMBAT CARDS

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

ROLL COMBAT DICE

Attack strength: Total army units (not leaders/characters). The attacker *only* may commit a partial force.

LEADERSHIP value: Total number of leaders plus character **LEADERSHIP** values.

Both sides roll dice equal to their **attack strength** (max 5).

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

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

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

CASUALTIES

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

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

END OF COMBAT ROUND

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

Defender not *at war* may retreat into another friendly nation.

Level 0 characters part of the retreating army are left behind.

Otherwise **start another round of combat**.

WINNING

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

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

SIEGES

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

The combat then ends.

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

During a siege the region around the stronghold is considered **free** for the besieging player.

PLAY COMBAT CARDS

ROLL COMBAT DICE

Attacker hits on 6

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

CASUALTIES

END OF COMBAT ROUND

A besieged army may never retreat.

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

Otherwise, **combat ends**.

SORTIE

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

The besieged army fights a field battle for at least 1 round, but may cease the battle by moving back into the stronghold.

A rearguard may be left in the stronghold. The besieging defending army may retreat as usual. If the attacking army wins, they cannot advance outside of the region.

CAPTURING A SETTLEMENT

A settlement is **captured** when an enemy army enters a region with a city, town, or unoccupied stronghold; or when all units defending a stronghold are eliminated (and the attacker still has at least one army unit in the region).

Place a **settlement control marker** on the region.

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

WAR RING

THE FELLOWSHIP OF THE RING



MOVE THE FELLOWSHIP

Use a character die (or appropriate event card) to advance the Fellowship marker 1 space if *hidden*.

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

HEALING

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

DECLARING

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

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

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

REVEALING

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

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

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

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

MERRY & PIPPIN

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

Either or both can separate as a result of 1 hunt tile. If both are separated as a result of the same tile they must move as a group.

Their Guide ability can be used on the Mordor track, but they are eliminated as soon as they separate.

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

THE HUNT FOR THE RING

HUNT ROLL

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

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

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

At least 1 result of 6+ is a success.

HUNT DAMAGE

If the SP rolls at least 1 success the hunt is *successful* and **draws 1 hunt tile** (set tile aside).

2

NUMBER

Hunt damage must be taken in corruption, or by eliminating the Guide or a random Fellowship companion (including the Guide, but not *Gollum*).

If the damage is higher than that companion's level, excess is taken as corruption.



EYE

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

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



REVEAL

Fellowship is *revealed*.

MORDOR AND MOUNT DOOM

ENTERING MORDOR

When the Fellowship reaches either *Minas Morgul* or *Morannon* during a Fellowship phase, the FP may enter Mordor.

If so, move the Ring-bearers figure on the first step of the **Mordor track**.

Create a new **hunt pool** by placing all **EYE** tiles previously drawn back with the remaining hunt pool tiles, and adding any **special tiles** put in play by event cards.

Do not add any tile that was permanently removed from the game.



MOVE THE FELLOWSHIP

Use a **CHARACTER** die (or event card) to advance the Fellowship figure 1 space on the Mordor track.

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

If, at the end of the Action Resolution phase, the Fellowship has not attempted to move or hide on the Mordor track that turn, **take 1 corruption**.

AUTOMATIC HUNT DRAW

When the FP tries to move the Fellowship during the *Action Resolution* phase, do not roll the hunt dice.

Instead, automatically **draw 1 tile from the hunt pool**. Apply effects as for a successful hunt, except for:



EYE

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



STOP

The Fellowship does not advance.

WAR RING

THE FELLOWSHIP OF THE RING



MOVE THE FELLOWSHIP

Use a character die (or appropriate event card) to advance the Fellowship marker 1 space if *hidden*.

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

HEALING

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

DECLARING

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

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

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

REVEALING

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

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

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

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

MERRY & PIPPIN

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

Either or both can separate as a result of 1 hunt tile. If both are separated as a result of the same tile they must move as a group.

Their Guide ability can be used on the Mordor track, but they are eliminated as soon as they separate.

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

THE HUNT FOR THE RING

HUNT ROLL

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

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

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

At least 1 result of 6+ is a success.

HUNT DAMAGE

If the SP rolls at least 1 success the hunt is *successful* and **draws 1 hunt tile** (set tile aside).

2

NUMBER

Hunt damage must be taken in corruption, or by eliminating the Guide or a random Fellowship companion (including the Guide, but not *Gollum*).

If the damage is higher than that companion's level, excess is taken as corruption.



EYE

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

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



REVEAL

Fellowship is *revealed*.

MORDOR AND MOUNT DOOM

ENTERING MORDOR

When the Fellowship reaches either *Minas Morgul* or *Morannon* during a Fellowship phase, the FP may enter Mordor.

If so, move the Ring-bearers figure on the first step of the **Mordor track**.

Create a new **hunt pool** by placing all **EYE** tiles previously drawn back with the remaining hunt pool tiles, and adding any **special tiles** put in play by event cards.

Do not add any tile that was permanently removed from the game.



MOVE THE FELLOWSHIP

Use a character die (or event card) to advance the Fellowship figure 1 space on the Mordor track.

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

If, at the end of the Action Resolution phase, the Fellowship has not attempted to move or hide on the Mordor track that turn, **take 1 corruption**.

AUTOMATIC HUNT DRAW

When the FP tries to move the Fellowship during the *Action Resolution* phase, do not roll the hunt dice.

Instead, automatically **draw 1 tile from the hunt pool**. Apply effects as for a successful hunt, except for:



EYE

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



STOP

The Fellowship does not advance.

WAR RING

FREE PEOPLES

DWARVES

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

ELVES

Grey Havens	1	1	1
Rivendell	-	2	1
Woodland Realm	1	1	1
Lorien	1	2	1
Reinforcements	2	3	-

GONDOR

Minas Tirith	3	1	1
Dol Amroth	3	-	-
Osgiliath	2	-	-
Pelagir	1	-	-
Reinforcements	6	4	3

THE NORTH

Bree	1	-	-
Carrock	1	-	-
Dale	1	-	1
North Downs	-	1	-
The Shire	1	-	-
Reinforcements	6	4	3

ROHAN

Edoras	1	1	-
Fords of Isen	2	-	1
Helm's Deep	1	-	-
Reinforcements	6	4	3

SHADOW

SAURON

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

Regular Elite

SOUTHURNS & EASTERLINGS

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

ISENGARD

Orthanc	4	1
North Dunland	1	-
South Dunland	1	-
Reinforcements	6	5

CARD REPLACEMENT

Title Type #

LORDS OF MIDDLE-EARTH

Shadow

A Balrog is Come Character 17

WARRIORS OF MIDDLE-EARTH

Free Peoples

The Western Way	Character	15
Premonition of Danger	Character	18
Swift Boats	Character	19
Majesty and Glory	Character	20
Take Someone You Can Trust	Character	21
Long Battle	Character	22

Shadow

Not on Anybody's Side	Character	1
Strongly Guarded	Strategy	10
Great Winged Creatures	Strategy	11

KINGS OF MIDDLE-EARTH

Free Peoples

House of the Stewards	Character	23
Wisdom of Elrond	Strategy	8
Riders of Théoden	Strategy	16
King Brand's Men	Strategy	19
Dain Ironfoot's Guard	Strategy	22
Thranduil's Archers	Strategy	24

Shadow

Return to Valinor	Strategy	1
Denethor's Folly	Strategy	3
Threats and Promises	Strategy	5
Stormcrow	Strategy	6
The King is Revealed	Strategy	18

LORDS OF MIDDLE-EARTH

SETUP

Either *Strider* or *Gandalf the Grey* (either version) may be chosen as the starting Guide of the Fellowship. If *Gandalf the Grey, Keeper of Narya* is the Guide, add his **NARYA** die to the FP's action die pool in turn one. If *Gandalf* is *not* the Guide, do not reveal which version you have chosen to the SP.

Replace the Elven Ring counters with the new counters. Replace the *Balrog of Moria* card with the *A Balrog is Come!* card. Add the remaining 12 new cards to the appropriate decks. Place 2 of the 4 **Sméagol** tiles in the hunt pool.

Unconquered indicates a settlement controlled by the player who controlled it at the start of the game. A settlement recaptured by its original owner is *unconquered* again. A stronghold under siege is *unconquered* if the besieged army belongs to the original owner. Companions and minions can be recruited in an unconquered stronghold, as noted on their cards.

Non-flying minions (*The Balrog*, *Gothmog*, and the *Mouth of Sauron*) move, without an army, a number of regions up to their level, and are unaffected by enemy armies. They cannot cross impassable terrain, or enter or leave a region containing a stronghold besieged by an enemy army. Without an army, they cannot be moved into a FP-controlled stronghold, unless it is besieged by a SP army.

SPECIAL DICE

Special dice are rolled with the standard action dice. If you roll multiple special dice you must choose one of the rolled results and discard the others for this turn. The selected die is used as normal and is counted as part of the action dice pool for the purposes of deciding which player has more dice.

If both players have to choose, the player who rolled the highest total number of dice chooses first (on a tie, the FP chooses first).

If 1 or more of the results is an **EYE**, the choice must be an **EYE**. If more than 1 is rolled, you may choose which **EYE** die to use.

Dice not chosen are recovered during the Recover Action Dice phase of the following turn, together with the unused dice. A special action die is removed in this phase if the character associated with it was eliminated in the previous turn.



Card draw

You may draw 1 event card from either one of your event decks.



Remove symbol (★)

Under the appropriate conditions, the die is permanently removed from the game after use.

FP KEEPER DICE

When either *Lord Elrand* or *Lady Galadriel* is in play, that character's die is added to the FP's dice pool at the start of the turn after either character enters play.

Gandalf the Grey, Keeper of Narya's die is added to the FP's dice pool if, during the Recover Action Dice phase, he is the Guide, and the FP recovered at least 1 FP action die from the hunt box (ie, the Fellowship moved at least once using a character result last turn).

During the Recover Action Dice phase, both used and unused **KEEPER** dice in play are recovered. Rules that apply to the recovery of FP dice from the hunt box do not apply if the die is a **KEEPER'S** die that rolled an **EYE** result.

If *Gandalf the White* is in play when recovering action dice, eliminate the previous turn's chosen **KEEPER** die if its result has a ★ symbol.

SP LESSER MINION DICE

When either *The Balrog* or *Gothmog* is in play, that character's die is added to the SP's dice pool at the start of the turn after either character enters play.

During the Recover Action Dice phase, both used and unused **LESSER MINION** dice in play are recovered.

If the *Witch-King* (any version) is in play when recovering action dice, eliminate the previous turn's chosen **LESSER MINION** die if its result has a ★ symbol.

THE ELVEN RINGS

Each **Elven Ring** can be used as in the standard rules (choose a specific token as that Ring's special ability will not be available later), or to activate an individual special Ring ability.

The use of a Ring is available whether the depicted character is in play or not. Its **special ability** is only available when its associated character is in play. The use of a Ring to activate its special ability is in addition to the limit of 1 normal Ring use per turn. When used, it is flipped over and given to the SP.

An **Elven Ring** cannot be used to change the result of a **KEEPER** die or a **LESSER MINION** die.

If the FP player plays a *Three Rings for the Elven-Kings* event card, they may recover a Ring of their choice they used previously; first choosing from among Rings out of the game, then from Rings owned by the SP. If the depicted character is still in play, the Ring's special ability becomes available again.

CHARACTER NOTES

SMÉAGOL



When a **Sméagol** tile is drawn from the hunt pool, the hunt damage is 0 and *Sméagol* immediately enters play as a special companion, **always as the Guide**. Remove the drawn tile from the game and add his companion card and counter.

Sméagol is **not** *Gollum*, and is not played if *Gollum* enters play before him (discard the tile and draw another).

Sméagol adds 1 to the number of companions for the purposes of the number of action dice that the SP may place in the hunt box, and he may be taken as a hunt casualty as normal.

His level (X) is equal to the highest level companion in the Fellowship. He may not be used as an army leader. He is discarded if he is separated from the Fellowship or the Fellowship is declared in an unconquered FP city or stronghold.

If *Sméagol* is eliminated or discarded, the SP event card *We Shall Get It* immediately enters play. If he is ever the only companion in the Fellowship, replace him with *Gollum* (the *We Shall Get It* card does not enter play in this instance).

If a *Sméagol* tile is drawn after he leaves the game, discard it and draw another. If he is no longer in play, *Gollum* can enter play normally.

While *Sméagol* is the Guide, if a *Sméagol* hunt tile is drawn, the hunt damage is 0 and the tile is removed from the game.

THE BALROG

When the *Balrog* enters play, it is **inactive**: level 0 and unable to leave *Moria*. Place the **Balrog status counter** on its *inactive* side.



If the SP rolls and chooses the **USE BALROG** result of the Balrog's **LESSER MINION** die, or the *A Balrog is Come!* event card is played, it becomes **active**: level 2 and able to leave *Moria* as a non-flying minion. Flip the counter to *active*.

If the *Balrog* is already active, a new **USE BALROG** result may be used to perform 1 of these actions: move an army with the *Balrog*, or attack with an army with the *Balrog*, or move the *Balrog* only.

The *Balrog* remains active until the FP player makes it inactive by using a **WILL OF THE WEST** die result, or by using a **CHARACTER** action die result if *Gandalf* (any version) is in the same region.

The Balrog is eliminated if it is made inactive when not in *Moria*. If in *Moria*, its level reverts to 0: flip the counter to *inactive*.

Fire and shadow When a hunt tile is drawn when the Fellowship is in the same region as the *Balrog*, if *Gollum* is the Guide, discard the tile without effect.

THE MOUTH OF SAURON, BLACK NÚMENÓREAN

The Mouth of Sauron, Black Númenórean adds 1 standard action die to the SP action dice pool.

The SP may recruit this version instead of *The Mouth of Sauron, Lieutenant of Barad-dûr*, when the Fellowship is on the Mordor track. Either version cannot be played if the other version is in play or was previously eliminated.

THE WITCH-KING, CHIEF OF THE RINGWRAITHS

The Witch-king, Chief of the Ringwraiths adds 1 standard action die to the SP action dice pool.

All event and combat cards referring to the *Witch-king* can be used for either version. The *Witch-king* may be replaced by an alternate version only once per game, and he may not be replaced if he was eliminated previously.

Spear of terror: If the SP event card *Palantir of Orthanc* is also in play, only 1 card is drawn, not 2.

COUNCIL OF RIVENDELL (OPTIONAL)

The FP secretly replaces any or all of the Fellowship characters with the matching character from this expansion.

The Guide is always visible; any other character must be revealed if they become the Guide, they are selected as a hunt casualty, or they are separated from the Fellowship.

During the Fellowship phase of the first turn, the FP may declare one or more companions that are able to do so to be outside the Fellowship. Place them in their starting locations and treat them as any companion who separated from the Fellowship.

If any companions start outside the Fellowship, the SP receives 1 **action token** of their choice if there is only one; and both tokens if there is more than one. The SP may choose from a Move Nazgûl and Minions token or a Advance a Shadow Nation on the Political Track token. Each may be used, once during the game and only 1 token per turn, in place of using an action die result (and not as an 'any action die result').

Action tokens are not counted among the number of actions available to the SP when deciding if they can pass an action.

SPECIAL CHARACTERS

FREE PEOPLES PLAYER



ACTION DIE TO PLAY	NAME	ENTER CONDITIONS	PLACE IN	DIE	WHEN PLAYED
	 GANDALF THE WHITE, EMISSARY FROM THE WEST	<i>Gandalf the Grey</i> dead or has left the Fellowship and any minion is (or has been) in play.	Replace <i>Gandalf the Grey</i> . Otherwise, place in <i>Fangorn</i> or an unconquered Elven stronghold.	+1 FP die	
	 ARAGORN, HEIR TO ISILDUR	<i>Strider</i> in an unconquered <i>Minas Tirith</i> , <i>Dol Amroth</i> , or <i>Pelagir</i> .	Replace <i>Strider</i> .	+1 FP die	
	GOLLUM	No companions are left in the Fellowship.	Becomes Guide of the Fellowship.		Special abilities apply immediately.

LORDS OF MIDDLE-EARTH

ACTION DIE TO PLAY	NAME	ENTER CONDITIONS	PLACE IN	DIE	WHEN PLAYED
	 GANDALF THE GREY, KEEPER OF NARYA	May be chosen at the start of the game as the Guide instead of <i>Gandalf the Grey</i> .	<i>Rivendell</i> .		Use the Elven Ring NARYA and any 1 action die if <i>Gandalf</i> is in an unconquered FP settlement to activate that nation and move it directly to <i>at war</i> .
	 LORD ELROND, KEEPER OF VILYA	<i>Sauron</i> or the Elves <i>at war</i> and <i>Rivendell</i> unconquered.	<i>Rivendell</i> (can never leave). Removed if <i>Rivendell</i> SP-controlled. Level 3 companion.		Use the Elven Ring VILYA to keep an action die you just used (except a WILL OF THE WEST) among the results (not discarded or placed in the hunt box).
	 LADY GALADRIEL, KEEPER OF NENYA	<i>Sauron</i> or the Elves <i>at war</i> and <i>Lorien</i> unconquered.	<i>Lorien</i> (can never leave). Removed if <i>Lorien</i> SP-controlled. Level 3 companion.		Use the Elven Ring NENYA whenever a standard hunt tile is drawn to cancel its effect and remove it from the game (another is drawn in its place).
	SMÉAGOL	The <i>Smeágol</i> hunt tile is drawn and <i>Gollum</i> has not yet entered play.	Becomes Guide of the Fellowship. Level equal to highest level companion in the Fellowship.		If a <i>Smeágol</i> hunt tile is drawn, hunt damage is 0 and tile is removed from the game. If he is the only companion in the Fellowship, replace him with <i>Gollum</i> (see rules).

SPECIAL CHARACTERS

SHADOW PLAYER



ACTION DIE TO PLAY	NAME	ENTER CONDITIONS	PLACE IN	DIE	CONSIDERED A MINION for placing GANDALF the WHITE?	WHEN PLAYED
	 SARUMAN, CORRUPTED WIZARD	<i>Isengard is at war and Orthanc is unconquered.</i>	<i>Orthanc.</i>	+1 SP die	Yes	
	 THE WITCH-KING, THE BLACK CAPTAIN	Sauron nation and at least 1 FP nation <i>at war.</i>	Any region with a SP army including at least 1 Sauron unit.	+1 SP die	Yes	Activate all FP nations.
	 MOUTH OF SAURON, LIEUTENANT OF BARAD-DÛR	All FP nations <i>at war or</i> Fellowship on Mordor track.	Any region with an unconquered Sauron stronghold.	+1 SP die	Yes	

LORDS OF MIDDLE-EARTH

ACTION DIE TO PLAY	NAME	ENTER CONDITIONS	PLACE IN	DIE	CONSIDERED A MINION for placing GANDALF the WHITE?	WHEN PLAYED
	 THE WITCH-KING, CHIEF OF THE RINGWRAITHS	Fellowship <i>not</i> in a region with an unconquered FP stronghold.	If the <i>Black Captain</i> is not in play, place the <i>Chief of the Ringwraiths</i> in the region with the Fellowship. Otherwise, replace the <i>Black Captain</i> .	+1 SP die	No	All event and combat cards referring to the <i>Witch-king</i> can be used with the <i>Chief of the Ringwraiths</i> .
	 GOTHMOG, LIEUTENANT OF MORGUL	Sauron is <i>at war</i> , <i>Minas Morgul</i> unconquered, and the <i>Witch-King: The Black Captain</i> is not in play.	<i>Minas Morgul.</i>		No	Moves as a non-flying minion.
	 MOUTH OF SAURON, BLACK NÚMENÓREAN	FP player has 1 or more VPs. May be recruited instead of the <i>Mouth of Sauron, Lieutenant of Barad-dur</i> when the Fellowship is on the Mordor track.	Any region with an unconquered Sauron stronghold.	+1 SP die	Yes	Either version cannot be played if the other version is in play or was eliminated.
	 BALROG OF MORIA, EVIL OF THE ANCIENT WORLD		<i>Moria.</i> If unconquered and not under siege, may also recruit 1 Sauron unit (reg or elite) there.		No	Elves and Dwarves advance 1 step each on the political track.

WARRIORS OF MIDDLE-EARTH

SETUP

Warriors of Middle-Earth may be played with the base game alone, or together with *Lords of Middle-Earth*.

If you use the **Treebeard** promotional figure, replace its character card with the *Treebeard* card in this expansion.

Remove *Gwaihir the Windlord*, *The Eagles are Coming!*, *The Ents Awake: Treebeard*, *The Ents Awake: Huorns*, *The Ents Awake: Entmoot*, and *Dead Men of Dunharrow* from the **FP character deck**.

Remove *Corsairs of Umbar* and *Rage of the Dunlendings* from the **SP strategy deck**. Remove *Shelob's Lair* from the **SP character deck**.

Add the new event cards to the appropriate event decks.

Each player shuffles their new **faction event deck** and sets it beside their other event decks. Set aside the **faction dice**, **figures** and the **call to battle cards**.

Each player places the 3 **faction reference cards** of their faction on the table, image side up. Each player also takes a **faction action dice reference sheet**.

Unconquered indicates a settlement controlled by the player who controlled it at the start of the game. A settlement recaptured by its original owner is *unconquered* again. A stronghold under siege is *unconquered* if the besieged army belongs to the original owner. Companions and minions can be recruited in an unconquered stronghold, as noted on their cards.

THE FACTIONS

Each player has a third event deck: the **faction deck**.

Each player draws 1 faction card from their faction deck at the beginning of each turn, including the first.

Faction cards are not counted against the hand limit of 6. **You may have a maximum of 4 faction cards in your hand**. Excess cards must be immediately discarded to the discard pile.

Generally, a faction card is subject to the same rules and effects as an event card, and the faction deck is subject to the same rules and effects as any other event deck. However abilities referring to cards from a specific deck do not apply to faction cards.

Faction decks are reshuffled when they run out of cards.

A normal EVENT action die result can be used to draw from the faction deck or play any faction card.

The appropriate action die result indicated on each card (**CHARACTER**, **ARMY**, **MUSTER**) can also be used to play a faction card.

Faction recruitment cards

If you play a faction card on a faction not yet in play, the card has no effect, unless it allows you to *add figures to the starting setup*. In that case, place the recruited figures on the faction card. They will enter the game when the faction is brought in play (together with the figures indicated in the setup of that faction) in any starting region of that faction.

A faction card played on a faction that has been eliminated from play has no effect.

If the card allows you to place figures on the card then recruit them, the figures are not considered in play and are returned to the reinforcement pool if the card is discarded for any reason.

Faction dice

When your first faction enters play, add the FACTION die to your action dice pool at the beginning of the following turn.

If you have no more factions in play, remove the **FACTION** die from your action dice pool at the beginning of the following turn. The die may be recovered if a new faction belonging to you enters play.

Use of a **FACTION** die requires an action, and it counts as a normal action die only for the purpose of the *pass* rule. It is *not* a normal action die for any other purpose, unless otherwise stated. The die results can only be used on faction cards and figures.

If more than 1 faction is in play, choose the faction affected by the action allowed by the die.

FACTION DICE

FREE PEOPLES



Recruit
Faction



Play/Draw
Faction Event



Recruit/Play
Faction Event



Recruit
Faction



Play/Draw
Faction Event



Recruit/Draw
Faction Event

SHADOW



Recruit
Faction



Play/Draw
Faction Event



Recruit/Play
Faction Event



Recruit/Draw
Faction Event



Eye of
Sauron



Wild
Die

Bringing factions into play

When the specific condition required to bring a faction into play is fulfilled, a normal action die **MUSTER** result (or **FACTION die RECRUIT FACTION** result) can be used to do so.

When a faction enters play, flip its reference sheet to show its rules summary. Then place its starting figures. Additional figures may be available if you play certain faction cards.

Faction figures

Faction figures are not army units, have no combat strength, cannot be attacked by enemy units, do not affect enemy movement, and do not count for stacking, unless otherwise specified by their rules and/or events.

Unless otherwise indicated, they are unaffected by the presence of a friendly army in the same region.

Their presence in a region does not give control of the region to the player, and does not affect the political track.

The maximum number of figures of a faction in play is limited by those available. Eliminated FP faction figures are out of the game.

SP faction figures are returned to the reinforcement pool when eliminated.

Factions in battle

You may **call to battle** figures of a faction in play, using the effect of your **call to battle cards**.

Each player may receive up to 6 call to battle cards before a battle: 2 cards (1 **CHARACTER** call to battle card and 1 **STRATEGY** call to battle card) for each faction in play that satisfies the requisite conditions to be called to that battle. Add these cards to your hand at the start of the battle.

Even if marked with a character symbol or strategy symbol on the back to conceal their identity, **call to battle cards do not belong to the character deck or strategy deck**. Therefore the *Witch-King's Sorcerer* ability does not apply to call to battle cards.

At the start of each round, each player may choose to play one of these cards instead of playing an event card from their hand for its combat card effect.

Call to battle cards can be reused as long as the necessary requirements to play them are fulfilled, and they are taken back by the players at the end of each round.

Whenever you are prevented from playing a combat card, you are prevented from playing call to battle cards as well. Cards that cancel the effects of a combat card also cancel the effects of a call to battle card.

Discard the call to battle cards from your hand at the end of the battle, and set them aside for later use.

MULTI-PLAYER GAMES

Each player in a team has a limit of 3 faction cards in hand, instead of 4.

Only the leading player in a team draws a faction card at the beginning of a turn. The leading player may then decide to give 1 faction card to their teammate.

Either player in a team may use the **FACTION** die (at any time they could use a normal action die).

Either player in a team may spend an action die to play faction cards from their own hand.

Either player in a team may **call to battle** a faction in a battle involving an army they control.

A player may use a faction card for any faction, regardless of which nations they control. However, a player may only play a faction card referring to a *Shadow Army* to use an army they control.

THE DEAD MEN OF DUNHARROW

CONDITION TO ENTER PLAY

When *Strider/Aragorn* is in, or within 1 region from, *Erech*; including regions across the mountains (*Helm's Deep*, *Westemnet*, *Eldoras*).

When this faction enters play, immediately move *Strider/Aragorn* (and any number of companions in the same region, even if they are in a stronghold under siege) to *Erech*, to join the Army of the Dead. companions may only join the Army of the Dead when it enters play.

STARTING SETUP AND RECRUITMENT

Enter play: 2 Dead Men in *Erech*.

Recruit faction action: 1 Dead Men in the Army of the Dead.

STACKING LIMIT: NONE

RESTRICTIONS

Dead Men are always together in 1 region (initially *Erech*), forming the **Army of the Dead**. The Army of the Dead is not considered a FP army for any purpose.

When *Strider/Aragorn*, and any companions with him, are with the Army of the Dead, they are not considered to be with a FP army in the same region. Companions may only leave the Army of the Dead when *Strider/Aragorn* does.

USING THE DEAD MEN

The Army of the Dead can move and attack when the FP plays a *Wraiths of Fear* faction card.

Movement

The Army of the Dead can move more than once in the same action, each time to an adjacent region, as long as you eliminate 1 figure from the Army of the Dead each time it is moved. The region must be free of enemy units. You can repeat this process as long as there is more than 1 Dead Men figure in the Army of the Dead.

Attack

After the Army of the Dead ends its movement, you can use it to attack a SP army in an adjacent region.

Eliminate 1 Dead Men figure from the Army of the Dead, then roll 3 dice, scoring hits on rolls of 4+.

You can repeat this process, removing an additional figure to attack the same SP army again, as long as there are Dead Men in the Army.

The attack is not a normal battle: the SP cannot respond to the attack in any way, no call to battle or combat cards are played by either player, and no terrain features affect the roll.

If the attack eliminates all units in the SP army, any Nazgûl or minions with that army are also eliminated.

When the attack ends, any surviving units in the attacked SP army must retreat together to an adjacent region (different from the one the attack came from) following the normal retreat rules.

If the SP army cannot retreat (because it is under siege, or there is no available region) it does not. Any minions or Nazgûl in the retreating army may remain with it or be left behind (SP's choice).

If the attacked SP army is either eliminated or retreats, the Army of the Dead may then advance into the now empty region (without removing 1 Dead Men figure).

As the SP may move their armies into the region containing the Army of the Dead, the Army of the Dead can be in the same region as a SP army. The FP can attack such an army normally with the Dead Men, as if the region was adjacent to the Army of the Dead; or they can choose to ignore the SP army and move the Army of the Dead out of the region.

CALL TO BATTLE

If the Army of the Dead is in the same region as, or in a region adjacent to, the defending army, the FP may **call to battle** the Dead Men, instead of using a combat card.

ELIMINATION

If, at any moment, there are no more Dead Men in the Army of the Dead, the Dead Men faction is immediately out of the game.

The FP may declare that *Strider/Aragorn*, and any companions with him, leaves the Army of the Dead. The Army of the Dead is immediately disbanded and the faction is out of the game.

THE EAGLES OF THE MISTY MOUNTAINS

CONDITION TO ENTER PLAY

When the Fellowship's last known position is *not* in *Rivendell*, or *Gandalf the White* is in play.

STARTING SETUP AND RECRUITMENT

Enter play: 2 eagles in *Eagles' Eyrie*.

Recruit faction action: 1 eagle in *Eagles' Eyrie*.

STACKING LIMIT: NONE

USING THE EAGLES

Movement

When the effect specifies *move all eagles*, the FP may move each eagle in play to any region on the board, without restrictions.

CALL TO BATTLE

If there are 1 or more eagles within a distance of 4 regions from the defending army (ignore any limitation for mountain borders), the FP may **call to battle** the eagles, instead of using a combat card. Move some or all of the eagles within range to the region with the battle.

ELIMINATION

If, at any moment, there are no eagles in play, the eagle faction is immediately out of the game.



Recruit Faction



Play/Draw Faction Event



Recruit/Play Faction Event



Recruit Faction



Play/Draw Faction Event



Recruit/Draw Faction Event

THE ENTS OF FANGORN

CONDITION TO ENTER PLAY

When Saruman is in play, and a companion or the Fellowship is in *Fangorn*.

STARTING SETUP AND RECRUITMENT

Enter play: 2 Ent figures in *Fangorn*, to form the *Entwood*.

Recruit faction action: 1 Ent in the *Entwood*.

STACKING LIMIT: NONE

RESTRICTIONS

At least 1 Ent must always be in *Fangorn*, together with a companion or the Fellowship, to form the **Entwood**.

USING THE ENTS

Ents can move and attack when the FP plays a *March of the Ents* faction card.

The March of the Ents

The FP can use Ent figures in the Entwood to move or attack, one or more times during the same action. A series of movements and attacks can be made during the same action, in any desired order, as long as there are Ent figures to take or eliminate from the Entwood.

Movement

Take 1 Ent figure from the Entwood and place it in a region adjacent to a region already containing an Ent. The region must be free of enemy units. You can repeat this process as long as there is more than 1 Ent figure in the Entwood. The Ents will form an uninterrupted chain originating from and including the Entwood.

Attack

You can attack a SP army in a region adjacent to an Ent.

Eliminate 1 Ent figure from the Entwood, then roll 3 dice, scoring hits on rolls of 4+.

You can repeat this process as long as there are Ents in the Entwood.

The attack is not a normal battle: the SP cannot respond to the attack in any way, no call to battle or combat cards are played by either player, and no terrain features affect the roll.

If the attack eliminates all units in the SP army, any Nazgûl or minions with that army are also eliminated.

As the SP may move their armies into a region containing Ents, an Ent figure can be in the same region as a SP army. The FP can attack such an army normally with the Ents, as if the region was adjacent to an Ent.

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

CALL TO BATTLE

If an Ent figure is in the same region as, or in a region adjacent to, the defending army, you may **call to battle** the Ents, instead of using a combat card.

ELIMINATION

If, at any moment, there are no Ent figures in the Entwood (or if there is no companion or the Fellowship in *Fangorn*), the Ent faction is immediately out of the game.

THE CORSAIRS OF UMBAR**CONDITION TO ENTER PLAY**

When Southrons and Easterlings are *at war*.

STARTING SETUP AND RECRUITMENT

Enter play: 3 Corsairs in *Umbar*.

Recruit faction action: 1 Corsair in *Umbar*.

STACKING LIMIT

A maximum of 5 Corsairs in a region, not counted against the normal stacking limit of 10 units.

RESTRICTIONS

Corsairs are not SP army units, but they may move together with a SP army in the same region when that army moves.

When they move (alone, using a faction card, or with a SP army) they are limited to moving to:

- coastal regions on the Western Sea;
- any Gondor region except *Erech*;
- *Osgiliath*.

If a SP army including Corsairs moves to any other region, Corsairs must be left behind.

Corsairs in a region with a SP army advancing or retreating after combat may move with the army, as long as the region is one they are allowed to move into; otherwise, they must be left behind.

If Corsairs are in the same region as a besieged SP army, they are never considered to be inside the besieged stronghold.

USING CORSAIRS

Corsairs *can* move when you play *A Great Fleet*, and they can transport SP army units when you play *Ships of Great Draught*.

Movement

Whenever Corsairs are moved, you can move them up to 4 regions (within normal restrictions), individually or together. They can move into or through a region occupied by an enemy army.

Transporting an army

If SP army units are in a region with Corsairs, they can be transported. **Each Corsairs figure may transport up to 2 SP units and any number of minions or Nazgûl.**

The Corsairs and the army can move together **up to 4 regions** (within normal army and Corsair restrictions), ending its movement in a free region, or an unoccupied enemy-controlled settlement.

Transporting an army to attack

If SP army units are in a region with Corsairs, they can be transported to attack. **Each Corsairs figure may transport up to 2 SP units and any number of minions or Nazgûl to attack.**

The Corsairs and the army can move together **up to 2 regions** (within normal army and Corsair restrictions), then attack into an adjacent region (or a besieged enemy-controlled stronghold in the same region).

If there is a SP army in the destination region, the transported army may merge with that army (check the stacking limit) before attacking.

CALL TO BATTLE

If there are any Corsairs in the same region as the SP army, and the SP army is not under siege, you may **call to battle** Corsairs, instead of using a combat card.

If new SP units are moved into the battle by the *Borne up on the Wind* call to battle card, they are added to the SP army after casualties are applied, but before the end of the round. They cannot be used to absorb casualties from the current round; however, if all units in the army were eliminated, the battle may continue, and any minions or Nazgûl in the army are not eliminated.

ELIMINATION

If the FP controls *Umbar*, the Corsairs faction is immediately out of the game.

THE BROODS OF SHELOB**CONDITION TO ENTER PLAY**

When the Fellowship's last known position is *not* in *Rivendell*.

STARTING SETUP AND RECRUITMENT

Enter play: 1 spider in *Dol Guldur* and 1 in *Minas Morgul*.

Recruit faction action: 1 spider in *Dol Guldur* and 1 in *Minas Morgul*.

STACKING LIMIT: NONE

However, when the *Huge and Horrible* faction card is in play, spiders in a SP army count against its stacking limit.

RESTRICTIONS

Spiders are not SP army units, but they may move together with a SP army in the same region when that army moves (following normal rules).

When moving without a SP army (using a faction card), they cannot enter a region with a FP army or an unconquered FP settlement (unless it is a stronghold under siege by the SP).

USING THE SPIDERS**Spiders without an army**

When spiders move alone (using a faction card), they move **up to 2 regions** (within normal restrictions), individually or together.

They cannot enter or exit a stronghold under siege, but they may move into a region where a SP army is besieging a FP stronghold.

Spiders with an army

Spiders do not form a SP army by themselves, but if they are in the same region with a SP army, they can move and attack with it.

Spiders with a SP army may advance with, or must retreat with, that army, and if it is completely eliminated they are also eliminated.

CALL TO BATTLE

If there are spiders in the same region as the SP army, you may **call to battle** the spiders, instead of using a combat card.

ELIMINATION

If, at any moment, there are no spider figures in play, the spider faction is immediately out of the game.

THE HILLMEN OF DUNLAND**CONDITION TO ENTER PLAY**

When *Saruman* is in play.

STARTING SETUP AND RECRUITMENT

Enter play: 2 Dunlendings in each Dunland settlement controlled by the SP.

Recruit faction action: 1 Dunling in each Dunland settlement controlled by the SP; or 1 Dunling in an Isengard or Rohan region containing a SP army, unless that army is inside a stronghold under siege.

STACKING LIMIT

A maximum of 3 Dunlendings in a region, not counted against the normal stacking limit of 10 units.

RESTRICTIONS

Dunlendings are not SP army units, however they may move together with a SP army in the same region when that army moves (following normal rules).

When moving without a SP army (using a faction card), they cannot move across impassable borders, and they cannot enter a region with a FP army or an unconquered FP stronghold (unless it is under siege by the SP).

USING THE DUNLENDINGS**Dunlendings without an army**

When Dunlendings move alone (using a faction card), they move **up to 2 regions** (within normal restrictions), individually or together.

They cannot enter or exit a stronghold under siege, but they may move into a region where a SP army is besieging a FP stronghold.

Dunlendings with an army

Dunlendings do not form a SP army by themselves, but if they are in the same region with a SP army, they can move and attack with it. Dunlendings with a SP army may advance with, or must retreat with, that army, and if it is completely eliminated they are as well.

CALL TO BATTLE

If there are Dunlendings in the same region as the SP army, and the SP army is not under siege, you may **call to battle** the Dunlendings, instead of using a combat card.

ELIMINATION

If the FP controls both Dunland settlements, the Dunling faction is immediately out of the game.



Recruit
Faction



Play/Draw
Faction Event



Recruit/Play
Faction Event



Recruit/Draw
Faction Event



Eye of
Sauron



Wild
Die

FACTIONS

FREE PEOPLES PLAYER



NAME	ENTER CONDITIONS & SETUP	RECRUIT FACTION	RESTRICTIONS / ELIMINATION	MOVEMENT	ATTACK
 <p>DEAD MEN</p>	<p>Strider/Aragorn up to 1 region from Erech (including across mountains).</p> <p>2 in Erech. Move <i>Strider/Aragorn</i> and any companions with him to Erech to join the Army.</p>	1 in Army of the Dead.	<p>Always together to form the Army of the Dead (not a FP army).</p> <p>Out of game if no more Dead Men in Army of the Dead or if <i>Strider/Aragorn</i> leaves.</p>	<p><i>Wraith of Fear</i> faction card: move and attack with the Army of the Dead.</p> <p>Eliminate 1 figure each time Army is moved (region must be free of enemies). Can move repeatedly in the same action.</p>	<p>Attack SP army up to 1 region away. Eliminate 1 figure from Army, then roll 3D6: hits on 4+. Can repeat as long as there are Dead Men in the Army. Surviving enemies must retreat and Army can advance.</p> <p>Call to battle: If Army is up to 1 region away from defending army, may call to battle Dead Men instead of using a combat card.</p>
 <p>EAGLES</p>	<p>Fellowship not in Rivendell, or Gandalf the White in play.</p> <p>2 in Eagles Eyrie.</p>	1 in Eagles Eyrie.	Out of game if there are no eagles in play.	When effect specifies <i>move all Eagles</i> , move each Eagle to any region.	<p>Call to battle: 1 or more eagles within 4 regions of defending army (ignore mountain borders), may call to battle eagles instead of combat card (move some or all eagles to region).</p>
 <p>ENTS</p>	<p>Saruman in play, and a companion or the Fellowship in Fangorn.</p> <p>2 in Fangorn to form the Entwood.</p>	1 in the Entwood.	<p>At least 1 Ent must always be in Fangorn, with a companion or the Fellowship, to form the Entwood.</p> <p>Out of game if no Ents in the Entwood or no companion/Fellowship in Fangorn.</p>	<p>Place 1 Ent from the Entwood in a region free of enemies adjacent to a region with an Ent. Can repeat as long as there are Ents in Entwood.</p>	<p>Attack SP army up to 1 region away. Eliminate 1 figure from Entwood, then roll 3D6: hits on 4+. Can repeat as long as there are Ents in Entwood.</p> <p>Call to battle: If Ent is up to 1 region from defending army, may call to battle Ents instead of combat card.</p>

FACTIONS

SHADOW PLAYER



NAME	ENTER CONDITIONS & SETUP	RECRUIT FACTION	RESTRICTIONS / ELIMINATION	MOVEMENT	ATTACK
 <p>CORSAIRS</p>	<p>Southrons & Easterlings at war.</p> <p>3 in <i>Umbar</i>.</p>	<p>1 in <i>Umbar</i>.</p>	<p>Not a SP army, but may move with a moving SP army in same region.</p> <p>Max of 5 Corsairs per region, not counted against stacking limit.</p> <p>Out of game if FP controls <i>Umbar</i>.</p>	<p>Move up to 4 regions, even enemy-occupied. Only coastal regions, Gondor regions except <i>Erech</i> and <i>Osgiliath</i>. Never considered besieged.</p> <p>Can move with <i>A Great Fleet</i>, and can transport SP units with <i>Ships of Great Draught</i>.</p> <p>2 SP units and any number of minions/Nazgul can be transported.</p>	<p>2 SP units and any number of minions/Nazgul can be transported up to 2 regions to attack and adjacent region (or besieged enemy stronghold in same region).</p> <p>Call to battle: If Corsairs with a SP army not under siege, may call to battle Corsairs instead of using a combat card.</p>
 <p>SPIDERS</p>	<p>Fellowship not in Rivendell.</p> <p>1 in <i>Dol Guldur</i>, 1 in <i>Minas Morgul</i>.</p>	<p>1 in <i>Dol Guldur</i>, 1 in <i>Minas Morgul</i>.</p>	<p>Not a SP army, but may move with a moving SP army in same region.</p> <p>When <i>Huge and Horrible</i> faction card in play, spiders in a SP army count against its stacking limit.</p> <p>Out of game if there are no spiders in play.</p>	<p>Moving alone (faction card): up to 2 regions.</p> <p>Cannot enter/exit stronghold under siege, or region with FP army, or unconquered unbesieged FP stronghold. May move into a region where SP is besieging</p>	<p>Call to battle: If spiders with a SP army not under siege, may call to battle spiders instead of using a combat card.</p>
 <p>HILLMEN</p>	<p>Saruman in play.</p> <p>2 in each SP-controlled Dunland settlement.</p>	<p>1 in each SP-controlled Dunland settlement, or 1 in Isengard or Rohan region with a SP army not under siege.</p>	<p>Not a SP army, but may move and attack with a SP army in same region.</p> <p>Max of 3 Dunlendings per region, not counted against stacking limit.</p> <p>Out of game if FP controls both Dunland settlements.</p>	<p>Moving alone (faction card): up to 2 regions.</p> <p>Cannot enter/exit stronghold under siege, or region with FP army, or unconquered unbesieged FP stronghold. May move into a region where SP is besieging.</p>	<p>Call to battle: If Hillmen with a SP army not under siege, may call to battle Hillmen instead of using a combat card.</p>

KINGS OF MIDDLE-EARTH

SETUP

Setup as normal, with these additions:

Each player takes a reference sheet.

Place the **sovereign corruption board** between the players.

Place the **5 grey sovereign figures** on the game board (*Brand* in Dale, *Dáin* in Erebor, *Denethor* in Minas Tirith, *Théoden* in Edoras, and *Thranduill* in Woodland Realm).

Remove the **event cards** from each deck that are replaced by expansion cards with the same name and card number. Add the expansion event cards to the appropriate decks.

Add the **2 kings hunt tiles** to the hunt pool. If these tiles are drawn during the hunt, apply their numerical value as normal (this value is also used when determining the effect of event cards which use the value of the tile for some purpose).

Place nearby the **dark chieftain character cards and figures**, the **sovereign character cards**, the **silver sovereign figures**, the **corrupted sovereign plastic rings**, and the **ruler special action dice**: 1 Free Peoples die (light blue) and 1 Shadow die (brown).

RULER DICE

The **FP** adds their ruler die to their dice pool in the turn after the first sovereign is awakened.

The **SP** adds their ruler die to their dice pool in the turn after the first dark chieftain enters play. The SP ruler die cannot be allocated directly to the hunt and must always be rolled.

If your dice pool includes your ruler die, you must **choose and discard 1 action die at the end of the Action Roll phase** (1 standard action die or the ruler die).

- First, the SP must either discard the ruler die (even if it shows an **EYE**), or a standard action die that does not show an **EYE**. Then they add the remaining rolled **EYE** results to the hunt box.
- Then, the FP chooses which one of their action dice to discard.

If your ruler die is not discarded after the action roll, you can use its result as a normal action die, or as detailed in these rules.

You can change the result of a ruler die using an Elven Ring.

If the FP has no awakened sovereigns in play during the Recover Action Dice and Draw Event Cards phase, they must remove their ruler die from their action dice pool. If the SP has no dark chieftains in play during the Recover Action Dice and Draw Event Cards phase, they must remove their ruler die from their action dice pool.

The appropriate ruler die may be recovered if a new sovereign is awakened, or a new dark chieftain enters play.

COMBAT SPECIAL ABILITIES

To activate a sovereign or dark chieftain's special ability that can be used in battle, you usually need to forfeit the effects of a combat card (the combat card must still be eligible to be played).

Such a combat card is still considered 'played' for the purpose of other effects, but its effects are replaced by the ability effects. The combat special ability effects are still considered to be combat card effects for the purpose of other effects. The initiative number of these effects is given as a number in square brackets.

SOVEREIGNS OF THE FREE PEOPLES

At the start of the game, all sovereigns are considered FP leaders, neither *awakened* nor *corrupted*.

If a non-awakened, non-corrupted sovereign is eliminated, any corruption tiles on him are returned to the hunt pool.

Corrupted sovereigns have level 0 and no LEADERSHIP. They cannot move and have weaknesses affecting the FP player (see their cards).

Awakened sovereigns are companions (with the level and **LEADERSHIP** indicated by their cards) and have special abilities.

FREE PEOPLES RULER DIE

The Free Peoples ruler die can be used:

- as a normal action die;
- to awaken a sovereign, as indicated on his **AWAKENED** card;
- to activate an awakened sovereign's special ability.

Each awakened sovereign has 2 special abilities. The first can be activated with any action die of the appropriate result (unless it is a combat special ability). The second requires a specific result on the ruler die (a **WILL OF THE WEST** result on the ruler die can be used).

RULER TOKENS

When the FP awakens a sovereign, they take his **ruler token**. Each token can be used once per game, immediately before the FP takes an action with the ruler die, to change the ruler die to the result which activates the sovereign's second special ability.

The FP cannot use a ruler token and an Elven Ring in the same turn.

AWAKENING A SOVEREIGN

The FP can take the action shown on the awakened version of the card of a non-awakened, non-corrupted sovereign to **awaken** him. A sovereign can also be awakened by an event or combat card effect.

If a sovereign needs to move before awakening, he moves in the same way as a companion outside the Fellowship (using the sovereign's awakened level). If this movement cannot legally end in the indicated region, the FP cannot awaken that sovereign.

When a sovereign becomes awakened, immediately return to the hunt pool any corruption tiles placed on his space on the sovereign corruption board, replace the grey figure of the sovereign with the corresponding silver one, and add the FP ruler die to the FP dice pool (if it was not already in the pool) during the Recover Action Dice and Draw Event Cards phase of the following turn.

The FP takes the **awakened sovereign card**, and the awakened abilities of the sovereign are now in effect.

An awakened sovereign cannot be corrupted.

If a sovereign's special ability allows a regular unit to be replaced with an elite unit of the same nation, the regular unit is returned to the reinforcements pool. The ability cannot be used if there is no elite unit in the reinforcements pool.

CORRUPTION ATTEMPTS

If the FP has at least 1 unused action die, and there is more than 1 **EYE** die in the hunt box, instead of using an action die to take an action, the SP can remove a **EYE** die from the hunt box to attempt to corrupt a sovereign:

- The SP chooses a sovereign not yet awakened or corrupted, and removes an **EYE** from the hunt box to initiate the attempt.
- The SP draws a number of hunt tiles equal to the number of **EYE** dice left in the hunt box, one at a time, up to a maximum of 3.
- The SP places 1 of the drawn hunt tiles of their choice, facedown, on the appropriate space of the sovereign corruption board. Then, the SP returns any remaining tiles to the hunt pool, after showing them to the FP. Hunt tiles placed on a sovereign are called **corruption tiles**.
- The SP places the **EYE** die with their used action dice.

Die not showing an **EYE** added to the hunt box are not counted as **EYES** for the purpose of sovereign corruption.

Corruption attempts cannot be influenced by the effect of a card or ability that allows a player to influence or prevent the drawing or redrawing of hunt tiles.

Eye and special hunt tiles

If a standard **EYE** tile or a special tile is drawn during a corruption attempt, the SP must reveal it, and draw a new tile in its place. All such unused tiles are returned to the hunt pool, without effect.

Kings hunt tiles

If a **kings hunt tile** is drawn during a corruption attempt, it is immediately revealed and added to the sovereign; no further tiles are drawn by the SP, and any other tile drawn in this corruption attempt is returned to the hunt pool. A kings hunt tile counts as 0 corruption when added to a sovereign. If the sovereign becomes awakened or corrupted, any kings hunt tiles on him are returned to the hunt pool.

CORRUPTION LEVEL

The **corruption level** of a sovereign is equal to the total numerical value of all tiles placed on his space on the sovereign corruption board (kings hunt tiles count as 0).

The corruption level of a sovereign is hidden from the FP (they only know the number of tiles) but can be checked by the SP at any time.

The same sovereign may not be targeted by a corruption attempt twice in the same turn except when using an event card.

A sovereign becomes corrupted when his corruption level equals or exceeds his shadow resistance. The SP must reveal all tiles on the sovereign's space on the sovereign corruption board, discard the highest numbered standard tile, and return the other tiles (including any kings tiles) to the hunt pool.

On a tie, a tile with a **REVEAL** icon is considered to be higher numbered than a tile without one.

Remove the grey figure of the sovereign from the board, then take the corresponding silver one, add a **corrupted sovereign ring** around its base, and place it in the region indicated on the corrupted version of his card.

The SP takes the **corrupted sovereign's card**, and the weaknesses of the corrupted sovereign are now in effect. A corrupted sovereign cannot be awakened.

A corrupted sovereign is no longer considered a FP leader. His effect in the game is limited to his weaknesses, and to his influence on cards referring to *sovereigns* and *corrupted sovereigns*. He cannot be used to activate any effect or satisfy any requirement referring to *companions*, *characters*, or *minions*.

KINGS OF MIDDLE-EARTH

Removing corruption from a sovereign

If a nation is activated or its political track advances, and an appropriate companion (with the icon of that nation, or the FP icon) is in the same region as the non-awakened, non-corrupted sovereign of that nation, the FP can discard 1 hidden corruption tile, randomly chosen, from that sovereign's space on the sovereign corruption board, returning the tile to the hunt pool. Certain event cards also allow the removal of corruption tiles.

Removing a corrupted sovereign from play

When an appropriate companion (with the icon of the same nation, or the FP icon) is in the same region as a corrupted sovereign, the FP player can use a **CHARACTER** action die to remove that sovereign from play. The sovereign's figure is removed, his card is discarded, and his weakness effects immediately cease.

This is the only way to remove a corrupted sovereign from play, except through the use of event cards. A corrupted sovereign is not affected by the outcome of a battle in his region.

DARK CHIEFTAINS

Each dark chieftain belongs to a different Shadow nation: *The Shadow of Mirkwood* to Sauron, *Uglúk* to Isengard, and *The Black Serpent* to the Southrons & Easterlings.

The SP can take the action and follow the instructions on a dark chieftain's card to bring him into play and use his abilities.

Dark chieftains add to the **LEADERSHIP** of Shadow armies they are in, and each have a unique combat special ability, applied only to the army they are in. *Uglúk* has an additional special ability that applies to the hunt.

Free Peoples and Shadow cards referring to *minions* affect and are affected by dark chieftains; however, these characters are not considered minions for the purpose of playing *Gandalf the White*.

NON-FLYING MINIONS

Dark chieftains are considered **non-flying minions**. They move, without an army, a number of regions up to their level, and are unaffected by enemy armies.

They cannot cross impassable terrain, or enter or leave a region containing a stronghold besieged by an enemy army.

Without an army, they cannot be moved into a FP-controlled stronghold, unless it is besieged by a SP army.

SHADOW RULER DIE

The Shadow ruler die can be used:

- as a normal action die;
- to play a dark chieftain, as indicated on his card.

3 OR 4 PLAYERS

FREE PEOPLES

A sovereign can only be awakened by the player controlling the corresponding nation.

The abilities of an awakened sovereign can only be used by the player controlling the corresponding nation.

Corruption can be removed by either FP.

A corrupted sovereign can be removed by either FP.

SHADOW

Both SP can attempt to corrupt any sovereign.

If multiple attempts to corrupt sovereigns are made in a turn, the SPs must alternate between performing the attempts. Use the **corruptor token** as a reminder of the last player who performed a corruption attempt. Either player may be the first to initiate a corruption attempt in each turn, regardless of the last player to do so (if any) in the previous turn.

Only 1 corruption attempt per sovereign (except when using event cards) may be made between the SPs each turn.

A dark chieftain can only be played by the player controlling the corresponding nation.

PLAYING WITH OTHER EXPANSIONS

To combine *Kings of Middle-earth* with other expansions, use the following rules.

DISMAY TOKENS

Optional, but recommended, when playing *Kings of Middle-earth* with *Lords of Middle-earth* and/or *Warriors of Middle-earth*.

When a ruler token is used, or when an awakened sovereign who did not use his token is eliminated from play, the SP receives that sovereign's ruler token, flipping it to its **dismay** side.

After the Action Roll phase, the SP can use a dismay token to either re-roll their own ruler die or force the FP to re-roll their ruler die.

The token is then removed from the game.

LORDS OF MIDDLE-EARTH

When selecting the die to discard during the Action Roll phase, a player can only discard a normal action die, or the ruler die. A player cannot discard a **KEEPER** or **LESSER MINION** die in this way.

Sméagol tiles are ignored and redrawn during a corruption attempt, similarly to special tiles.

Dice added to the hunt box due to the effect of the *Captain of Despair* event card are not counted for the purpose of sovereign corruption. They cannot be discarded to attempt the corruption of a sovereign, and do not add to the number of tiles drawn in the attempt. To keep track of these dice, place the ones added by the *Captain of Despair* effect in the right half of the hunt box and the 'normal' hunt dice in the left half.

EYE results rolled on **KEEPER** and/or **LESSER MINION** dice are counted normally when making a corruption attempt. If removed from the hunt box to initiate an attempt, they are placed with the FP's used action dice afterwards.

Council of Rivendell

If using these rules, the SP may spend an action token together with any eligible action die result to play 1 dark chieftain, even if his normal prerequisite has not been met. Also, characters without a nation icon cannot remove corruption from a sovereign, or remove a corrupted sovereign from play.

WARRIORS OF MIDDLE-EARTH

When selecting which die to discard during the Action Roll phase, a player can only discard a normal action die or the ruler die. A player cannot discard a **FACTION** die in this way.

You cannot forfeit the effect of a *Call to Battle* card to activate the combat special ability of Brand or a dark chieftain.

FATE OF EREBOR

Dáin and Brand are not used. There is no King under the Mountain, and Dale is in ruins. Do not replace *Dain Ironfoot's Guard* and *King Brand's Men* with the new event cards included in this set.

COMPETITIVE/ TOURNAMENT RULES

These rules have been proposed as variants by experienced tournament players; you may consider adding them to your games:

Visible corruption tiles

Do not place corruption tiles on a sovereign facedown: they remain visible to all players. When using this rule, if a card effect refers to *hidden corruption tiles*, read this as meaning *any corruption tiles other than kings tiles*.

Sequential corruption tile draw

The SP can decide to stop drawing tiles in a corruption attempt when they want (up to the maximum allowed). The last tile to be drawn must be used.

Removing ruler tokens

When playing *Kings of Middle-earth* together with *Lords of Middle-earth* and/or *Warriors of Middle-earth*, do not use ruler tokens. Dismay tokens will only be granted to the SP when an awakened sovereign is eliminated.