

WAR OF THE RING™

BATTLES OF THE THIRD AGE

based on "The Lord of the Rings" trilogy by

J.R.R. Tolkien

TWILIGHT OF THE THIRD AGE

RULEBOOK

AN EXPANSION FOR "WAR OF THE RING"

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READ THIS FIRST!

Battles of the Third Age is the first expansion to *War of the Ring*, the board game based on J.R.R. Tolkien's masterpiece *The Lord of the Rings*. It is not a complete game: You need a copy of *War of the Ring* to play. *Battles of the Third Age* provides a new set of figures, cards, and a game board to continue the gaming experience offered by *War of the Ring* in two new and exciting ways:

- *Twilight of the Third Age* is a set of supplemental rules introducing new Event cards, characters, and units that add a new level of detail and variety to every game of *War of the Ring*.
- *Battles of the War of the Ring* is a completely new game system that recreates in greater detail the most important battles described in *The Lord of the Rings*. New rules, cards, and game boards let two players engage in the **Battle for Rohan** and the **Battle for Gondor**. As specified in the relevant sections of this booklet, you will need figures and dice from a copy of *War of the Ring* to use the new set of rules.

CONTENTS OF THE GAME

The *Twilight of the Third Age* expansion uses the following components:

- this rulebook
- 4 Character Cards (*Galadriel*, *The Balrog*, *The Witch-King: Chief of the Ringwraiths*, and *Sméagol*)
- 3 Faction Cards (*The Hillmen of Dunland*, *The Corsairs of Umbar*, and *The Ents of Fangorn*)
- 14 Event Cards (7 for the Free Peoples, 7 for the Shadow)
- 2 Sméagol Hunt Tiles
- 1 Sméagol Companion Counter
- 1 Sméagol Event Card
- 41 New Figures:
 - Galadriel
 - The Balrog
 - The Witch-King: Chief of the Ringwraiths
 - The Hillmen of Dunland (12 figures)
 - The Corsairs of Umbar (6 figures)
 - The Ents of Fangorn (8 figures)
 - Siege Engines (6 "Towers" and 6 "Trebuchets")

The remaining components are used only with the *Battles of the War of the Ring* rules, and are therefore not necessary to play *Twilight of the Third Age*. All rules and game elements introduced in *Twilight of the Third Age* are meant to be added as a whole to every *War of the Ring* game. Using only separate elements is certainly possible, but can alter the optimal game balance.

1. SETUP

To start the game, use the normal setup explained in the *Game Setup* chapter of the *War of the Ring* rulebook, with the following additions:

- At the beginning of the game, put the two "Sméagol" tiles in the Hunt Pool, in addition to the normal Hunt Tiles.
- *Twilight of the Third Age* introduces two new sets of Event cards, seven for the Free Peoples player and seven for the Shadow player. Three cards in each set (marked by a number followed by the letter "b") bear the same card number as a card previously included in the *War of the Ring* game. Before playing with the expansion rules, be sure to replace each of these *War of the Ring* cards with the corresponding new card (this is necessary since the new rules included in the expansion make the old cards obsolete). The remaining eight cards should simply be added to the appropriate Event decks (two cards each for the Free Peoples Character and Strategy decks, and two each for the Shadow Character and Strategy decks).

The Sméagol
Event Card



The Sméagol
Tiles



Front



Back

2. NEW CHARACTERS

Four new characters are included in *Twilight of the Third Age*. Galadriel, the Balrog, and a new version of the Witch-king are introduced, featuring a new figure each. A fourth character, Sméagol, is included without a figure, since he is always part of the Fellowship of the Ring.

All rules necessary to play these new characters are explained here in detail, and summarized on each of the appropriate **Character cards**.

SMÉAGOL, TAMED WRETCH

In the books, Gollum is spotted following the Fellowship as the heroes leave the depths of Moria, but he joins the Ring-bearers only when Frodo and Sam are finally alone on their quest.



What could have happened if this wretched figure was tamed by the Companions of the Ring before the breaking of the Fellowship? The following rules explore this possibility.

• Level X

This means that Sméagol's level is equal to that of the highest-level Companion in the Fellowship.

• Leadership 0

HOW SMÉAGOL ENTERS THE GAME

When you draw a Sméagol tile from the Hunt Pool, the Hunt Damage is 0 and Sméagol enters play as a special Companion **always** serving as the Guide of the Fellowship.

Place the Sméagol Character card in the *Guide of the Fellowship* box, and place the Sméagol Companion Counter with the other Companion Counters. Remove the drawn Sméagol tile from the game. All of Sméagol's special abilities are immediately applied.

Note: Sméagol is *not* Gollum. Game events that require Gollum's presence or card effects that are modified if Gollum is in play are not affected by the presence of Sméagol. If Gollum enters play before Sméagol, Sméagol is not played when a Sméagol tile is drawn. Discard the tile and draw another one.

SMÉAGOL IN PLAY

- Sméagol acts within the Fellowship as any other Companion, except that he is always the Guide. He adds one to the number of Companions for purposes of the number of Action Dice that the Shadow player may place in the Hunt Box, and he may be taken as a Hunt casualty in the same way as any other Companion.
- Sméagol has “Level X”: This means that Sméagol's level is equal to that of the highest-level Companion in the Fellowship.
- If Sméagol is eliminated in any way, the *We Shall Get It* Shadow Event card immediately enters play.
- If at any time Sméagol is the only Companion in the Fellowship, replace Sméagol with Gollum. *We Shall Get It* does not enter play.
- If a Sméagol tile is drawn after Sméagol leaves the game, discard the tile and draw another one.
- Discard Sméagol if he is separated from the Fellowship or the Fellowship is declared in a Free Peoples City or Stronghold.
- If Sméagol is no longer in play, Gollum can enter play normally.

Special Abilities

If Sméagol is guiding the Fellowship:

- Use a Character die result to declare the Fellowship.
 - If the Fellowship is declared in Minas Morgul or Morannon, it immediately enters Mordor.
 - Declaring in a Free Peoples City or Stronghold in this way does not remove one point of Corruption from the Ring-bearer.
- If a Sméagol Hunt tile is drawn, the Hunt damage is considered to be 0. Place the Sméagol tile back in the Hunt Pool.

LADY GALADRIEL, KEEPER OF NENYA

Lady Galadriel, Queen of the Golden Wood, is one of the most powerful Elves left in Middle Earth, but as the Keeper of Nenya, the Ring of Adamant, she decided a long time ago to hide from Sauron. What could have happened if Galadriel more openly used her power to help the Free Peoples, thus revealing herself to the Eye? The following rules explore this possibility.



- **Level 0**
- **Leadership 2**
- **Add one die to the Free Peoples Action Pool.**

HOW GALADRIEL ENTERS THE GAME

If Sauron or the Elves are “At War,” and Gandalf the White is not in play, use a Muster die to play Lady Galadriel in Lórien.

GALADRIEL IN PLAY

Special Abilities

Lady of Light: Whenever a normal (grey) Eye tile is drawn from the Hunt Pool, use an Elven Ring token to cancel its effects and draw another Hunt tile instead. Remove that Eye tile permanently from play. No more than one Elven Ring can be used during the same turn for this or any other purpose.

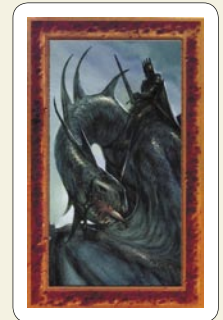
Valour of the Elven People: You can recruit in Lórien even if the Stronghold is under siege.

Additional Rules

- Lady Galadriel is considered a Level 3 Companion for all Combat card effects.
- Lady Galadriel can never leave Lórien and is removed from play if Lórien becomes controlled by the Shadow player.
- While Gandalf the White is in play, Lady Galadriel does not add one die to the Free Peoples Action Pool.

THE WITCH-KING, CHIEF OF THE RINGWRAITHS

In the books, after the defeat of the Nazgûl at the Fords of Bruinen, the Witch-king is raised to a new demonic stature and returns as the Black Captain of Sauron, guiding the main assault against Minas Tirith. What could have happened if Sauron again assigned the Chief of the Ringwraiths to the task of searching for the One Ring, instead of conserving him for the war? The following rules explore this possibility.



- **Level (Inf.)**
- **Leadership 2**
- **Add one die to the Shadow Action Pool.**

HOW THE WITCH-KING ENTERS THE GAME

If the Fellowship is not in a Free Peoples stronghold, and *The Witch-King: The Black Captain* is not in play, play the Witch-king in the region with the Fellowship, using a Muster die.

THE WITCH-KING IN PLAY

Special Abilities

Shadow of Despair: If the Witch-king is in play, each Nazgûl in the region with the last known position of the Fellowship (including the Witch-king) grants one Hunt re-roll.

He Sees, He Knows: If the Fellowship is declared in a region which is not a Free Peoples Stronghold, you may immediately move the Witch-king to the region with the Fellowship.

Additional Rules

- All Event and Combat cards referring to “the Witch-king” can be used in conjunction with *The Witch-King: Chief of the Ringwraiths*.
- If *The Witch-King: Chief of the Ringwraiths* is or has been brought into play, you cannot bring *The Witch-King: The Black Captain* into play, and vice versa.

THE BALROG OF MORIA, EVIL OF THE ANCIENT WORLD

The Balrog is a survivor of ancient wars, a demon hiding under the mountains since a forgotten time. This slave of Morgoth could have unleashed terror upon the land, but instead met his fate at the hands of Gandalf the Grey on the bridge of Khazad-dûm. What could have happened if this minion of evil had the time to fully spread his influence into the heart of Middle Earth? The following rules explore this possibility.



- Level 0
- Leadership 3
- Add one die to the Shadow Action Pool.

HOW THE BALROG ENTERS THE GAME

If the Witch-king is not in play, play the Balrog and one Sauron unit (Regular or Elite) in Moria using a Muster die.

When you play the Balrog, advance the Elf, Dwarf, and North Nation one step on the Political Track.

THE BALROG IN PLAY

Special Abilities

Fire and Shadow: If the Fellowship is revealed or declared, and as a result has moved through, is moving from, or is moving into a region occupied by the Balrog, draw a Hunt tile and apply its effects, ignoring any Reveal icon. If the drawn tile is an Eye, eliminate the Balrog and the Guide of the Fellowship (but discard the Eye tile without effect if Gollum is the Guide).

Flame of Udûn: Add +2 to the Combat Strength of a Shadow Army with the Balrog.

Additional Rules

- The Balrog is not considered a Minion for the purpose of playing Gandalf the White.
- While the Witch-king is in play, the Balrog does not add one die to the Shadow Action Pool.

3. FACTIONS OF THE WAR OF THE RING

Twilight of the Third Age introduces a brand new element to the game: **factions**. Factions are special unit types (previously represented in the game by Event cards or other mechanics) represented by new figures and following new rules. The three factions included are the Hillmen of Dunland and the Corsairs of Umbar for the Shadow player, and the Ents of Fangorn for the Free Peoples player.

Factions do not start the game in play, but must be mustered in a way similar to characters. All rules necessary to play factions are explained here in detail, and summarized on each of the appropriate **faction cards**.

THE HILLMEN OF DUNLAND

The wild men of Dunland see the Horse-lords of Rohan as the usurpers of their rightful homeland, and it was easy for Saruman to exploit this enmity



to his advantage before the invasion of Westfold. While resolute in their hatred, the Dunlendings fear their enemies deeply and therefore are not very reliable in battle.

Dunlendings are easily mustered in great numbers, but are weaker in combat than Regular units.

HOW THE DUNLENDINGS ENTER THE GAME

If the Isengard Nation is “At War,” bring the Hillmen of Dunland faction into play by using one Muster die. Place two Dunlendings in each of the two Dunland settlements.

USING THE DUNLENDINGS

Special Abilities

Death to the Forgoil! Use a Muster die to place two Dunlendings in an Isengard or Rohan region containing a Shadow Army, unless that Army is inside a Stronghold under siege.

Additional Rules

- Dunlendings are special Shadow (Isengard) Army units and can only be mustered using the “Death to the Forgoil!” ability. Dunlendings follow all rules concerning Shadow Army Regular units, except that one hit eliminates two Dunlendings rather than one (they still count as one full unit for use with Shadow Combat cards requiring removal of units, e.g., *Onslaught* or *Relentless Assault*).
- If there are both Dunlendings and other types of units in an Army, the Shadow player decides whether to remove one Regular unit, reduce one Elite unit, or remove two Dunlendings as the effect of each hit. If there is only one Dunlending unit in an Army, it cannot be taken as a casualty until it is the last unit remaining.

THE CORSAIRS OF UMBAR

The menace of the Corsairs plagued Gondor for many years, and in the books the fear of their black sails made the Southern Fiefs reluctant to help Minas Tirith.



The Corsairs are a powerful ally for Sauron, raiding along the coasts of Middle Earth and transporting armies to distant shores.

Corsair Ships are used to move Armies between coastal regions.

HOW THE CORSAIRS ENTER THE GAME

If the Southrons & Easterlings Nation is “At War,” bring the Corsairs of Umbar faction into play by using one Muster die. Place two Corsair Ships in Umbar.

Special Abilities

Black Ships: Use a Muster die to place one Corsair Ship and one Southrons & Easterlings Regular unit in Umbar.

Additional Rules

- Corsair Ships are not Shadow Army units, and they follow special rules.
- Ships are only recruited using the “Black Ships” ability if Umbar is controlled by the Shadow player.
- Ships can only enter coastal regions and are kept separate from other Shadow units occupying the same region.



- Ships do not count for stacking purposes, and are not considered part of an Army. Ships are not affected by enemy units.

USING CORSAIR SHIPS

Moving Ships

The Shadow player can move a group of one or more Corsair Ships (also called a **Fleet**) from one coastal region to another coastal region up to two regions away, using one of the two movements of an Army die, as if the Fleet was an Army.

Transporting Armies

- The Shadow player can move an Army from a region containing a Ship to any other free region containing a Ship using one of the two movements of an Army die (or using a Character die, if the Army has a Leader).
- The Shadow player can never retreat from a battle using Ships.

Fighting with Ships

- The Shadow player can attack with an Army from a region containing a Ship to another region with an enemy Army and containing a Ship, using one Army die (or Character die, if the Army has a Leader).
- The attacking Army cannot retreat. All Ships in the attacked region are eliminated if the attacking Army is eliminated.

Note: If you use ships to move Shadow Army units to a Stronghold region with a besieged Shadow army in it, this is considered as a Siege Relief attack.

- If a Shadow Army in a region containing Ships is attacked, all Ships are eliminated if the Shadow Army is eliminated or forced to retreat.
- If the Shadow player moves Ships to a region controlled by the Free Peoples player, the region does not become controlled by the Shadow player.

THE ENTS OF FANGORN

The “Shepherds of the Trees” of Fangorn are the last members of an ancient race, slowly disappearing from Middle Earth.



Enraged by the actions of the wizard Saruman, they finally ruined his plans by destroying the might of Isengard. The Ents of Fangorn are powerful and relentless in their fury, but the Companions of the Ring must rouse them in time in order for the Ents’ intervention to be fruitful. Ents are mustered in Fangorn and can move out to attack enemies using the *Ents Awake* Event cards.

HOW THE ENTS ENTER THE GAME

If Saruman is in play and a Companion is in Fangorn, bring the Ents of Fangorn faction into play by using one Muster die. Place one Ent in Fangorn.

Special Abilities

Treebeard: If a Companion is in Fangorn, every time the Shadow player uses a Muster die to employ the “Voice of Saruman” ability described on the *Saruman* Character card, place one Ent in Fangorn.

Additional Rules

- The Ents are not Free People Army units, and follow special rules. Ents are only recruited using the “Treebeard” ability, or using the three *Ents Awake* cards. Ents are kept separate from other units occupying the same region, cannot be attacked by enemy units, do not affect enemy movement, and do not count for stacking purposes.
- The presence of Ents in a region does not give control of the region to the Free Peoples player.
- The number of Ents in play is limited by the counter mix. Once removed, Ents are permanently out of the game. If all three of the *Ents Awake* cards have been played, remove all remaining Ents from the board.

USING THE ENTS

The Ents of Fangorn can move and attack enemy units, but only in conjunction with the three *Ents Awake* Event cards. When an *Ents Awake* card is played by the Free Peoples player, the Ents are considered “activated,” and may then be employed using the following special rules.

The Entwood

As long as the Ents faction is in play, at least one Ent must be left in Fangorn at any time. If there is more than one Ent in Fangorn, each Ent in excess of one can be used to move or attack, during the same activation triggered by the *Ents Awake* card played. This means that a series of movements and attacks can be made during the same action, in any desired order, as long as there are Ents to take or remove from the Entwood.

Movement

To move the Ents, take one Ent from Fangorn and place it in a region adjacent to a region already containing an Ent. The region must be free of enemy units (to attack enemy Armies, see “Attack,” below). You can repeat this process as long as there is more than one Ent in Fangorn. Following these directions, the Ents will form an uninterrupted chain of regions originating from and including Fangorn.

Attack

You can attack a Shadow Army adjacent to a region containing an Ent. To do so, eliminate one Ent from Fangorn and roll five dice, scoring hits on rolls of 5+. You can repeat this process as long as there is more than one Ent in Fangorn. An Ent attack is not a normal battle: The Shadow player cannot respond in any way to the attack, no Combat cards are played by either player, and no terrain features affect the roll.

- Since the Shadow player may move his armies into a region containing an Ent, sometimes an Ent can be in the same region as a Shadow Army. You can attack such an Army normally when the Ents are activated, as if the region was simply adjacent to an Ent (i.e., by removing one Ent from Fangorn and rolling five dice).
- If an Ent attack eliminates all Shadow units in Orthanc, or if Orthanc is free of enemy units and an Ent is moved there, remove Saruman from the game.

Example: There are two Ents in Fangorn, and a Shadow Army comprised of three Regular units occupies the adjacent Fords of Isen. The Free Peoples player plays one Ents Awake card to place two Ents in Fangorn and activate the Ents. There are now four Ents in Fangorn. The Free Peoples player decides to start the activation by attacking the Shadow Army in the Fords of Isen right away, so he removes one Ent from Fangorn and rolls five dice; each die hits on a result of 5+. Two hits are scored, and two Regular Shadow units are removed. Since the army is not destroyed yet, the Free Peoples player keeps attacking and removes another Ent from Fangorn (leaving two Ents there). The new attack scores only one hit, but that is enough to destroy the Shadow Army. Two Ents now remain in Fangorn, and this means that another attack or movement could be possible. Since there are no enemy Armies adjacent to Ents at the moment, the Free Peoples player decides to move one of the last two remaining Ents into the Fords of Isen, to get closer to Orthanc. The Ents activation is now over, and another Ents Awake card must be played in order to use the Ents again.

4. SIEGE ENGINES

There are two types of Siege Engines introduced in the expansion: Shadow Towers and Free Peoples Trebuchets representing, respectively, the offensive and defensive tactics and equipment employed by combatants in the Third Age.



Shadow Siege Tower



Free Peoples Trebuchet

MUSTERING SIEGE ENGINES

- A maximum of two Siege Towers and a maximum of two Trebuchets are allowed in a region.
- The number of Siege Engines available to players is limited by the counter mix.

Siege Towers

The Shadow player may use a Muster die to place a Siege Tower in a region containing a Shadow Army besieging a Stronghold controlled by the Free Peoples player.

Place the Tower directly in front of the Stronghold box. Only the Shadow player may muster Siege Towers.

Trebuchets

The Free Peoples player may use a Muster die to place a Trebuchet in a Free Peoples Stronghold he controls, belonging to an **active** Nation (it is not necessary for that Nation to be “At War”).

It is possible to build a Trebuchet even in a Stronghold under siege.

Place the Trebuchet directly in the Stronghold box. Only the Free Peoples player may muster Trebuchets.

SIEGE ENGINES SUPERIORITY

At the start of a siege battle compare the number of Siege Engines: The player with the higher number of Siege Engines is considered to have achieved superiority.

Shadow superiority

During the first round of a battle with Shadow superiority, the Free Peoples army receives a modifier of -1 to the Combat roll.

If, at the end of the first round, the Shadow player still has superiority, he may extend the battle by one round without reducing an Elite unit.

Free Peoples superiority

During the first round of a battle with Free Peoples superiority, the Free Peoples army receives a modifier of +1 to the Combat roll.

If, at the end of a combat round, the Free Peoples player still has superiority, the Shadow player may not extend the length of the battle by reducing Elite units.

Siege Engines tie

If both players possess the same number of Siege Engines, no player has superiority, but before combat cards are played the Free Peoples player can momentarily claim superiority by immediately removing one of his Siege Engines. In this case, the defender is considered to have superiority until the end of the battle.

It is possible for superiority to change during the round, for example if a Combat card causes the removal of a Siege Engine. However, note that superiority claimed using the *Siege Engines tie* rule lasts until the end of the battle.

ELIMINATING SIEGE ENGINES

If an Army is eliminated or moves out of the Stronghold region, all Siege Engines in that Army are immediately eliminated.

All Siege Engines in a besieging Army are likewise eliminated when the siege ends (either when the Stronghold is conquered or the besieging Army is eliminated or moves away).

Trebuchets and Towers can never leave the region where they were built. Eliminated Siege Engines may always be rebuilt.



APPENDIX: REVISED RULES FOR WAR OF THE RING

This appendix contains some rules clarifications and revisions. Use of the following rules is strongly advised, whether you are playing *War of the Ring* with or without the expansion elements.

ACTION DICE POOL MODIFICATION

The number of dice in the Action Pool is determined at the beginning of each turn, before the Draw Event cards phase. Any changes to the Action Pool due to Characters being put in play, eliminated, or otherwise removed from the game are only applied at the beginning of the following turn.

“PLAY ON THE TABLE” EVENT CARDS

Certain Event cards that are played “on the table” (e.g., A Balrog is Come!, Denethor’s Folly) may only be played if a certain condition is met. If that condition ceases to be met (e.g., the Balrog is not in play, Minas Tirith is no longer under siege), the card is immediately discarded.

CHARACTER DEATH

If a character appears in the game in multiple versions (e.g., the Witch King), whenever one version of the character is brought into play, no other version may be subsequently brought into play unless the specific Character card dictates differently. This is true even if the first version brought into play is eliminated.

RESTRICTION ON MINION MOVEMENT

Any Minion moving without an Army cannot be moved into a Stronghold controlled by the Free Peoples.

MOVEMENT OF LEVEL 0 CHARACTERS

If a Character’s Level is 0, he cannot move even when attached to an Army.

HUNT ALLOCATION DICE LIMIT

You may place in the Hunt Box the counters of all the Companions still in the Fellowship, as a reminder of the maximum number of dice that the Shadow player can allocate.

HUNT EFFECTS WHEN DECLARING OR REVEALING THE FELLOWSHIP

When the Free Peoples player **declares** the Fellowship, certain abilities and events may force him to draw a Hunt tile. When this happens, ignore any Reveal icon on the drawn tile if the Fellowship has been declared in a Free Peoples Stronghold or City.

When the Fellowship is **revealed**, if the Free Peoples player is forced to draw multiple Hunt tiles because of Shadow Stronghold presence, events, and abilities, each tile effect is resolved completely before applying the following tile effect: First resolve the effect of the tile that caused the Fellowship to be revealed, then resolve all tiles related to events and abilities, then, lastly, resolve the tile drawn due to the Shadow Stronghold.

Example: A Hunt tile reveals the Fellowship in Moria, and the Balrog is there: Three Hunt tiles are drawn (one for the Hunt, one for the Balrog, one for the Shadow Stronghold). First apply all effects due to the first Hunt tile (the one which caused the Fellowship to be revealed), then the effect of the tile drawn for the Balrog, and finally the effect of the tile drawn for the Stronghold.

REVEALING THE FELLOWSHIP IN FREE PEOPLES SETTLEMENTS

When a successful Hunt reveals the Fellowship, you may not reveal the Fellowship in a City or Stronghold of the Free Peoples. However, you may reveal the Fellowship in a Free Peoples Settlement.



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Special Thanks to:

Kristofer Bengtsson for his support to the War of the Ring players all over the world, Alex Rockwell for the mathematics, Kevin Chapman for keeping tracks of FAQs even before the game existed, and all of the War of the Ring players across the world which with their enthusiasm made the possibility of an Expansion a reality.

Manufactured in the European Union at Ludwig Scheer GmbH & Co. KG (Germany) and Dice & Games Ltd. (United Kingdom). Plastic figures made in China.

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