



# WAR OF THE RING™

based on "The Lord of the Rings" trilogy by  
J.R.R. Tolkien

C o l l e c t o r ' s   E d i t i o n

A GAME BY

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MARCO MAGGI &  
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CHAPTER I

# INTRODUCTION



*Everywhere he looked he saw the signs of war.  
The Misty Mountains were crawling like anthills:  
Orcs were issuing out of a thousand holes. Under  
the boughs of Mirkwood there was deadly strife  
of Elves and Men and fell beasts. The land of the  
Beornings was aflame; a cloud was over Moria;  
smoke rose on the borders of Lórien. Horsemen  
were galloping on the grass of Rohan; wolves  
poured from Isengard. From the havens of Harad  
ships of war put out to sea; and out of the East  
Men were moving endlessly: swordsmen, spearmen,  
bowmen upon horses, chariots of chieftains and  
laden wains. All the power of the Dark Lord was  
in motion.*

*The Fellowship of the Ring by J.R.R. Tolkien,*

*Book II, Chapter 10.*



**W**elcome to the *Collector's Edition* of the *War of the Ring* strategy board game. Since its first publication in 2004, *War of the Ring* has been hailed by many enthusiasts of *The Lord of the Rings* and hobby gamers alike as the most engaging recreation of the world-renowned fantasy saga by J.R.R. Tolkien.

This edition revisits the already high-level presentation of the game with unique, superior-quality components: larger-sized playing cards; a new design for the game board, re-painted for this edition by John Howe and enhanced by hand-written elvish calligraphy; and a full set of hand-painted figures. The components and additional rules introduced in the expansion set *Battles of the Third Age* are also included in this collector's item, and are equally enhanced.

## OBJECT OF THE GAME

In *War of the Ring*, up to four players take part in the struggle between the armies of the Free Peoples and the heroic Companions of the Fellowship of the Ring, against the dark host of the Shadow and the powerful Minions of the Dark Lord. During the course of the game, the fate of Middle-earth will unfold, as armies clash on the fields of battle and the Fellowship of the Ring finds its way to Mordor and the Mountain of Fire.

In each game of *War of the Ring*, the player controlling the Shadow attempts to use his superior military might to conquer Middle-earth in one fell swoop. On the side of the Shadow gather the hosts of Sauron, the hordes of the Southrons & Easterlings, and the forces of the wizard Saruman, three nations ready to field their troops at a moment's notice. Against it assemble the armies controlled by the Free Peoples player: an allegiance of Elves, Dwarves, the riders of Rohan, men of Gondor, and men from the North, a fragile union that can be fortified only at the expense of great efforts.

During play, both sides attempt to organise their forces, by mustering troops and leaders and deploying them in key regions, to either strike to conquer—or to resist where the hammer will fall.

Meanwhile, the nine Companions of the Fellowship of the Ring travel towards Mordor, carrying the One Ring of the Dark Lord to destroy it at the Mountain of Fire. Controlled by the Free Peoples player, the Fellowship is his true chance of winning, as the military forces of the Shadow will crumble to dust together with its master if the Ring is undone. But the Quest is fraught with peril, as the Eye of Sauron is always bent on finding the Ring and the Shadow player has many ways to delay the Fellowship, from trying to kill Companions to corrupting the Ring-bearers.

## NUMBER OF PLAYERS

*War of the Ring* is a game for 2 to 4 players. The forces involved in the conflict are divided into two sides: the Free Peoples and the Shadow. When playing with three players, one player controls the Free Peoples and the remaining two control the Shadow, sharing tasks. When playing with four players, all participants evenly share the forces of the two sides.

Please note that these rules refer to games played with only two players. To play games with more than two players, see Chapter 11, *Multiplayer Rules* (page 65).

## ORIGINAL AND EXPANDED GAME

The rules contained in Chapters 1 to 11 detail the game as originally presented in its first release. Chapter 12, *Twilight of the Third Age* (page 69), presents the rules first introduced in the *Battles of the Third Age* game expansion.

Refer to that chapter to use the expansion components and introduce new opportunities of play, after you have mastered the game in its original form.

With the passing of turns, one side will eventually emerge victorious: will the Shadow conquer enough of its enemies' cities and strongholds, or will the Fellowship succeed in destroying the Ring before this happens? Will the Ring-bearers fail and be corrupted, or will the Free Peoples turn the tide and conquer the enemy's strongholds themselves, buying time for Frodo to reach Mount Doom and drop the Ring into the Fire?





# CHAPTER II GAME COMPONENTS

## COMPONENTS LIST

Inside your *War of the Ring* box you will find an extensive set of components. The material necessary to play the basic version of the game is listed under the heading *Main Game Components*, while those introduced in the expansion are found under *Expansion Components*.

### MAIN GAME COMPONENTS

- This Rulebook
- 2 Player Aids
- 1 Game Board, composed of two fold-out sections
- 1 Cloth Bag
- 6 Free Peoples Action Dice
- 10 Shadow Action Dice
- 10 six-sided Combat Dice, 5 for each player
- 10 Companion Cards (Free People Characters)
- 1 Gollum Card
- 3 Minion Cards (Shadow Characters)
- 96 Event Cards (divided into 4 decks of 24 cards each)
- 205 plastic figures representing the Armies and Characters of the War of the Ring, including:
  - 90 figures representing Shadow Army units
  - 75 figures representing Free People Army units



- 20 figures representing Free People Leaders and 8 figures representing the Nazgûl
- 8 figures representing the Ring-bearers (Frodo and Sam) and their Companions
- 3 figures representing the Minions of the Shadow
- 1 figure representing Gollum
- 76 cardboard counters and markers, including:
  - 24 Hunt Tiles (16 Standard Hunt Tiles and 8 Special Hunt Tiles)
  - 20 Settlement Control markers
  - 1 Fellowship Progress counter
  - 6 Army markers
  - 1 Corruption counter
  - 2 Leading Player tokens (used in the 3- and 4-player games)
  - 3 Elven Rings counters
  - 8 Political counters
  - 7 Companion counters
  - 1 Aragorn-Heir to Isildur marker
  - 1 Gandalf the White marker
  - 2 Victory Points counters

### EXPANSION COMPONENTS

- 41 plastic figures, including:
  - 6 plastic figures representing the defensive Siege Engines of the Free Peoples
  - 6 plastic figures representing the offensive Siege Engines of the Shadow
  - 1 plastic figure representing the Balrog
  - 1 plastic figure representing the Witch-king: Chief of the Ringwraiths
  - 1 plastic figure representing Lady Galadriel
  - 8 plastic figures representing the Ents of Fangorn
  - 12 plastic figures representing the Hillmen of Dunland
  - 6 plastic figures representing the ships of the Corsairs of Umbar
- 1 Sméagol Companion counter
- 2 Sméagol Hunt Tiles
- 1 Sméagol Event Card
- 2 Minion Cards
- 3 Faction Cards
- 14 Event Cards
- 2 Companion Cards

See the *Twilight of the Third Age* expansion rules (page 69) for a full explanation of the expansion components.



## MAIN GAME COMPONENTS OVERVIEW



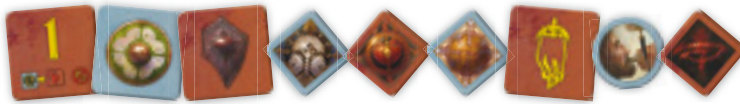
This Rulebook



2 Player Aids



1 Game Board, composed of two fold-out sections



76 Cardboard counters



1 Cloth Bag



205 plastic figures representing the Armies and Characters of the War of the Ring



6 Free Peoples Action Dice



10 Shadow Action Dice



10 six-sided Combat Dice, 5 for each player



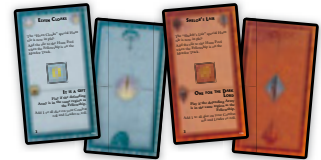
10 Companion Cards  
(Free People Characters)



1 Gollum Card



3 Minion Cards  
(Shadow Characters)



96 Event Cards  
(divided into 4 decks of  
24 cards)

## EXPANSION COMPONENTS OVERVIEW



1 Sméagol counter



2 Sméagol Hunt Tiles



41 plastic figures



1 Sméagol Event Card



2 Minion Cards



3 Faction Cards



14 Event Cards



2 Companion Cards



COUNTER SUMMARY

Hunt Tile



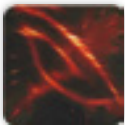
Standard



Special (Fellowship)



Special (Shadow)



Back

Army Counter



Free Peoples (front)



Free Peoples (back)



Shadow (front)



Shadow (back)

Elven Rings Counter



Front



Back

Corruption Counter



Front/Back

Companion & Character Counter



Front



Back

Fellowship Progress Counter



Front



Back

Nation Political Counter



Free Peoples (front)



Free Peoples (back)



Shadow (front)



Shadow (back)

Settlement Control Marker



Free Peoples



Shadow

Victory Points Marker



Free Peoples

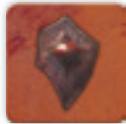


Shadow

Leading Player Token



Free Peoples

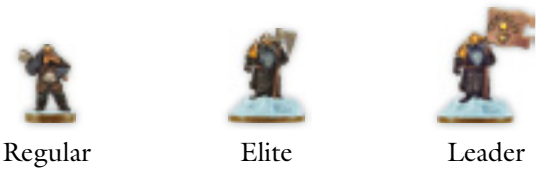


Shadow



PLASTIC FIGURES

Dwarves



Elves



Gondor



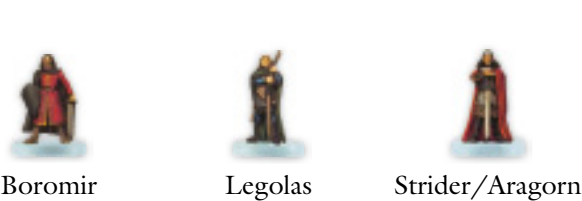
The North



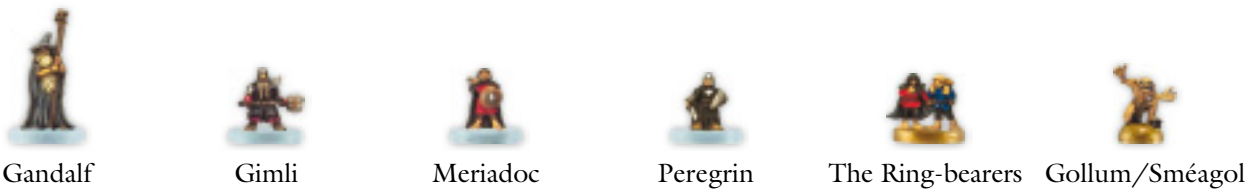
Rohan



Companions



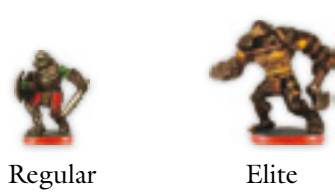
Companions



Isengard



Sauron



Southrons & Esterlings



Minions



Ringwraiths



## GAME PIECES

### PLASTIC FIGURES

The Armies fighting for Middle-earth and the heroes and monsters that lead them are represented in the game by painted plastic figures.

#### Armies

The bulk of the armed forces of a Nation are represented by **Army units**.

The Army units of a Nation are further divided into either **Regular** or **Elite units**, where the first category represents a fighting force of average warriors and the second a host of chosen fighters or powerful monsters.

A single Army unit corresponds to a variable number of warriors, from a few hundred expert fighters to thousands of Orcs. In game terms, all units of a kind (Regular or Elite) have the same fighting capabilities as any other of the same kind, regardless of the Nation they belong to.

All Army units inside a single region and controlled by the same player are considered a single group and are collectively called an **Army**.

An Army can be composed of a maximum of **ten units**, or **five units** if the Army is inside a Stronghold under siege.

#### Free Peoples Leaders

The captains and chieftains leading the Armies of the Free Peoples are represented by **Leader** figures.

Leaders are unable to move on their own and must always be part of a friendly Army. If at any time a Leader is on the map without an Army, he is immediately removed.

The presence of a Leader in an Army provides an advantage in combat and a superior movement capability. There is no limit to the number of Leaders who can be in the same Army. Free Peoples Leaders, regardless of nationality, can lead Armies composed of units from any Free Peoples Nation.

A Leader is not considered an Army unit and cannot be taken as a casualty, nor does the presence of a Leader add to the Combat Strength of an Army (see page 40).

#### Nazgûl

The **Nazgûl**, also called *Ringwraiths*, act as Leaders for the Shadow Armies and each is represented by the distinctive Ringwraith figure mounted on a winged beast.

The rules pertaining to the Free Peoples Leaders also apply to the Nazgûl, with the following exceptions:

- The Nazgûl are not obliged to be part of a friendly Army and can move on their own, flying to any region (even regions containing Free Peoples units) on the game board with a single movement (except that a Nazgûl moving without an Army cannot be placed alone in an enemy Stronghold).

- The Nazgûl are unaffected by the presence of an enemy Army in the same region.

### Characters

The main heroes of the story and their main antagonists are represented by the **Character** figures.

Characters are personalities with abilities superior to those of simple Leaders. Characters belonging to the Free Peoples are called **Companions**, while the Characters of the Shadow are called **Minions**.

Each Character is represented by a unique figure and a Character Card detailing his special skills. Players should carefully read all of the Character Cards before playing the game.

In game terms, Characters act much the same as Leaders, but they do not suffer the same restrictions and can move on the game board on their own, ignoring the presence of enemy Armies.

**Companions:** Legolas, Gimli, Boromir, Aragorn (as Strider), Merry, Pippin, and Gandalf the Grey start the game as the Companions of Frodo and Sam (the **Ring-bearers**) and members of the Fellowship of the Ring. As the game progresses, they can leave the Fellowship to help rouse the Free Peoples Nations to war and to act as Leaders for the Free Peoples Armies.

Under certain conditions (as described on their Character Cards), Strider and Gandalf the Grey can be replaced by their more powerful incarnations: **Aragorn – Heir to Isildur** and **Gandalf the White**.



Aragorn, Heir to Isildur  
Marker



Gandalf the White  
Marker

When this happens, put the appropriate marker under the plastic figure of the Character to remember his new status.

**Minions:** The more prominent servants of the Dark Lord—Saruman, the Witch-king, and the Mouth of Sauron—do not start in play at the beginning of the game. They will enter play later, under the conditions specified on their Character Cards.

**Gollum:** Gollum is a very unusual Character. Gollum is always assumed to be following the Fellowship of the Ring, and he becomes the Guide of the Fellowship if the Ring-bearers are alone. When this happens, you may place the Gollum figure together with the Ring-bearers figure as a reminder of his presence. The effects of Gollum's actions are represented in the game by the Gollum Character Card and certain Event Cards.

## THE GAME BOARD

The game board is a view of western Middle-earth at the end of the Third Age. In addition to the playing area proper, the game board also includes several spaces and tracks used to help the players keep track of various elements and components of the game.

The diagram of the game board (see pages 16-17) identifies its various parts and shows the spaces where many of the components needed at the start of the game are placed during setup.

### NATIONS



**Dwarves**  
(brown)



**Elves**  
(light green)



**Gondor**  
(blue)



**The North**  
(light blue)



**Rohan**  
(dark green)



**Isengard**  
(yellow)



**Sauron**  
(red)



**Southrons & Easterlings**  
(orange)

## REGIONS

The main portion of the game board shows a view of western Middle-earth at the end of the Third Age. The map is divided into territories called **regions**. Each region is identified by a name, which usually refers to a site of note or to an entire geographical area (such as Minas Tirith or Cardolan). Regions are used to regulate movement, combat, and the placement of all plastic figures.

Regions are normally separated by a white line or by a river between two white lines.

A thick black border denotes impassable terrain which cannot be crossed, usually a high mountain range. If the border between two regions is completely divided by such a line, those regions are not considered adjacent for any purpose.

Some areas of the board are completely blue, either surrounded by a black line or bordered by a white line. These areas are seas or lakes. A sea or lake area is not a region and can never be crossed (except when using the *Corsairs of Umbar* rules included in the expansion, see page 75).

**Note:** Below the name of the region, you will find its Elven (Sindarin) translation.

## Free Regions

The rules and Event Cards often refer to a **free region**. A region is free for a player when it doesn't contain an enemy Army and/or an enemy-controlled Settlement. A region containing a Stronghold controlled by the enemy is also free for a player when the Stronghold is besieged by an Army of that player.

## NATIONS

Several regions are grouped and identified as **Nations** by their colored borders (see diagram on page 13). Some Nations consist of several separate groups of regions, divided and distant from one another.

## FORTIFICATIONS AND SETTLEMENTS

A region can be empty, or contain either a **Fortification** or one of three types of **Settlements**.

### Fortifications

A Fortification in a region offers easily defensible positions, such as a ruin, a fort, or a ford crossing a river. There are two Fortifications on the map: in the regions of Osgiliath and the Fords of Isen.



**Fortification**

## Settlements

**Settlements** represent locations that are vital to the economy and defence of a nation. A region containing a Settlement gives to the player controlling it several advantages.

**Towns** represent populated areas that allow the recruitment of troops of a specific Nation. The presence of a Town is shown on the board by the symbol of the appropriate Nation.



**Free Peoples Town**



**Shadow Town**

**Cities** represent major urban centres and can also be used to recruit troops. They also provide an advantage in combat to defending troops.



**Free Peoples City**



**Shadow City**

**Strongholds** represent fortresses, Elven homes, and the greatest capitals of Middle-earth. Troops may be recruited in Strongholds, and defenders receive a very strong advantage in battle.

**Note:** Each Stronghold on the board is matched by a Stronghold box with the same drawing (or with a generic drawing in the case of Shadow Strongholds).



**Free Peoples Stronghold**



**Shadow Stronghold**

The Cities and Strongholds of Middle-earth give Victory Points to a player who captures them from the enemy (see page 43).

In both Cities and Strongholds, the color of the frame shows which player initially controls it (red for the Shadow, blue for the Free Peoples). The icon in the upper corner shows which Nation the City or Stronghold belongs to.

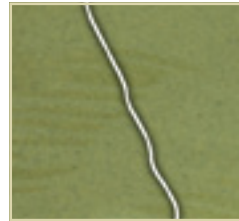
The † symbol appearing on a City is a reminder that control of this region is worth 1 Victory Point to the opponent. The †† symbol appearing on a Stronghold is a reminder that control of this Stronghold is worth 2 Victory Points to the opponent.

## TRACKS AND BOXES

In addition to the regions of Middle-earth, the game board also contains various boxes and tracks used during the game to keep track of different activities. These areas include:

- The **Fellowship Track**, to keep track of the progress of the Fellowship and the Corruption of the Ring-bearers
- The **Hunt for the Ring** box (also called the “**Hunt box**”), to display the dice that the Shadow player allocates to hunt the Fellowship and to keep track of the number of times that the Fellowship moves during a turn
- The **Political Track**, to keep track of which Nations of Middle-earth are at War
- The **Guide of the Fellowship** box, to display the Character Card of the Character who is guiding the Fellowship
- The **Fellowship of the Ring** box, to display the figures and counters of the Companions composing the Fellowship
- The **Elven Rings** box, to display the Elven Rings counters
- The **Event Deck** boxes, to hold the four Event Card Decks
- The **Stronghold** boxes, to display those Army units involved in a Siege Battle.
- The **Army** boxes, to hold figures when there is not enough space in a region.
- The **Victory Points Track**, to keep count of the conquests of each player.

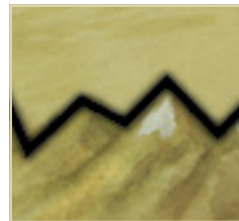
## MAP EXAMPLES



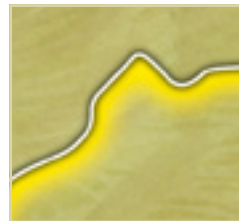
A white line is the normal border between two regions.



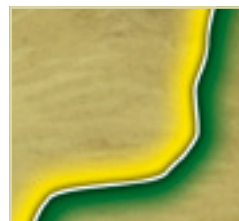
A river between two white lines is also a common style of border between two regions.



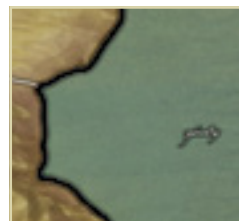
A thick black line represents a mountain border, which can never be crossed.



A colored line running along a border shows the border of a Nation.



When two Nations are neighbours, two colored lines run along each other, separated by the white border.



Sea areas are not regions and can never be crossed. Regions bordering the large sea area on the left side of the board are called **coastal regions**.



Larger letters in the name of a region show that the region includes a City or Stronghold.

## THE GAME BOARD

1

Free Peoples  
Character  
Event Cards Area

2

Free Peoples  
Strategy  
Event Cards Area

3

Elven Rings Area  
(controlled by the  
Free Peoples player)

4

Army  
Boxes

5 5

Stronghold  
Boxes

6

Hunt  
Box

7

Elven Rings Area  
(controlled by the  
Shadow player)

8

Victory Points  
Track





9

Fellowship  
Track

10

Guide of the  
Fellowship Box/  
Fellowship of the  
Ring Box

11

Political  
Track

12

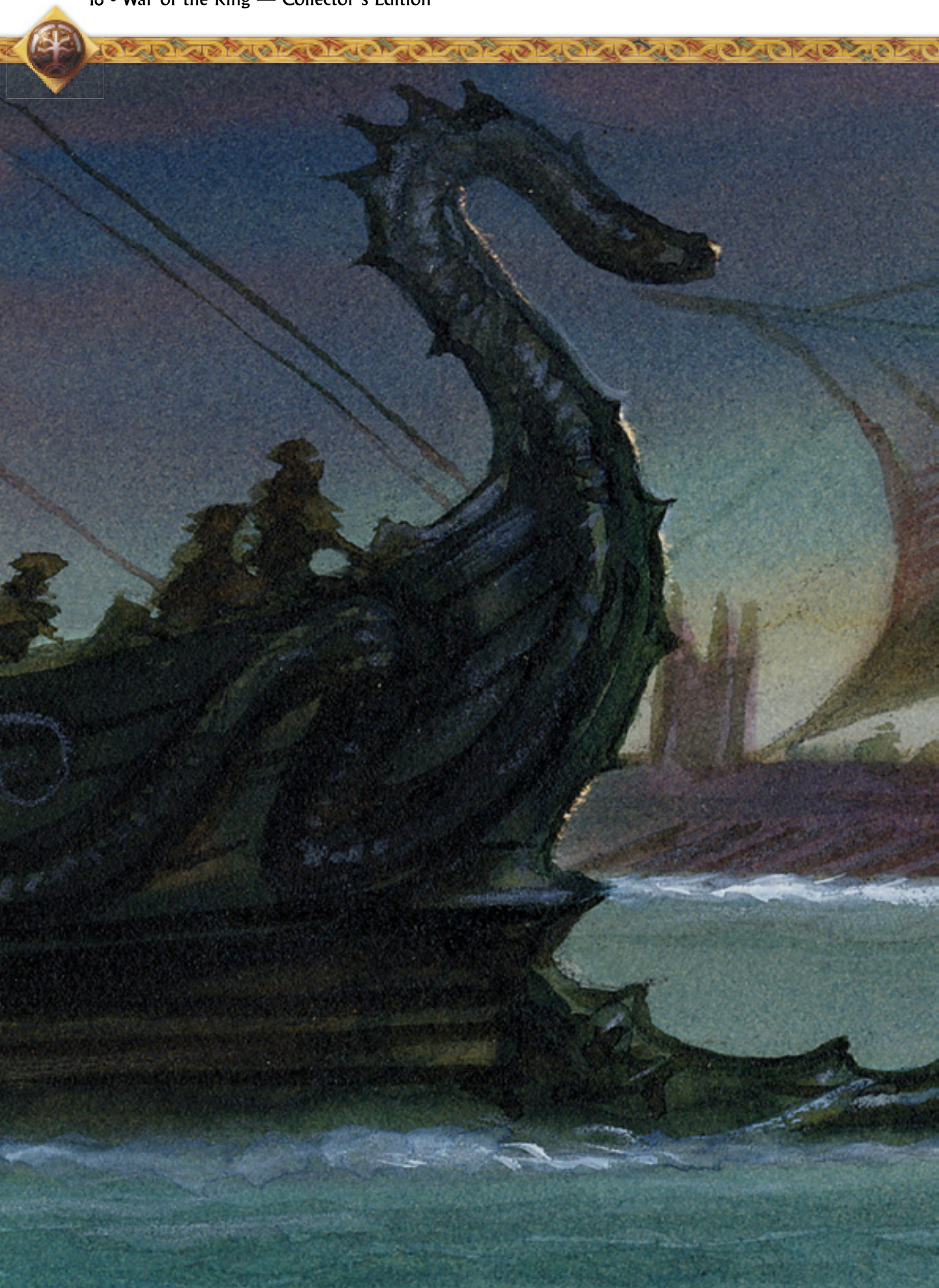
Mordor  
Track

13

Shadow Character  
Event Cards Area

14

Shadow Strategy  
Event Cards Area





CHAPTER III  
SETTING UP THE GAME

**B**efore you start playing, you should decide who will play the Free Peoples and who will play the Shadow.

If you play with the basic rules only, set aside all the components belonging to the expansion.

If you play with the expanded rules, see page 71.

Then, get the game ready to play by following these steps.

### STEP 1

Place the game board on a suitable surface, possibly large enough to leave some room along the sides of the board (to place discarded cards and eliminated pieces and to roll dice).

### STEP 2

Place the Ring-bearers figure on Rivendell, its starting point.

### STEP 3

Place the Fellowship Progress Counter on Step 0 of the “Fellowship Track”, with the “Hidden” side up. The Corruption Counter is also placed on Step 0 of the same track.

### STEP 4

Place all Companion Cards in the “Guide of the Fellowship” box, with the **Gandalf the Grey** Character Card on top, as he is the starting Guide of the Fellowship. Set aside the cards for **Aragorn – Heir to Isildur**, **Gandalf the White**, and **Gollum** for later use.

### STEP 5

Place all the Companion figures (except for the Ring-bearers) and their counters in the “The Fellowship of the Ring” box. Set aside the **Gollum** figure for later use.

### STEP 6

Place the three Elven Ring counters in the Free Peoples’ “Elven Rings” area of the game board with the “Ring” side up.

### STEP 7

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

### STEP 8

Separate the Free Peoples and Shadow Event Cards into **Character** and **Strategy** Decks according to the back of each card, shuffle them separately, and place them on the corresponding areas of the game board.

### STEP 9

Put the Standard Hunt Tiles (beige) in the cloth bag included with the game: this is the **Hunt Pool**. Set aside the Special Hunt Tiles (blue and red) for later use.

### STEP 10

Give seven red Shadow Action Dice to the Shadow player and four blue Free Peoples Action Dice to the Free Peoples player. Set aside the remaining Action Dice for later use. Give to each player a set of five Combat Dice.

### STEP 11

Place the Political Counter for each Free Peoples Nation on its starting point on the “Political Track”. All of the Free Peoples Nations’ Political Counters **except for that of the Elves** are placed with the “Passive” side up. The Political Counters of the Elves and all the Shadow Army Nations are placed with the “Active” side up. As indicated by the symbols on the track, place the Rohan, the North, the Elven, and the Dwarven Nations’ Political Counters in the top box, place the Gondor and Southron/Easterling Political Counters in the second box from the top, and finally place the Sauron and Isengard Political Counters in the third box from the top—immediately above the “At War” box.

### STEP 12

Sort all the plastic figures by the color of their base and their type and follow the *Army Setup* diagram on page 23 to place each Nation’s initial Army units and Leaders. Set aside any remaining figures to use as reinforcements, paying attention not to mix them with pieces eliminated from play as the game progresses. Set aside the Army counters for use later in the game.

Keep all the remaining components in the box; they will be used later in the game.



## ARMY SETUP

### Dwarves

**1 Erebor:**  
1 Regular, 1 Elite, 1 Leader.

**2 Ered Luin:**  
1 Regular.

**3 Iron Hills:**  
1 Regular.

**Reinforcements:**  
2 Regular, 4 Elite, 3 Leader.

### Elves

**4 Grey Havens:**  
1 Regular, 1 Elite, 1 Leader.

**5 Rivendell:**  
2 Elite, 1 Leader.

**6 Woodland Realm:**  
1 Regular, 1 Elite, 1 Leader.

**7 Lorien:**  
1 Regular, 2 Elite, 1 Leader.

**Reinforcements:**  
2 Regular, 4 Elite.

### Gondor

**8 Minas Tirith:**  
3 Regular, 1 Elite, 1 Leader.

**9 Dol Amroth:**  
3 Regular.

**10 Osgiliath:**  
2 Regular.

**11 Pelargir:**  
1 Regular.

**Reinforcements:**  
6 Regular, 4 Elite, 3 Leader.

### The North

**12 Bree:**  
1 Regular.

**13 Carrock:**  
1 Regular.

**14 Dale:**  
1 Regular, 1 Leader.

**15 North Downs:**  
1 Elite.

**16 The Shire:**  
1 Regular.

**Reinforcements:**  
6 Regular, 4 Elite, 3 Leader.

### Rohan

**17 Edoras:**  
1 Regular, 1 Elite.

**18 Fords of Isen:**  
2 Regular, 1 Leader.

**19 Helm's Deep:**  
1 Regular.

**Reinforcements:**  
6 Regular, 4 Elite, 3 Leader.





### Isengard

Orthanc: **1**

4 Regular, 1 Elite.

North Dunland: **2**

1 Regular.

South Dunland: **3**

1 Regular.

Reinforcements:

6 Regular, 5 Elite.

### Sauron

Barad-Dûr: **4**

4 Regular, 1 Elite, 1 Nazgûl.

Dol Guldur: **5**

5 Regular, 1 Elite, 1 Nazgûl.

Gorgoroth: **6**

3 Regular.

Minas Morgul: **7**

5 Regular, 1 Nazgûl.

Moria: **8**

2 Regular.

Mount Gundabad: **9**

2 Regular.

Nurn: **10**

2 Regular.

Morannon: **11**

5 Regular, 1 Nazgûl.

Reinforcements:

8 Regular, 4 Elite, 4 Nazgûl.

### Southrons & Easterlings

Far Harad: **12**

3 Regular, 1 Elite.

Near Harad: **13**

3 Regular, 1 Elite.

North Rhûn: **14**

2 Regular.

South Rhûn: **15**

3 Regular, 1 Elite.

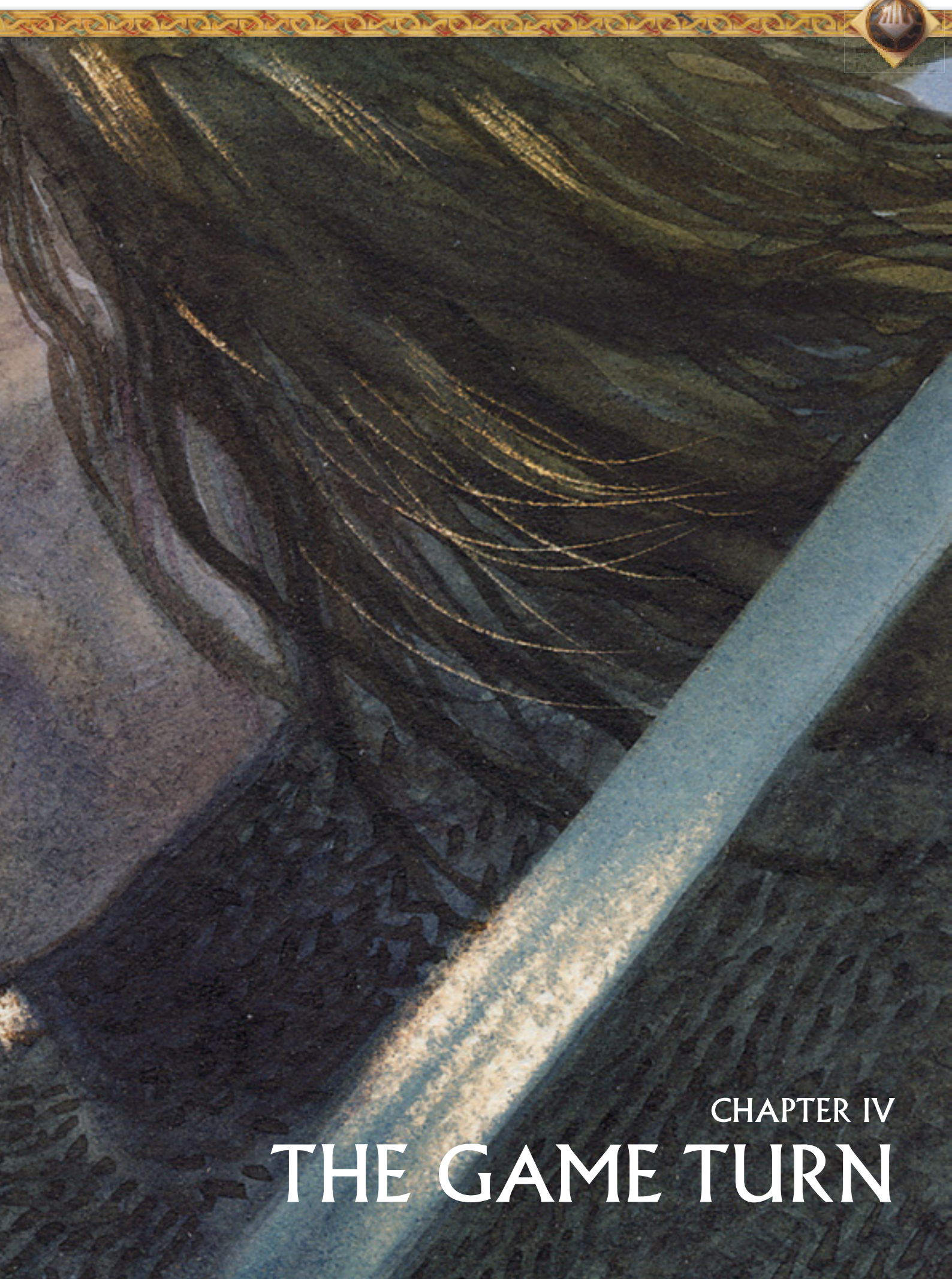
Umbar: **16**

3 Regular.

Reinforcements:

10 Regular, 3 Elite.





CHAPTER IV  
**THE GAME TURN**

**T**he game is played over a series of **turns**. Each turn is divided into six **phases**. The phases of the turn are:

### PHASE 1) DRAW EVENT CARDS

Both players draw 2 cards, one from each Event Deck.

### PHASE 2) FELLOWSHIP PHASE

The Free Peoples player may now *declare* the position of the Fellowship.

If the Fellowship is in a City or Stronghold of a Free Peoples Nation, that Nation is **activated** (if the Nation is showing “Passive” on the Political Track, flip the Nation to “Active”) and the Ring-bearers may be **healed**.

Also, during this phase, the Free Peoples player may change the Guide of the Fellowship.

### PHASE 3) HUNT ALLOCATION

The Shadow player may now put a number of Action Dice in the **Hunt box** located on the game board, but only as many dice as the number of Companions remaining in the Fellowship. *These dice are not rolled during the following Action Roll phase.*

### PHASE 4) ACTION ROLL

Players roll their Action Dice. The Shadow player immediately takes all the dice showing the “Eye” result and adds them to the Hunt box.

### PHASE 5) ACTION RESOLUTION

This phase is the primary game phase of the *War of the Ring* board game.

It is during this phase that players will utilise the Action Dice results to move their Characters and Armies on the game board, or to take other important actions.

The results of the rolled Action Dice dictate the actions the players can take during this phase. Starting with the Free Peoples player, the two players alternate actions, each taking one action by selecting and removing one of his available die results.

If a player has fewer unused Action Dice than his opponent (typically the Free Peoples player will have fewer Action Dice than the Shadow player), he can **pass** instead of taking an action, thus allowing the opponent to take another action.

If a player runs out of actions before his opponent has done the same, the opponent takes all his remaining actions, one after the other.

Each time the Free Peoples player uses an Action Die to move the Fellowship, he places that die in the Hunt box after completing the action. All other used dice are set aside until next turn.

The use of each different Action Die is described in more detail later.

### PHASE 6) VICTORY CHECK

Players now check to see whether either player has achieved the Victory Conditions. If not, a new game turn begins.

When all the activities required by the different phases have been concluded, the turn is over and another turn begins (unless one of the players has achieved his Victory Conditions, in which case the game ends).

## THE ACTION DICE

The **Action Dice** play a fundamental role in the game, as they dictate the options available to each player during a turn.

These dice have special icons on their faces, each icon representing a different action which the players may choose. The different numbers and types of icons appearing on the Free Peoples Action Dice and Shadow Action Dice reflect the different attitudes of the two sides fighting the War of the Ring.

The *Action Dice Icons* table, on the facing page, shows the meaning of these icons.

*Note that the Free Peoples Action Dice have two faces which show the “Character” action, and that on these dice the “Army” action only appears on a face combined with the “Muster” action.*

### ACTION DICE POOL

The total number of Action Dice rolled by a player in a turn is called his **dice pool**.

The Shadow player starts the game with seven dice in his pool, but may gain additional dice later in the game given certain circumstances, up to a maximum of ten. These additional Action Dice enter play when the Shadow player brings his Minions into the game (one die for Saruman, one for the Witch-king, one for the Mouth of Sauron).

The Free Peoples player starts with four dice in his pool. Like the Shadow, he can also gain additional dice later in the game. The Free Peoples player adds one die to his dice pool when **Aragorn – Heir to Isildur** enters play and another one when **Gandalf the White** appears.

Both the Shadow and the Free Peoples player lose the additional die if the corresponding Character is eliminated.



## ACTION DICE ICONS

### Free Peoples



Character  
Action\*



Army  
Action\*



Muster  
Action



Event  
Action



Muster/Army  
Action



Will of the West

Special  
Actions

### Shadow



Character  
Action



Army  
Action



Muster  
Action



Event  
Action



Muster/Army  
Action



Eye

Special  
Actions

\* **Note:** the Free Peoples Action Dice have two faces which show the Character action. On these dice, the “Army” action only appears on a face combined with the Muster action.

When a player gains or loses an Action Die, the gain or loss is only effective in the next turn: the die is added to, or removed from, the dice pool just before the Hunt Allocation phase of the following turn.

## HUNT ALLOCATION AND ACTION ROLL

The Shadow player, during the Hunt Allocation Phase, places the number of Action Dice into the Hunt box that he wants to devote to the Hunt for the Ring.

**The maximum number of dice he can place in the Hunt box is equal to the number of Companions currently in the Fellowship (note that the Ring-bearers are not considered to be a Companion and do not add to this maximum).**

The Shadow player may always place **at least one Dice** in the Hunt box, even if all the Companions have left the fellowship – because Gollum (see later) will then count as a Companion.

The dice placed in the Hunt box are not rolled, but the Shadow player rolls the remaining dice in his dice pool, and all dice showing an “Eye” result are immediately added to the Hunt box as well.

The Free Peoples player simply rolls his entire Action Dice pool.

## USING ACTION DICE

**Starting with the Free Peoples, players alternate actions selecting one of their Action Dice and immediately taking the action made available by the specific die result.**

Each Action Die is printed with a set of distinctive icons, corresponding to different game actions. Each action is detailed later in the rules and summarized in the *Action Dice Reference Chart* (see page 28; the chart is also included in the *Player Aids*).

When an action has been completed, the corresponding die is considered “used” and is set aside until needed again for the next turn.

The only exception to this rule is that each time the Free Peoples player uses an Action Die to *move the Fellowship*, he places that die in the **Hunt box** after completing the action rather than setting it aside (note that the die is returned to the Free Peoples player at the end of the turn).

A player may choose to **pass** on his opportunity to take an action by using a die, but only if he has *fewer* unused Action Dice than the opposing player (thus a player can pass, letting his adversary take several actions in a row).

If a player runs out of actions before his opponent has done the same, the opponent executes his remaining actions one after the other.

## ACTION DICE REFERENCE CHART

This section provides a quick summary of the actions that each player can take using Action Dice.



## CHARACTER



The **Character** die result can be used to execute one of the following actions:

- **Leader Moves/Attacks with Armies.** Move an Army with a Leader to an adjacent free region, or attack an enemy Army using an Army with a Leader.
- **Play an Event Card.** Play a **Character** Event Card from your hand.

## Free Peoples only

- **Fellowship Progress.** Move the Fellowship Progress Counter one step forward on the Fellowship Track. Resolve the Hunt for the ring, and then place the used Action Die in the Hunt box.
- **Hide the Fellowship.** If the Fellowship was previously Revealed, it becomes Hidden again.
- **Separate Companions.** Separate one Companion or one group of Companions from the Fellowship. The Companion figures are removed from the Fellowship box and must move on the map, up to a distance from the Fellowship equal to the step number on the Fellowship Track plus the highest Companion Level.
- **Move Companions.** Move all Companions or groups of Companions on the map, each up to a number of regions equal to that of the highest Companion Level in the group.

## Shadow only

- **Move Minions.** Move all Nazgûl (including the Witch-king, if in play) anywhere on the map (except into a Free Peoples Stronghold region, unless a Shadow Army is besieging it). Move the Mouth of Sauron (if in play) up to three regions.



## ARMY



The **Army** die result can be used to execute one of the following actions:

- **Move Armies.** Move up to two different Armies from their region(s) to free adjacent region(s).
- **Attack an Enemy Army.** Attack an enemy Army in an adjacent region with one of your Armies (or conduct a Siege Attack or Sortie).
- **Play an Event Card.** Play an **Army** Event Card from your hand.



## MUSTER



The **Muster** die result can be used to execute one of the following actions:

- **Diplomatic Action.** Move the Political Track of one friendly Nation one step forward (for a Free Peoples Nation, the step “At War” can be reached only if the Nation is Active).
- **Play an Event Card.** Play a **Muster** Event Card from your hand.

## Only for Nations “At War”

- **Recruit Reinforcements.** Place reinforcements into play:
  - 1 Elite unit in any friendly and free Settlement  
**or**
  - 2 Leaders in any two different friendly and free Settlements  
**or**
  - 2 Regular units in any two different friendly and free Settlements  
**or**
  - 1 Leader and 1 Regular Army unit in any two different friendly and free Settlements,  
**or**
  - Bring one Character into play according to the rules on his Character Card.



## EVENT



The **Event** die result can be used to execute one of the following actions:

- **Draw an Event Card.** Draw one Event Card from an Event Deck of your choice.
- **Play an Event Card.** Play any one Event Card from your hand, regardless of its type.

## SPECIAL

The **Special** die results are different on the Shadow dice and on the Free Peoples dice:



### MUSTER / ARMY



Choose any one action from those listed under "Muster" or "Army".



### EYE OF SAURON

All dice showing the **Eye** must be put in the Hunt box.



### WILL OF THE WEST

This result be used as any other Action Die result, as chosen by the Free Peoples player.

The **Will of the West** result can also be used by the Free Peoples player for certain special actions, such as bringing into play **Gandalf the White** or **Aragorn – Heir to Isildur**.

## THE ELVEN RINGS

At the beginning of the game, the Free Peoples player receives three counters, representing the Elven Rings of Power.

He keeps each counter in the “Elven Rings” area of the game board, with the Ring side face up, until he decides to use it.

When the Free Peoples player uses an Elven Ring, he flips over the counter to show its “Flaming Eye” side and gives it to the Shadow player.

After the Shadow player uses the counter, it is discarded from play.

Each Elven Ring/Eye counter can thus be used once by its owner in the following way:

**When a player is about to take an action during the Action Resolution phase, he may use an Elven Ring to change the result shown on an unused Action Die to another Action Die result of his choice.**

A player that just used an Elven Ring to change a die result then proceeds to take a regular action, choosing any one Action Die result (not necessarily the one he has just changed with the Elven Ring).

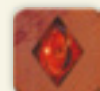
The use of an Elven Ring is subject to the following limitations:

- Only one Elven Ring may be used by the same player during the course of a single turn.
- The Free Peoples player may not use an Elven Ring to change an action die to a “Will of the West” result.
- The Shadow player can use an Elven Ring to change a die result into an “Eye” result (that die is immediately moved to the Hunt box). This does not count as an action, so he may then take an action normally. However, he cannot do the opposite and use an Elven Ring to change the result of an action die already showing an “Eye” result.

### Elven Ring Counters

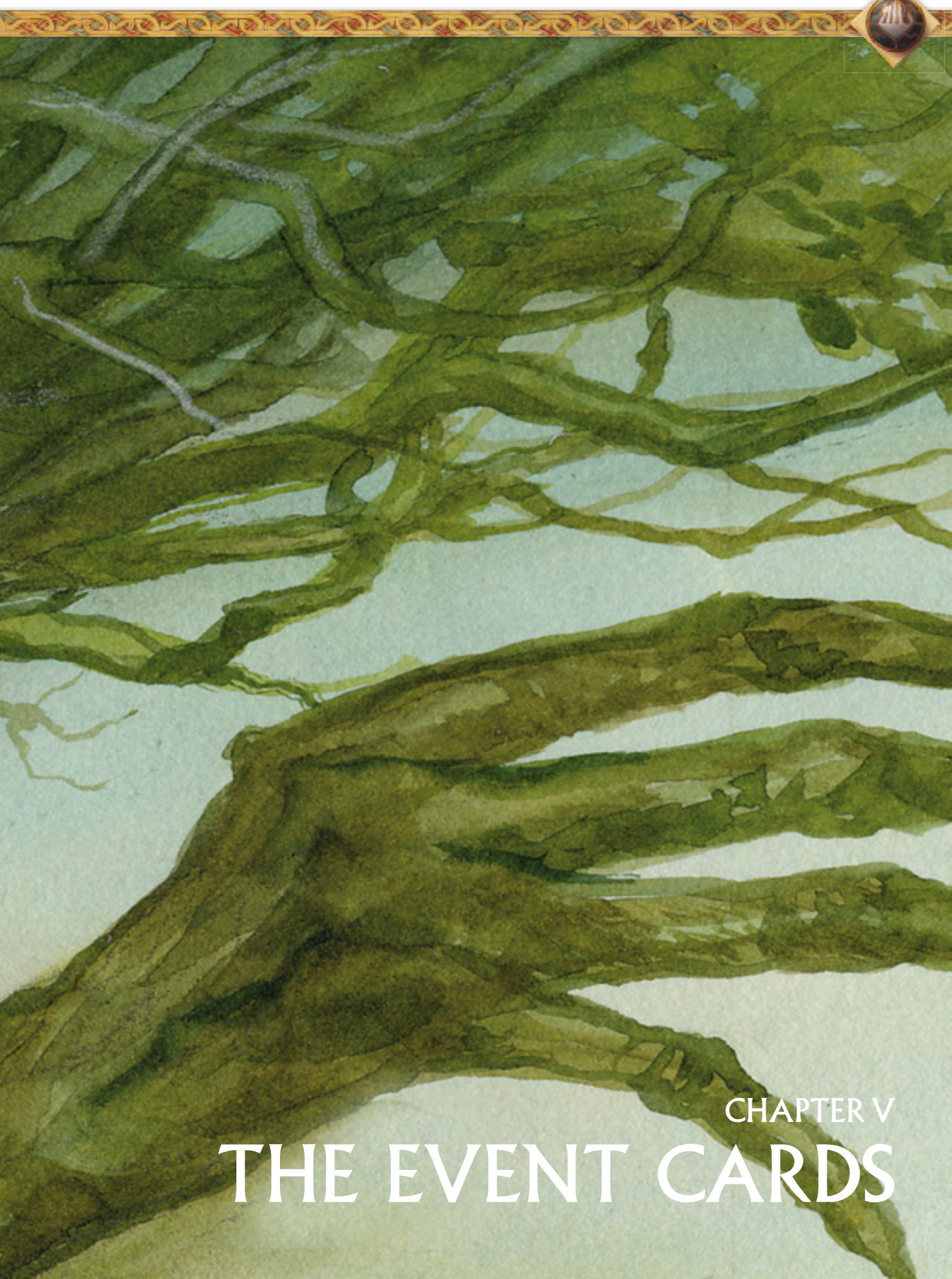


**Front: controlled by the Free Peoples player**



**Back: controlled by the Shadow player**





CHAPTER V  
THE EVENT CARDS

**T**he Event Cards represent many of the fortunate (or unfortunate) episodes in *The Lord of the Rings*, as well as special items, unexpected occurrences, and “what if’s”.

Moreover, each Event Card can also be used for a special combat effect to be employed in battle. When an Event Card is used for its combat ability, we refer to the card as a **Combat Card**.

## EVENT DECKS

Each player receives two decks of Event Cards: his **Strategy Deck** (represented graphically by an army banner) and his **Character Deck** (represented graphically by a sword).

Cards in the Strategy Deck usually offer military and political options to the player. Cards in the Character Deck are often related to the Fellowship and to the actions of Companions and Minions on the map.

## DRAWING EVENT CARDS

At the beginning of each game turn (including the first) both players must draw one card from each of their decks.

It is also possible for players to draw cards from either deck by using an Action Die result during the Action Resolution phase (see page 29).

Players may hold a **maximum of six cards** in their hand at any time and must immediately discard those in excess as soon as the maximum number is exceeded. Cards are discarded face down.

If a deck is depleted during the game, the discarded cards are **not reshuffled**. It is now no longer possible for the player to draw cards out of that deck (and thus he may only draw one card from the other deck during the Draw Event Cards phase).

## PLAYING EVENT CARDS

Event Cards can be played during the Action Resolution phase in two ways:

- 1) by using an Event Action Die result (the Palantir symbol), or
- 2) by using an Action Die result whose icon matches the symbol on the upper right corner of the card.

*Example: For the Free Peoples player to play the Strategy Card “Paths of the Woses” he must either use an Action Dice that shows the Palantir symbol (the Event result), or an Action Dice that shows the Banner symbol (an Army result).*

Generally, Event Cards are discarded as soon as their effects are resolved.

The effects of an Event Card are explained in its text.

Often, some kind of requirement must be met for the effects of the card to apply; if a requirement is not fully satisfied, the card cannot be played.

Usually, a card allows a player to take an action that violates the standard rules; this is intentional, but any rule that is not expressly replaced by the card text still applies normally.

Some exceptions to the general rules use the following terminology:

- If a card reads “Play on the table”, it means that the card is not discarded after it is played, and its effects last until a particular condition or requirement is met after which the card is discarded. If discarding a card requires the use of an Action Die, discarding the card counts as an action. Note that if the condition required to play such a card ceases to be met, the card is immediately discarded.

*Example: “Denethor’s Folly” is discarded if Minas Tirith is no longer under siege.*

- If a card text directs you to “recruit” units or Leaders, these units or Leaders are taken from your available reinforcements. Such Event Cards may be used even when a Nation is not “At War” and also allows you to place units in a Stronghold under siege (where you normally may not recruit units). Other restrictions (such as the limit to the number of units in a region or the fact that a region must be free from enemy units) still apply.

It can happen that the effects of an Event Card cannot be fully applied. In this case, the card can still be played, and its effects are applied to the maximum extent possible.

*Example: The “Knights of Dol Amroth” card allows the Free Peoples player to recruit one Leader and one Elite (or Regular) unit in Dol Amroth. If no Leader is available in the Free Peoples reinforcements, only the Elite or Regular unit is recruited.*

## Event Cards Provoking Casualties

Several cards describe effects that may cause a player to remove some figures from play. If all the Army units in an Army are eliminated by the effect of such a card, all Free Peoples Leaders are immediately removed, while any Nazgûl, Companions, or Minions are left in the region, unless specified differently in the card text.

## COMBAT CARDS

In addition to their standard Event Text, all Event Cards contain additional text (located at the bottom of the cards) representing their use as **Combat Cards**.

Unlike playing an Event Card for its main use, playing it as a Combat Card **does not require taking an action**.

Combat Cards are played as follows:

Before each round of battle, each player has the option of selecting a **single** Event Card to act as a Combat Card in order to use its special bonus for the round.

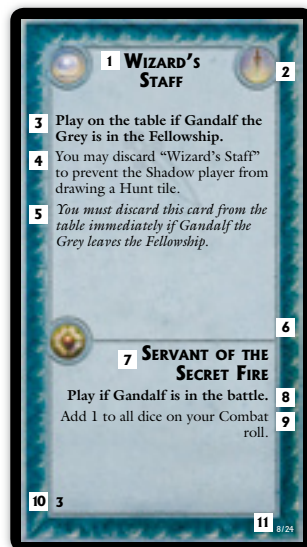
Just like with Event Card effects, Combat Card effects modify the normal rules of the game, and the text of the card always has precedence over the normal rules. Event Cards used as Combat Cards are always discarded immediately after use.

See also *Battle Resolution*, on page 39, for further details about the use of Combat Cards.

## THE EVENT CARDS

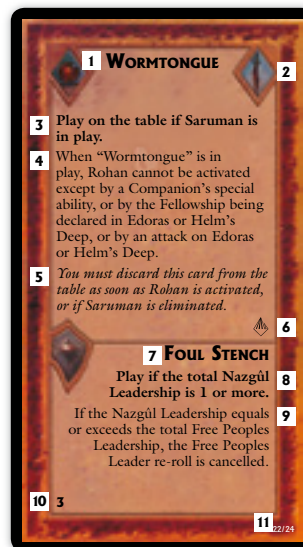
### Free People Event Card

- Event Title **1**
- Card Type **2**
- Event Pre-condition (if present) **3**
- Event Text **4**
- Event Discard Condition (if present) **5**

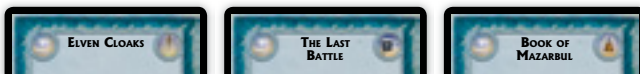


### Shadow Event Card

- Multiplayer Game Information (if present) **6**
- Combat Title **7**
- Combat Pre-condition (if present) **8**
- Combat Text **9**
- Initiative Number **10**
- Card Number **11**



### Free People Event Card Type



Character

Army

Muster

### Shadow Event Card Type



Character

Army

Muster

### Free People Event Card Back



Character

Strategy

### Shadow Event Card Back



Character

Strategy



The background of the page is a painting of a misty, mountainous landscape. In the foreground, a dark, gnarled tree branch extends diagonally from the bottom left towards the center. The mountains in the background are shrouded in a thick, pale green mist, with some peaks visible through the haze. The overall color palette is muted, consisting of greens, blues, and browns.

CHAPTER VI  
**ARMIES AND BATTLES**

**T**he vast hordes of the Dark Lord and the stout defenders of the West play a central role in *War of the Ring*, and their mustering and employment is crucial. From their initial starting positions (as described in *Setting up the Game*), the Armies of both players will swell with reinforcements and move to battle according to the following rules.

## ARMIES AND STACKING

### ARMY COMPOSITION

All friendly Army units inside a single region form an **Army**.

An Army can be composed of units belonging to different Nations fighting on the same side.

If a moving Army enters a region occupied by another friendly Army, the two Armies are merged into a single Army.

Likewise, an Army can be divided by simply moving part of its units into an adjacent region and leaving the rest behind.

### STACKING LIMIT

A single region can contain a maximum of **10 units**.

If, at the end of any action, more than 10 units are in the same region, the excess units must be removed from the game by the controlling player.

Units removed in this way **can** re-enter the game later as reinforcements.

### ARMY BOXES

Along the left side of the board can be found three numbered **Army boxes**.

If the size and number of plastic figures happen to be troublesome to physically fit in a single region, the controlling player may move some or all his figures from a region to a free Army box, placing the corresponding numbered Army counter in the region for identification purposes. Figures can be moved back to the board from the Army box at any time.

Players must be careful not to exceed the stacking limit when making use of an Army box. For all game purposes, the figures in the box are considered to be in the region containing the Army counter.

***Example:** The Free Peoples player moves an Army composed of 10 Gondor regular units in Lossarnach, and finds out that they take up too much space. Army box number 3 is free, so the player removes 8 of the Gondor regular figures and places them*

*in the Army box. He then places the Army counter number 3 in Lossarnach with the remaining two figures. Whenever it becomes necessary, the counter may be replaced by the figures in the box.*

## RECRUITING TROOPS

### RECRUITING NEW UNITS

Additional Army units and Leaders are brought into the game during the Action Resolution phase by using a Muster Action Die result (a Helmet icon) as an action, or by playing an Event Card that recruits new units.

To bring reinforcements onto the board when using a Muster Action Die result, the new units **must** belong to a Nation “At War” (see later).

Using a single Muster Action Die result, a player can bring the following units into play:

- two Regular units, *or*
- two Leaders/Nazgûl, *or*
- one Regular unit and one Leader/Nazgûl, *or*
- one Elite unit, *or*
- one Character (according to the rules on the specific Character Card)

All newly recruited units and Leaders are taken from the player's available reinforcements and can only be placed in a **City, Town, or Stronghold** of the Nation to which the unit belongs.

When two regular units or Leaders, or a combination of the two, are brought into play using a Muster Action Die result, they can belong to different Nations, as long as both Nations concerned are “At War” (see page 47) and each figure is placed in a City, Town, or Stronghold of the Nation to which the unit belongs.

Nazgûl are always recruited in the Strongholds of the Sauron Nation.

### Using an Event Card to Recruit Troops

When using Event Cards whose effects allow a player to recruit units, all regular recruiting restrictions must be respected, with the following exceptions:

- If a card instructs a player to recruit troops of a Nation and that Nation hasn't yet reached the “At War” step, the player is allowed to recruit nonetheless.
- If a card instructs a player to recruit troops into a Stronghold, the units can be placed even if the Stronghold is under siege.



**Note:** when a player uses an Event Card that allow him to recruit units in a specific region (or regions), the recruitment cannot be made if there is an enemy Army or an enemy Control marker in the region.

***Example:** The “Riders of Théoden” Event Card lets a player recruit troops in a Rohan region containing a Companion. If the region also contains enemy troops, it is not possible to recruit there.*

### Recruiting Restrictions

- When mustering two regular units or two Leaders using a Muster Action Die result, the two figures must always be placed in **separate** Settlements.
- You cannot muster or recruit troops in a Settlement captured by the enemy (i.e., currently occupied by enemy units or containing an enemy Control marker).
- You cannot muster troops in a Stronghold **besieged** (see page 42) by the enemy, unless you are recruiting with an Event Card.
- Reinforcements are limited to the available figures. Thus, if all units of a type are in play, no additional units of that type can be recruited. Shadow units and Nazgûl removed as casualties are placed back among the available reinforcements (thus allowing for an almost limitless mustering). Free Peoples units, Leaders, and all Characters, however, are **permanently** out of the game if eliminated; they should be placed in an area designated for **casualties** (such as back in the box) and are no longer eligible for recruitment.

## ARMY MOVEMENT

### MOVING AN ARMY

Armies are moved on the game board during the Action Resolution phase by using either an Army Action Die result or a Character Action Die result (if the moving Army contains a Leader or Character), or an Event Card that allows the movement of Armies.

A player using an Army Action Die result can move two *different* Armies, but can not move the same Army twice.

A player using a Character Action Die result can move a single Army *containing at least one Leader or Character*.

An Army is moved by simply moving its units to an adjacent region.

### Splitting an Army

It is not mandatory that you move all units in an Army. An Army can split itself into two different Armies by moving only a portion of its units to an adjacent region.

Free Peoples Leaders can never be in a region without combat units, so if a moving Army completely vacates a region, all such Leaders must follow the Army. If the Army splits, Leaders may choose to either move or stay behind. When a player uses a Character Action Die result to move an Army and the Army splits, at least one Leader or Character must join the moving units.

Note that, unless used as the subject to move an Army with a Character Action Die result, Characters (Companions and Minions) and Nazgûl are not obliged to move with an Army, as they can remain in a region on their own.

### Movement Restrictions

- The moving units can be chosen freely, as long as no unit is moved twice using the same action (this includes all movement effectuated by Event Cards, unless the card explicitly has different instructions). Thus, during the same action, it is never possible to move an Army into a region containing another friendly Army (joining the two Armies into one), and then move the new combined Army with the second movement allowance, as this would move the units in the first Army twice. For purposes of moving under one action, these Armies should be kept separate until both movements have been taken.
- Any region entered by a moving Army must be free from enemy units. A region containing an enemy Stronghold under siege by your units is considered free for the purpose of Army movement.
- If a region is occupied by enemy units, it cannot be entered but must be attacked (see page 39).
- After moving an Army into a region, you can not exceed the stacking limit of 10 units.
- If a moving Army includes any units from a Nation which is not yet “At War” on the Political Track (see page 47), it cannot enter a region that is inside the borders of another Nation (even if friendly).
- An Army can never move into a region that is separated from the region the Army is currently in by a black line (which denotes impassable terrain). A similar restriction applies to Characters (see page 39) and to the Fellowship (see page 52).

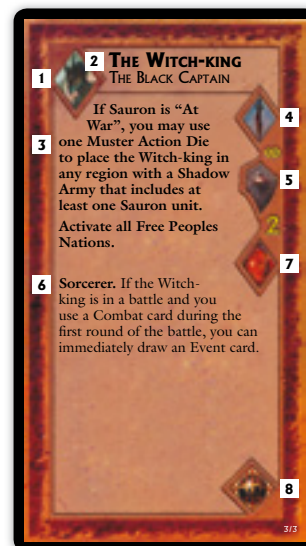
## THE CHARACTER CARDS

## Companion Cards



- 1 Portrait
- 2 Name
- 3 Special Abilities when guiding the Fellowship (if present)
- 4 Level
- 5 Leadership
- 6 Special Abilities when outside of the Fellowship (if present)
- 7 Nation which the Companion may activate. If the Free Peoples symbol appears here, the Companion may activate any Free Peoples Nation.
- 8 Condition to play the Companion (if present)
- 9 Special Abilities
- 10 Action Dice Bonus: If the "Will of the West" symbol is present, add one die to the Action Dice Pool when the Companion is in play

## Minion Cards



- 1 Portrait
- 2 Name
- 3 Condition to play the Minion
- 4 Level (the symbol ∞ represents the unlimited movement of the Nazgûl)
- 5 Leadership
- 6 Special Abilities
- 7 Action Dice bonus: If the "Flaming Eye" symbol is present, add one die to the Action Dice Pool when the Minion is in play
- 8 Nation the Minion belongs to



## CHARACTER MOVEMENT

### MOVING CHARACTERS

Characters are moved on the game board during the Action Resolution phase by using a Character Action Die result (the Sword icon), or by playing an Event Card that allows the movement of Characters.

A Character Action Die result can be used:

- To move **all** Companions who are not in the Fellowship (Free Peoples player only).
- To move **all** Nazgûl and Minions (Shadow player only).

As explained on page 37, a Character Action Die result may also be used by either player to move an Army containing a Leader or Character.

The Free Peoples player may also use a Character Action Die result to move the Fellowship (see page 51).

**Note:** If a Character's Level is 0, he cannot move, even when attached to an Army.

### Moving Companions

When the Free Peoples player uses a Character Action Die result to move his Characters, **all** Companions on the map may be moved a number of regions equal to or less than their **Level** (see later).

A group of Companions in the same region can be moved to a *common* destination at a distance equal to or less than the *highest* Level in the group.

Companions moving on the map are subject to the following rules:

- They are unaffected by any enemy Army. When moving alone or with other Companions, they can enter or leave a region that contains Shadow units, but must stop upon entering a region containing a Shadow Stronghold.
- They can never leave or enter a region containing a friendly Stronghold **besieged** by enemy units (except as a result of certain Event Card effects).
- They cannot cross impassable terrain (black borders).

### Moving Nazgûl and Minions

When the Shadow player uses a Character Action Die result to move his Characters, each Nazgûl (including the Witch-king) can be moved to **any** region on the game board with a single move. One, some, or all Nazgûl can be moved this way using a single Character Action Die result.

The only restriction is that the Nazgûl can never move this way into a region that contains a Free Peoples Stronghold, unless that Stronghold is besieged by a Shadow Army.

Note that in *War of the Ring*, for the purposes of rules clarity, the Witch-king is considered to be a Nazgûl (including with respect to all references to "Nazgûl" on Event Cards, unless differentiated in the card text by the use of the "Minion" title).

The Mouth of Sauron and Saruman do not possess the unlimited movement ability of the Nazgûl; they are subject to the following rules:

- Saruman can never leave the Orthanc region.
- The Mouth of Sauron can move up to three regions if moving alone. Like Companions, he ignores any enemy Armies when moving alone and cannot leave or enter a region that contains a Shadow Stronghold besieged by enemy Armies.

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

## BATTLE RESOLUTION

### ATTACKING WITH ARMIES

**An Army is allowed to attack an enemy Army during the Action Resolution phase by using an Army or a Character Action Die result, or by playing an Event Card that allows an Army to attack.**

Only Armies belonging to a Nation "At War" on the Political Track can **start a Battle**.

A player can use an Army Action Die result, or a Character Action Die result (if the Army contains at least one Leader or Character), for the following purposes:

- To attack an enemy Army in an adjacent region.
- To initiate a **Siege** or a **Sortie** against an enemy Army in the same region (see page 43).

Note that, unlike when used merely for movement, an Army Action Die result can only activate a *single* Army for the purpose of attacking.

An Army using a Character Action Die result to make an attack must contain at least one Leader or Character.

**Note:** When a battle is initiated, attacking units do not actually move into the region they are attacking, but instead stay in their present region for the duration of the attack. Only if the battle is over and won may the attacker move his attacking units into the embattled region (see *End of Battle*, page 42).

### Splitting an Attacking Army

It is not mandatory for all figures composing an Army chosen to attack to participate in the battle.



When a player is about to attack, he can split the Army into two, dividing the figures contained in the region into an attacking Army and into a second Army, called the **rearguard**, that will not take part in the upcoming battle.

Each of the two newly-created Armies must contain at least one Army unit, while Leaders, Companions, or Minions can be distributed among the two Armies as the player sees fit.

**Note:** If the player is using a Character Action Die result to attack, the newly-created attacking Army must contain at least one Leader or one Character.

The Army chosen as the rearguard does not affect the battle in any way, it cannot be targeted by Combat Card effects, its figures cannot be chosen as casualties, and it cannot advance into the contested region if the battle is won.

If the attacking Army includes one or more units belonging to Nations not “At War”, then it is mandatory to split the Army (leaving with the rearguard any unit which is not “At War”).

Note that *all* defending units, including Leaders and Characters, are always considered to be part of the battle.

### Combat Strength and Leadership

Attacking and defending Army units, Leaders, and Characters all participate in determining the Combat Strength and Leadership of the Armies involved in battle.

- The **Combat Strength** of an Army is equal to the total number of its Army units (Regular and Elite units). Combat Strength determines the number of dice rolled in the **Combat Roll**, up to a maximum of **five** dice. This means that units in excess of five do not add to the number of dice rolled by an Army, but an Army with more than five units is usually able to retain its full Combat Strength for a longer period—see *Remove Casualties*, on page 41.

*Example: An Army containing three Regular units and one Elite unit has a Combat Strength of 4. Alternately, an Army of six Regular units and two Elite units has a Combat Strength of 8, but will still only roll the maximum of five dice.*

- The **Leadership** of an Army is equal to the number of Leaders (or Nazgûl), plus the Leadership ratings of all participating Characters (as shown on each Character Card). Leadership determines the maximum number of dice that may be rolled in the **Leader Re-roll**, up to a maximum of five dice.

Often, Combat Cards and Character special abilities modify the Combat Strength and Leadership rating of an Army involved in battle. In either case, the maximum of five dice can never be exceeded, regardless of modifiers.

## RESOLVING A BATTLE

A battle is resolved in a series of **Combat Rounds**. During each round, both players follow the steps below:

- 1) Play a **Combat Card** (optional)
- 2) Roll the Dice for the **Combat Roll**
- 3) Roll the Dice for the **Leader Re-roll**
- 4) Remove **Casualties**
- 5) Choose to **Cease the Attack** or **Retreat**.

Each of the steps are resolved simultaneously by the players (both perform step 1, both perform step 2, etc.).

### Play a Combat Card

**At the beginning of each Combat Round, each player may play one Event Card as a Combat Card.**

First the attacker declares whether he wants to use a Combat Card. After hearing this declaration, the defender may then elect to play a Combat Card (the defender may play a Combat Card even if the attacker chooses not to).

If both players choose to play Combat Cards, the cards are then chosen secretly and are simultaneously revealed.

It is important that each player carefully reads the text on his chosen Combat Card before revealing it, especially with respect to its requirements, modifiers, and application.



Unless otherwise specified, the effects of a card only apply for the current round of battle.

Combat Cards are always discarded as soon as the Combat Round is over.

### Timing of Combat Cards

The text of a Combat Card should establish with reasonable clarity when the effects of a card should be applied during the battle.

In the case of any uncertainty as to timing, the initiative number in the bottom left corner of the card indicates which card must be applied first: the card with the lower number is applied first.

*Example: The Shadow player is the attacker and plays “Durin’s Bane”, which allows him to roll a special attack before the normal combat begins (Initiative: 2). The Free Peoples player has played “Scouts”, however, which allows him to retreat his Army before normal Combat begins (Initiative: 1). Since “Scouts” has a smaller number, it is resolved first and the Free Peoples Army retreats before the special attack of “Durin’s Bane” is possible. Both cards are then discarded.*

If the two cards have the same initiative, the effects of the defender’s card are always applied first.

### Requirements of Combat Cards

- Some Combat Cards have specific requirements (indicated in **boldface** under the Combat Title) that must be met for the card to be played. For example, some cards can be played only if friendly Elite units are involved in the battle.
- Many cards require a player to “forfeit” Leadership, which means that the selected figure (or figures) whose Leadership is forfeited does not count as a Leader (for the purpose of determining the Leadership rating) for that Combat Round.

### Roll the Dice for the Combat Roll

During this step, each player rolls a number of Combat Dice equal to the Combat Strength of their respective Armies (up to a maximum of five dice).

Each die rolled scores a **hit** on a result of “5” or “6”. The effects of Combat Cards, Strongholds, Cities, and Fortifications, however, may raise or lower the target number required to hit.

### Roll the Dice for the Leader Re-roll

After the Combat Roll, both players can re-roll a number of *failed* die rolls equal to their Leadership (up to a maximum of five dice).

The result required to score a hit on the Leader Re-roll remains the same as the result required for the Combat Roll (unless modified by a specific Combat Card effect).

*Example: A player has five Army units and three Leaders in a battle. His Combat Strength is thus 5 and his Leadership is 3. He rolls five dice as a Combat Roll, getting “1”, “3”, “5”, “5”, “6” (three hits). His Leadership is 3, but only two dice failed to hit, so he picks them up and rolls those two dice again. This time one die hits, for a grand total of four hits.*

### Modifiers to Rolls

Combat Rolls and Leader Re-rolls can be modified by cards or special abilities. Modifiers to rolls are indicated by “add one”, “add two”, and so on.

The modifier is added to the result of each rolled die, and then the modified result is compared to the number needed to hit. Multiple modifiers are cumulative, so they must be added together to get the total modifier.

*Example: If you add one to the dice in the Combat Roll, the roll will score a hit on the result of a “4”, “5”, or “6” rather than only “5” or “6”.*

Usually, Combat Card effects will instruct a player to modify only the Combat Roll, or the Leader Re-roll, or both.

**Special Exception:** A roll of a “1” is always a miss, and a roll of a “6” is always a hit, regardless of any modifiers.

### Remove Casualties

After both players have completed their Combat Roll and Leader Re-roll, they remove their losses.

The number of **hits** the opponent scored determines the number of casualties that a player's Army must take.

The attacker decides first how to remove his units, and casualties are determined as follows:

For each hit scored by the opponent:

- remove one Regular unit, *or*
- replace one Elite unit with one Regular unit.

For every two hits, the player can remove casualties as above, twice, or can simply remove one Elite unit.

*Example: A player has taken two hits. He can either remove two Regular units, or can replace two Elite units with two Regular ones, or can remove one Elite unit.*

When replacing one Elite unit with a Regular one, the Regular unit **can** be taken from the previous casualties (if any). Otherwise, the player takes the replacement from the available reinforcements, if able. Any Elite units thus replaced by the Free Peoples player are placed among the

casualties. If no Regular units are available in either the casualties or the reinforcements, the Elite unit cannot be replaced and is eliminated without further effect.

### Free Peoples and Shadow Casualties

As described earlier, casualties taken among the Free Peoples units are placed aside and are considered out of the game. It is therefore important that casualties not be placed in the same area as the available Free Peoples reinforcements.

The Shadow player, on the other hand, does not have this problem, and his units are never out of the game. Shadow casualties may therefore be placed back with the available reinforcements.

### Elimination of Leaders and Characters

**If all the Army units involved in a battle are eliminated, then all Leaders (including Characters) that were part of that Army are also immediately removed from play.**

Just like with Army casualties, Free Peoples Leaders still are permanently out of the game. Nazgûl can still re-enter as reinforcements.

Characters (including all Shadow Minions) that are eliminated are always permanently removed from the game unless their Character Card specifies otherwise.

Note that Characters in a region without friendly Army units are never drawn into battle, as they can exist in a region that contains enemy Army units. Except as a result of certain Event Card effects, Characters (Minions and Companions) are only vulnerable when accompanying a friendly Army in battle, and can therefore be deviously difficult to eliminate.

### Choose to Cease the Attack, or Retreat

At the end of each Combat Round, the attacking player has the option to **cease the attack**.

If the attacker chooses to continue the battle, however, then the defender has the option to **retreat**. If the defender declines to retreat, another Combat Round is initiated.

If the attacking Army ceases its attack, then its surviving units simply remain where they were at the start of the battle.

If the defending player chooses to retreat, however, his Army must immediately retreat to an adjacent region. The chosen region must be free from enemy units and may not contain an enemy Settlement (or a friendly Settlement captured by the enemy). If no such region is available, the defender cannot choose to retreat.

**Special Exception:** An Army defending a region that contains a friendly Stronghold may retreat into the *Stronghold itself* at the *beginning* of any Combat Round by *Retreating into a Siege* (see later). Also, a besieged Army cannot retreat.

### End of Battle

A battle ends when the attacker ceases to fight, the defender retreats, or when one or both Armies are completely eliminated.

If the defending Army is eliminated or retreats, the attacker may immediately move all or part of the units participating in the attack into the embattled region.

If an embattled region invaded by a successful attacker contains an enemy Stronghold, **and that Stronghold contains enemy units**, the Stronghold becomes **besieged** (see *Attacking a Stronghold*, below).

## FORTIFICATIONS, CITIES, STRONGHOLDS, AND SIEGES

Many battles in *The Lord of the Rings* were fought as forces sought to either defend or conquer a fortress, ford, city, or the like. Fortifications, Cities, and Strongholds are therefore a central element in *War of the Ring*, as detailed in the following rules.

### ATTACKING A CITY OR FORTIFICATION

During an attack against an enemy defending a region containing a City or Fortification, during the **first round of combat only** the attacker hits on a result of “6” or higher (instead of “5” or higher).

After the first Combat Round is resolved, normal rules apply.

### ATTACKING A STRONGHOLD

When attacking an enemy defending a region containing a Stronghold, **before every battle round**, the defender must choose to either **Fight a Field Battle** or **Retreat into a Siege**.

#### Fighting a Field Battle

A Field Battle is resolved normally as described before.

#### Retreating into a Siege

As soon as the defender **Retreats into a Siege**, the region around the Stronghold is left open to the enemy, who may immediately advance into the region.

The defending units are now considered to be inside the Stronghold itself and are placed in the appropriate Stronghold box found on the game board (if needed for space considerations).

If the attacking Army chooses to advance, the Stronghold is now considered **under siege and the battle is over**.

A Stronghold under siege can contain a maximum of five Army units (and any number of Leaders). Any unit in excess of five is removed immediately when a Stronghold comes under siege. Units removed in this way **can** re-enter the game later as reinforcements.



A siege ends if the attacking Army leaves the region, or if at any time the attacking or defending Army is completely eliminated.

When a siege ends, move any surviving defenders from the Stronghold box to its region on the map again.

## CONDUCTING A SIEGE

When a Stronghold is under siege, the troops within can only be attacked by an Army **in the same region** using an Action Die for battle during the Action Resolution phase.

Any battle starting against a besieged Army is considered a **Siege Battle**.

During a Siege Battle, the attacker hits only on a result of “6” or higher, while the defender hits on a result of “5” or higher as normal.

Also, unlike a normal combat, a Siege Battle **only lasts for one Combat Round**, unless the attacker decides to voluntarily reduce one of his participating Elite units to a Regular unit. If the attacker decides to do so, the Siege Battle lasts for an additional round.

It is possible to extend a Siege Battle repeatedly, as long as the attacker has available Elite units to reduce at the end of a round.

If a Siege Battle ends and there are still defending and besieging units left, the defenders are still considered under siege.

## Restrictions

- A defending Army under siege may never choose to retreat to an adjacent region.
- An Army besieging a Stronghold is free to move away from the region. If no Army units are left behind, the Stronghold is no longer under siege.

## SORTIE

An Army inside a Stronghold under siege may attack the besieging Army by using an Action Die for battle during the Action Resolution phase.

A battle in which the attacker is under siege is called a **Sortie**.

In a Sortie, the besieged Army fights a Field Battle for at least one round, forfeiting the advantages of defending the Stronghold.

Combat is resolved normally (with both Armies scoring hits on a “5” or higher) but, if the attacker wants to cease the battle, the attacking Army moves back into the Stronghold.

The besieging defending Army may retreat to a free adjacent region as usual.

If the attacking Army wins the Sortie, it cannot advance outside of the region.

## RELIEVING A SIEGE

An Army in an adjacent region can attack an enemy Army besieging a friendly Stronghold using the normal rules.

The Army inside the Stronghold does not participate in the battle.

The attacking Army cannot advance into the region containing the Stronghold unless the besieging Army is destroyed or retreats.

## REINFORCING A SIEGE

While a Stronghold is under siege, the besieging player can move new troops into the region as if it were a free region. This is considered a movement, not an attack.

## CAPTURING A SETTLEMENT

At the start of the game, all Settlements belong to the Nation in which their region is located.

When an enemy Army enters a region containing a City or Town, or when units defending a Stronghold are eliminated, that region is considered **captured**.

The capturing player places a **Settlement Control Marker** on the region to indicate his control.

A captured City, Town or Stronghold cannot be used for mustering troops or advancing the Political Track.

Captured Settlements award the capturing player **Victory Points** for the purpose of determining a military victory (see page 63) if the Settlement is a City or Stronghold. Advance the Victory Point Marker of the capturing player on the Victory Points Track by one point for a captured City, or two points for a captured Stronghold.

If the original owner of the region is able to recapture it, the Settlement Control Marker is removed and any Victory Points earned from the conquest are lost.

### Settlement Control Markers



Free Peoples  
Settlement Control  
Marker



Shadow  
Settlement Control  
Marker





CHAPTER VII

# THE POLITICS OF MIDDLE-EARTH

The end of the Third Age was a dark time for Middle-earth. While the basic allegiances of the Free Peoples were clearly defined, their individual opinions towards the threat of Sauron differed widely. The diplomatic stance of the various Nations is represented in *War of the Ring* by a Nation's position on the **Political Track** found on the game board.

## THE POLITICAL TRACK

The initial starting position of a Nation on the Political Track (marked by the individual Nation's icon on the track itself) represents its diplomatic attitude at the beginning of the war. The farther its Political Counter is from the "At War" step of the track, the less inclined that Nation is to take part in the conflict.

For a Nation to be considered completely mobilised and ready to fight, its Political Counter must be in the last step in the track, marked "At War".

To further reflect their reluctance in entering the war, all the Free Peoples Nations except the Elves start the game in a **passive** state (represented by the grey side of a Nation's Political Counter facing up).

**As long as a Nation remains passive, it can never be moved to the last step of the track ("At War") and thus be fully mobilised.**

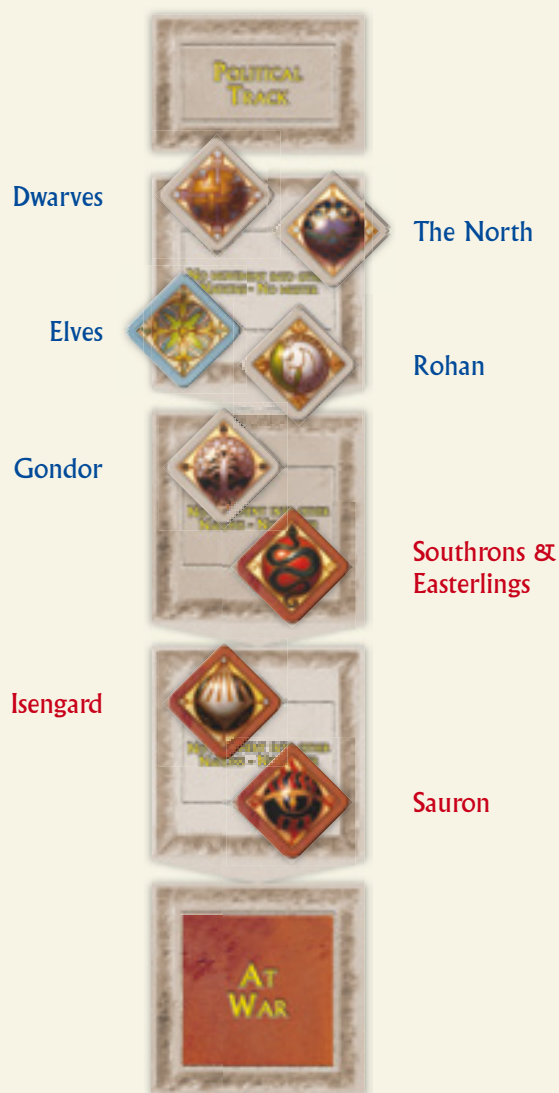
### ACTIVATING FREE PEOPLES NATIONS

The Political Counter of a Free Peoples Nation is turned to the **active** side (with the light blue side face up) when any of the following events occur:

- A region of that Nation is entered by an enemy Army.
- An army containing units of that Nation is attacked.
- The Fellowship of the Ring is declared in a City or Stronghold of that Nation.
- When a Companion (capable of activating that Nation) ends his movement in one of its Cities or Strongholds.

Each Companion Card has a symbol, in its lower right-hand corner, that indicates which Free Peoples Nation the Companion is capable of activating upon ending his movement in one of that Nation's Cities or Strongholds.

Note that Gandalf, Aragorn, Merry, and Pippin all show the "Free Peoples" symbol rather than one specific Nation's symbol. These Characters are capable of activating *any* Free Peoples Nation upon ending their movement in one of its Cities or Strongholds.



### ADVANCING A POLITICAL POSITION

The Political Counter of a Nation is advanced (by moving it down a step toward the "At War" step) on the Political Track by using a Muster Action Die result or by playing certain Event Cards.

Additionally, the counter of a Nation is *automatically* advanced one step if any of the following events occur:

- Every time a Nation's Army is attacked (each battle counts as one attack regardless of the number of rounds fought). Also, remember that when a Nation's Army is attacked, that Nation becomes active.
- Every time a Nation's Settlement (Town, City, or Stronghold) is captured by the opponent.

**Example:** The Shadow player is attacking an Army of the North in the City of Dale. After the first round of combat, the Free Peoples player decides to retreat the only surviving North Regular unit. The Shadow Army advances into the now captured City

and places a Control Marker on it. As a result, the North nation is activated and its Political Counter is moved two steps on the Political Track since a North Army was attacked and a North City captured by the Shadow.

## ENTERING WAR

A Nation that is not “At War” is considered to be **non-belligerent**.

A non-belligerent Nation suffers various limits to the capabilities of its troops.

In detail, Army units and Leaders of a non-belligerent Nation must adhere to the following restrictions:

- They can move outside their National borders but can never move across the borders of other Nations (including friendly ones).
- They cannot attack enemy Armies (but can defend if attacked).
- They can never be recruited by using Muster Action Die results.

All the restrictions listed above apply even if units of a non-belligerent Nation are stacked with units of a Nation “At War”.

**Exception:** Non-belligerent units are allowed to cross another Nation’s border when retreating from a battle. If they do so, the next time they move, they must move out of that Nation.

*Example:* Two North units in Dale retreat from a battle. Even if the North is not “At War”, the units may retreat to Erebor (which belongs to the Dwarf Nation). They could not do this as a normal move, but this move is possible as a retreat from combat.

When a Nation’s Political Counter moves into the last step of the Political Track, that Nation is now “At War”.

A Nation “At War” is free from the constraints binding a non-belligerent nation. Its Armies may freely move across all National borders and attack enemy Armies, and its troops can be recruited using Muster Action Die results.

As noted before, a passive Free Peoples Nation can never enter the “At War” step, but must be activated first.

## CHARACTERS AT WAR

Companions, Minions, and Nazgûl can freely move and be involved in battles regardless of the political position of the Nation they belong to. In essence, they should be considered already “At War”.

*Example:* The Nazgûl can participate in battle even if Sauron is not yet “At War”.

## THE POLITICAL COUNTERS

### Dwarves



Front: active



Back: passive

### Gondor



Front: active



Back: passive

### The North



Front: active



Back: passive

### Rohan



Front: active



Back: passive

### Elves



### Isengard



### Sauron



### Southrons & Easterlings







CHAPTER VIII  
**THE FELLOWSHIP  
OF THE RING**

In *War of the Ring*, Frodo and Sam are inseparable and are represented collectively as the **Ring-bearers**. As told in *The Lord of the Rings*, the two Hobbits are accompanied by a number of **Companions**, chosen from among the Free Peoples of Middle-earth.

These Characters together form the **Fellowship of the Ring**. While Frodo and Sam are bent on reaching Mount Doom to complete their quest, the other Companions have a choice: they can stay and protect the Fellowship, or, in time, leave the Fellowship in order to help the Free Peoples of the West in their struggle against the Shadow.

## FELLOWSHIP FIGURES AND COUNTERS

The Fellowship of the Ring is represented in the game by a number of figures and counters.

- The **Ring-bearers** figure (Frodo & Sam) indicates the *last known position* of the Fellowship. It is placed in the region where the Fellowship was last declared or revealed (see page 52). At the start of the game, it is placed in Rivendell.
- The **Fellowship Progress Counter** shows how far the Fellowship has travelled from its last known position and indicates whether the Fellowship is **Hidden or Revealed**. This counter is placed on the **Fellowship Track** on the game board and is moved a step forward each time the Fellowship advances.
- The **Companion** figures and counters (seven individual Characters) represent the heroes of the Free Peoples. Initially their figures and counters are placed in the **Fellowship of the Ring** box on the game board to indicate that they are all part of the Fellowship. When a Companion leaves the Fellowship, his figure is moved from the box to the map and his counter is removed from the Fellowship box.

### The Fellowship of the Ring



The Ring-bearers figure

### Fellowship Progress Counter



Front: Hidden



Back: Revealed

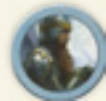
### Companion Counters



Merry



Pippin



Gimli



Legolas



Boromir



Gandalf



Strider

## THE RING-BEARERS

The Ring-bearers figure depicts Frodo and Sam together, since in *War of the Ring* these two Hobbits can never be separated from one another or leave the Fellowship. Hence, the position of the Ring-bearers is always the one indicated by this figure.

### CORRUPTION

The growing burden of carrying the One Ring to its destruction is represented by the **Corruption** of the Ring-bearers, a numerical score that starts at zero points but can increase to 12.

Upon reaching 12 Corruption points, the Ring-bearers are immediately assumed to have failed in their mission, succumbing to the power of the One Ring, and the game is won by the Shadow.

The Free Peoples player keeps track of the Corruption of the Ring-bearers by moving the **Corruption Counter** along the Fellowship Track on the game board (which also contains the Fellowship Progress Counter), placing it upon the corresponding numbered space.

## COMPANION CHARACTER CARDS

Each Companion and his abilities are described on his **Character Card** (see page 38).

At the beginning of the game, all Companions are in the Fellowship and their cards are stacked together to form the **Fellowship Deck** (set aside the cards of Gollum, Aragorn – Heir to Isildur and Gandalf the White).

The deck is placed in the Guide of the Fellowship box on the game board. As long as a Companion is in the Fellowship, his corresponding card is left in the Fellowship Deck.



When a Companion leaves the Fellowship, his card is removed from the deck and placed on the table in front of the Free Peoples player.

Each Character Card contains the following information about the depicted Companion:

- His **Level**, a number that is used during the Hunt for the Ring (see *Effects of the Hunt*, page 58) and when moving the Companion.
- His **Nation** icon, indicating which Nations the Companion is able to activate.
- His **Special Ability** that is only in effect when he is the **Guide** of the Fellowship (see later).
- His **Special Ability** that is in effect after he has **left** the Fellowship.
- His **Leadership Rating** used in battle.

## THE GUIDE OF THE FELLOWSHIP

One of the Companions in the Fellowship is considered to be the **Guide** of the group during its quest.

At the beginning of each game of *War of the Ring* that Companion is **Gandalf the Grey**.

The Guide must always be the remaining Companion who has the highest Level. In case of a tie in Levels, the Free Peoples player can choose the Guide between the tying Companions.

*Example: During the first turn of the game, the Fellowship player may replace Gandalf as guide with Strider, since both are Level 3 Companions.*

The Free Peoples player may nominate a new Guide at the end of each Fellowship Phase, or when, during the course of a turn, the composition of the Fellowship changes (due to a Character being separated or eliminated from the Fellowship).

Even when changing guides during the Fellowship Phase, however, only a Character that has or shares the highest Level may be designated as the Guide.

The Character Card of the Companion acting as the Guide is always kept as the topmost card of the Fellowship Deck, so that his special abilities are readily accessible.

When a Companion is acting as the Guide, only his special ability that is marked “**Guide:**” (if present) can be employed. Any other special abilities listed on the card are not available, as they apply only after that Companion leaves the Fellowship.

## Gollum as a Guide

If all Companions have left the Fellowship, the Ring-bearers are alone and Gollum becomes the Guide of the Fellowship. When this happens, the Gollum Character Card is placed in the Guide of the Fellowship box.

Gollum will then count as one Companion, so the Shadow player may always place at least one dice in the Hunt box during the Hunt allocation phase.

**Note:** In case the last Companion is eliminated or separated due to the Hunt for the Ring (see page 58), Gollum’s special abilities as the Guide apply only after the effects of the Hunt Tile are completely resolved.

## THE FELLOWSHIP TRACK

To keep track of the secret movements of the Ring-bearers, players employ the **Fellowship Track**.

The Ring-bearers figure is used on the game board to mark the last known position of the Fellowship, but only the **Fellowship Progress Counter** is advanced on the Fellowship Track every time the Fellowship moves.

The higher the number reached on the Fellowship Track, the farther from its last known position the Fellowship is at that moment.

## MOVING THE FELLOWSHIP

During the Action Resolution phase, the Free Peoples player may advance the Fellowship Progress Counter by using a Character result on an Action die, or by using certain Event Cards.

Every time the Fellowship moves, the Fellowship Progress Counter is advanced **one step** on the Fellowship Track (keeping the Progress Counter on the *Hidden* side).

After each time the Fellowship Progress Counter moves, the Shadow player has a chance to Hunt for the moving Fellowship (see later). The Dark Lord of Mordor hopes to regain his precious Ring by corrupting the Ring-bearers, killing the Companions, or, at the very least, locating the whereabouts of the Fellowship.

## Multiple Moves

If the Fellowship moves more than once in a turn, the Hunt becomes increasingly dangerous: **every time** that a die is used to move the Fellowship, that die is added to the Hunt box after the Hunt has been completed (each added die will provide a bonus to the Hunt Roll, as explained on page 57).

Any Action Dice that the Free Peoples player places in the Hunt box are returned to him at the end of each turn.

## LOCATING THE FELLOWSHIP

The numbered steps on the Fellowship Track represent the distance (measured in regions) travelled by the Fellowship from its last known position (the region where the Ring-bearers figure is located).

The actual position of the Fellowship is determined only if one of two things happen:

- 1) The Free Peoples player decides to **declare** the position of the Fellowship, or
- 2) A Hunt for the Ring is successful and **reveals** the Fellowship.

Both circumstances cause the Ring-bearers figure to move to a new position on the game board and the Fellowship Progress Counter to be “reset” to “0”.

When the Ring-bearers figure is moved on the game board, it cannot cross a black border (which denotes impassable terrain).

Note that if the Fellowship Progress Counter is on step “0” of the Fellowship Track when declared or revealed, the Fellowship remains in the same region as before (as, in fact, it has not moved).

There are important differences between “declaring” and “revealing” the Fellowship that need further explaining (see below).

### Fellowship Declares Its Own Position

**If the Fellowship is Hidden (the Progress Counter shows the Hidden side up), its position can be declared by the Free Peoples player during the Fellowship Phase.**

This declaration usually happens because the Free Peoples player wants to have the Ring-bearers heal from Corruption in a City or Stronghold, wants to activate a Nation, or wants to use an Event Card that requires the Ring-bearers to be in a specific place.

When the Fellowship is declared, the Free Peoples player may immediately move the Fellowship figure a number of regions (from its last known position) equal to or less than the number on the Fellowship Track indicated by the position of the Fellowship Progress Counter.

After the Ring-bearers figure has been moved, the Free Peoples player resets the Fellowship Progress Counter, moving it back to the “0” step of the Fellowship Track. The Fellowship Progress Counter remains Hidden side up.

***Example:** The Free Peoples player, during the Fellowship Phase of the fourth game turn, decides to declare the position of the Fellowship. The last known position of the Fellowship, and thus the location of the Ring-bearers figure, is in Rivendell and the Fellowship Progress Counter is at “5”.*

*The player moves the Ring-bearers into Fords of Bruinen, Hollin, Moria, Dimrill's Dale, and Lórien. The Fellowship Progress Counter is returned to the “0” step of the Fellowship Track. The Fellowship is still Hidden, in the safety of the golden wood of Lórien. If the Ring-bearers suffered Corruption, one Corruption point could now be healed as the Fellowship is in a Free Peoples Stronghold.*

### Fellowship is Revealed by a Hunt for the Ring

**If the Fellowship is Hidden, its position can be revealed by the Shadow player as a result of a successful Hunt, or if the Shadow Player plays certain Event Cards.**

When the Fellowship is revealed, turn the Fellowship Progress Counter to its **Revealed** side, after which the Free Peoples player must move the Fellowship figure (as described in the previous section), except that this movement **can never** end in a region containing a Free Peoples City or Stronghold.

**IMPORTANT:** Once the Fellowship has been revealed, it cannot be moved by the Free Peoples player using a Character Action die until it is Hidden again. Moreover, a Revealed Fellowship is more vulnerable to certain Shadow Event Cards aimed at hurting the Ring-bearers or hindering the Fellowship's progress.

***Example:** During the second game turn, a successful Hunt reveals the position of the Fellowship. The last known position of the Fellowship was in Rivendell and the Fellowship Progress Counter is at “3” on the Fellowship Track.*

*The Free Peoples player could move the Ring-bearers into Fords of Bruinen, Hollin, and Moria, but moving into the Moria region (with its Shadow Stronghold) would mean drawing an additional Hunt Tile (see page 52). So, the Free Peoples player decides instead to move the Ring-bearers into Fords of Bruinen, High Pass, and Goblin's Gate. The Fellowship Progress Counter is put on the “0” step of the Fellowship Track, and flipped to the Revealed side. The Fellowship must be Hidden before it may move again.*

### The Fellowship in Shadow Strongholds

When the Fellowship is revealed, and its path traced from its last known position, if the Fellowship's *moves through, moves from, or moves into* a Shadow Stronghold still controlled by the Shadow player, then a **Hunt Tile** is immediately drawn as if a Hunt has been successful.

This drawing of a Hunt Tile is done only if the Fellowship is revealed by the Shadow player. Moreover, it is in addition to any other effects of a successful Hunt. Hunt Tiles are explained in more detail on page 56.



## HIDING THE FELLOWSHIP

The Free Peoples player can use a Character result on an Action Die during the Action Resolution phase, or can play an appropriate Event Card, to turn a Revealed Fellowship Progress Counter to its Hidden side.

Note that using a Character Action Die to hide the Fellowship does not allow it to also move during that action (and the used die is not added to the Hunt box). The Free Peoples player must later use another Character die to move the Hidden Fellowship once again.

Remember that it is necessary for the Fellowship to be Hidden in order for it to move.

## HEALING THE RING-BEARER

The Ring-bearers can receive some relief from the burden of the Ring by resting in an appropriate sanctuary.

Thus, if during the Fellowship Phase the Fellowship is *declared* in a region that contains a Free Peoples City or Stronghold not under enemy control, one point of Corruption is immediately removed (to a minimum of zero Corruption). The Free Peoples player adjusts the position of the Corruption Counter on the Fellowship Track accordingly.

If the Fellowship remains in a City or Stronghold for several turns, during the Fellowship Phase of each turn it is possible to declare them in that region and heal one Corruption each time.

## ENTERING MORDOR

Mordor is the realm of the Dark Lord. Its mountains are almost impossible to climb and its passes are well guarded. Therefore, some of the normal Fellowship rules do not apply there.

Sooner or later during the game, the Fellowship should eventually reach either the region of **Morannon** or **Minas Morgul**. It is mandatory that the Free Peoples player *declares* the Fellowship in either of these locations during a Fellowship Phase to begin the last part of the journey to Mount Doom (see page 59).

## SEPARATING COMPANIONS FROM THE FELLOWSHIP

The Companions in the Fellowship box are always assumed to be in the region where the Ring-bearers are located.

**During the Action Resolution phase, however, the Free Peoples player can separate one Companion (or a group of Companions) from the Fellowship by using a Character Action Die result (unless the Fellowship is in Mordor, where this is prohibited, see page 59).**

When a Companion separates from the Fellowship, the figure of the separated Companion is moved from the Fellowship box to the map.

The Companion may move a number of regions equal to the number of the step of the Fellowship Track the Fellowship Progress Counter is on, *plus* his Companion Level.

If the Free Peoples player separates a **group** of Companions, he moves their figures together to one region that can be reached by the Companion with the *highest* Level in the group.

Character movement is from region to adjacent region and ignores the presence of enemy Armies. Movement through a black (impassable) border is prohibited.

When separating Companions, the Free Peoples player removes their Character Cards from the Fellowship Deck and removes the Companion Counter from the Fellowship box as well.

***Example:** The Fellowship's last known position is in Rivendell, and the Fellowship Progress Counter is currently on the fifth step of the Fellowship Track. The Free Peoples player decides to separate Legolas (Level 2) and Merry (Level 1) as a group. Legolas and Merry can be moved up to 7 regions (5+2) from Rivendell. The player decides to move them together to the Woodland Realm.*

If the Guide of the Fellowship is separated from the Fellowship, one of the highest Level Companions remaining in the Fellowship becomes the new Guide (or Gollum becomes the Guide, if all the Companions have left).

**Once a Companion separates from the Fellowship, he can never rejoin.**





CHAPTER IX  
**THE HUNT  
FOR THE RING**

**W**hile the Fellowship covertly seeks to reach Mount Doom, Sauron is searching tirelessly for the Ring-bearers and their Companions. The Dark Lord gathers rumours and sends out spies, hoping to finally reclaim his long-lost treasure. These efforts are represented in *War of the Ring* by the **Hunt for the Ring**.

## THE HUNT POOL

The **Hunt Pool** is a set of cardboard tiles representing the effects of a successful Hunt. These tiles should be placed in an opaque container at the beginning of the game (such as the cloth bag included in the game), as one tile must be drawn *randomly* each time the Hunt is successful.



If, at any time, **all** the tiles in the Hunt Pool have been used, return all Standard Tiles (beige) to the bag, but do not return to the bag any Special Tiles (blue/red).

## THE STANDARD HUNT TILES

Most of the **Standard Hunt Tiles** (which have a beige background) show a numerical value, ranging from 0 to 3. This value represents the effectiveness of the successful Hunt and is called **Hunt Damage**.



Some Hunt Tiles have the special icons described below:

- The **Eye** icon , which represents a variable numerical value (see *Determining Hunt Damage*, page 57).
- The **Reveal** icon , which represents the Fellowship being revealed to Sauron.



## SPECIAL HUNT TILES

The Special Hunt Tiles (which have either a blue background, for the Fellowship Special Hunt Tiles, or a red background, for the Shadow Special Hunt Tiles) are **set aside at the beginning of the game** and enter play only by the use of Event Cards.

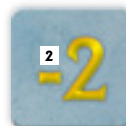
When these Event Cards are played, the Special Hunt Tile in question is set aside until the Fellowship enters Mordor (see page 59). When the Fellowship enters Mordor, any such Special Hunt Tiles are added to the Hunt Pool.

If the Fellowship is already in Mordor when a Special Tile enters play, simply add the tile immediately to the Hunt Pool.

Some of the Special Hunt Tiles show a negative value or a random value, described as follows:

- A **negative** value (–2 or –1) means that there is no Hunt Damage and instead the indicated number is actually **subtracted** from the current Corruption of the Ring-bearers on the Fellowship Track.
- A **Die** icon  means that the Hunt Damage is equal to the subsequent roll of a die (roll after the tile has been revealed).
- All Shadow Special Tiles show a small **Stop** icon  in the lower right corner (see later).

## HUNT TILES



The background color indicates the type of tile: beige= standard, blue= Fellowship, red= Shadow

- 1** Reveal Icon (if present)
- 2** Hunt Damage
- 3** Stop Icon (if present)



## HUNTING THE FELLOWSHIP

### THE HUNT ROLL

Every time the Free Peoples player moves the Fellowship, the Shadow player rolls dice to determine the effect of the Hunt.

The effect of the Hunt is determined as follows.

First the Shadow player determines the **Hunt Level**, which is equal to the total number of Shadow Action Dice in the Hunt box (these dice were placed here by the Shadow player during the Hunt Allocation phase as described earlier in the rules, **plus** any Eye dice that he rolled during the Action Roll phase).

Then, the Shadow player makes a **Hunt Roll** by rolling a number of Combat Dice equal to the Hunt Level. Each result of “6” is a **success**.

The maximum number of dice that can be rolled for a Hunt Roll is five. A Hunt Level in excess of five does not add further dice to the roll.

### Modifiers to the Hunt Roll

If the Fellowship has moved more than once per turn, the Hunt becomes easier.

For every Action Die that the Free Peoples player has placed in the Hunt box (a Free Peoples Action Die is placed here after every movement of the Fellowship, see *Moving the Fellowship*, page 51), the Shadow player adds +1 to each Hunt Roll die result.

If a die result is “6” or higher after this addition, it is a **success**.

*Example: When the Fellowship moves for the first time during a turn, the Shadow player needs to roll “6” results on his Hunt dice to achieve a successful Hunt. If the Fellowship, however, is moving for the second time (after the Free Peoples player has used an Action die for the first movement and placed it in the Hunt box), the Shadow player needs only to roll a “5” or “6” for a successful Hunt.*

### Hunt Re-rolls

The presence of Sauron’s servants or Strongholds makes movement of the Fellowship more dangerous.

If, during the Hunt, the Ring-bearers are in a region that contains one or more of the following:

- A Stronghold controlled by the Shadow player
- One or more Shadow Army units
- One or more Nazgûl

### 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 a Shadow Stronghold presence, events, and abilities, each tile effect is resolved completely before applying the following tile effect. First the player resolves the effect of the tile that caused the Fellowship to be revealed. Then he resolves all tiles related to events and abilities. Lastly, he resolves the tile drawn due to the Shadow Stronghold.

*Example: A Hunt Tile reveals the Fellowship in Moria, and the “Balrog of Moria” card is in play. Three Hunt Tiles are drawn (one for the Hunt, one for the Balrog, and one for the Shadow Stronghold). First the player applies 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 card is resolved, and finally the effect of the tile drawn for the Stronghold is resolved.*

then, the Shadow player can, after the Hunt roll, **re-roll** one failed Hunt Roll die for each of these conditions that apply.

*Example 1: Three Army units and two Nazgûl are in the region that contains the Fellowship figure, so the Shadow player may re-roll two dice (one for the presence of Army units, and another for the presence of the Nazgûl).*

*Example 2: One Nazgûl, four Army units, and a Shadow Stronghold are in the region containing the Fellowship figure, so the Shadow player may re-roll three dice (because all the listed conditions apply).*

Re-rolls also receive the +1 bonus for each Free Peoples die in the Hunt box.

### DETERMINING HUNT DAMAGE

If the Shadow player rolls **at least one success** on his Hunt roll (including re-rolls), the Hunt is *successful* and the Shadow player draws one tile from the Hunt Pool.

- If the tile is **numbered**, its value represents the **Hunt Damage** inflicted to the Fellowship.
- If the tile shows an **Eye**, the Hunt Damage is equal to the number of successes rolled in the Hunt Roll (if such a tile was drawn because of the Fellowship's leaving or entering a Shadow Stronghold, or due to an Event Card, the Eye is considered to have a value of 0).
- If the tile has a **Reveal** icon on it, the Fellowship is **revealed** in addition to any other effect.

## EFFECTS OF THE HUNT

To deal with the effects of a successful Hunt, the Free Peoples player can either **use the Ring** (increasing the Corruption of the Ring-bearers) or **take casualties** (provoked by hazards encountered by the Fellowship, or a fight between the Fellowship and servants of the Shadow).

- If the Free Peoples player **uses the Ring**, he advances the Corruption Counter on the Fellowship Track by a number of steps equal to the Hunt Damage.
- If the Free Peoples player **takes casualties**, he must eliminate one Companion. The Free Peoples player can decide between either taking the Guide as a casualty or randomly picking one Companion (excluding the Ring-bearers, but including the Guide) from the Fellowship. If the Free Peoples player decides to suffer a random casualty, the Shadow player randomly selects a face-down Companion Counter from the Fellowship box. The drawn Companion is eliminated from the game. If the Hunt Damage is **higher** than the Level of the eliminated Companion (including an eliminated Guide), the excess damage is taken as Corruption by the Ring-bearers. If the Hunt Damage is **lower** than the Level of the Companion, he is eliminated nonetheless (i.e., it is not possible to “wound” Companions).

Some Event Cards played on the table (such as “Axe and Bow”) and the special abilities of some Companions can be used by the Free Peoples player to cancel or reduce the damage of the Hunt.

**Example:** During the fourth game turn, the Ring-bearers are in the Goblin's Gate region and the Free Peoples player is moving the Fellowship Progress Counter from step “1” to step “2” of the Fellowship Track.

There are three Shadow dice in the Hunt box and one Free Peoples die, as this is the second time the Fellowship has moved this turn.

The Shadow player rolls three Combat Dice: he must roll at least one “5” or “6” for the Hunt to be successful. He rolls “2”, “5”, and “6”: a total of two successes (the Shadow player needed only one success

for the Hunt to succeed). He then draws a random tile from the Hunt Pool: a tile with a “3” and no Reveal icon. The Fellowship Progress Counter is moved to step “2”, and its Hidden side remains face up. However, the Hunt Damage must be resolved.

The Free Peoples player decides to take a casualty. Strider is guiding the Fellowship, and the player does not want him to die, so he decides to draw a random Character instead. All the Companion Counters are shuffled and one is chosen randomly: Gimli is drawn. The valiant dwarf dies confronting the servants of the Shadow. As Gimli's Level is 2, and the Hunt Damage is 3, 1 point of Hunt Damage is taken as Corruption, and the Corruption of the Ring-bearers increases.

## THE ONE RING AND THE QUEST FOR MOUNT DOOM

Even as the Dark Lord desperately searches for the One Ring, he cannot imagine that someone would bring it to Mordor. Consequently, he does not look for the Ring within the borders of his own land.

In *War of the Ring*, from the moment the One Ring reaches the borders of Mordor, events are set in motion that are mostly beyond the control of the players themselves. The real struggle now lies between the will of the Ring to return to its Master and the determination of the Ring-bearers to pursue their mission to its bitter end.

### TRACKING CORRUPTION



Corruption Counter



The Position of the Corruption Counter on the Fellowship Track is used to record the Corruption of the Ring-bearers.



## THE BURDEN OF THE RING

The physical, mental, and moral struggle of the Ring-bearers is represented by **Corruption**.

Corruption is added to the Ring-bearers each time that the Ring is used to counter the effects of a successful Hunt, or as a result of various Event Cards.

Corruption is removed from the Ring-bearers by resting in a friendly City or Stronghold or by the use of certain special abilities and Event Cards.

Each time Corruption is added or removed, the Free Peoples player adjusts the Corruption Counter on the Fellowship Track accordingly.

As soon as the Corruption Counter reaches 12 Corruption points on the Fellowship Track, the Free Peoples player immediately loses the game.

## THE FELLOWSHIP IN MORDOR

The **Mordor Track** is the final part of the quest to destroy the One Ring.

The track is represented by the circles superimposed on the **Gorgoroth** region on the map; note that the circles are not actually considered to be part of that region. In Mordor, the power of the Dark Lord is everywhere, and the burden of the Ring becomes heavier with every step.

As soon as the Fellowship is *declared* to be in **Minas Morgul** or **Morannon** during a Fellowship Phase, immediately proceed to the following steps:

### MORDOR TRACK



- The Mordor Track is not considered a part of the Gorgoroth region.
- When the Fellowship enters Mordor, the Ring-bearers figure is put on the first circle of the track.
- If the Fellowship enters the Crack of Doom and the Ring-bearers are not at 12 Corruption, the Free Peoples player wins the game.

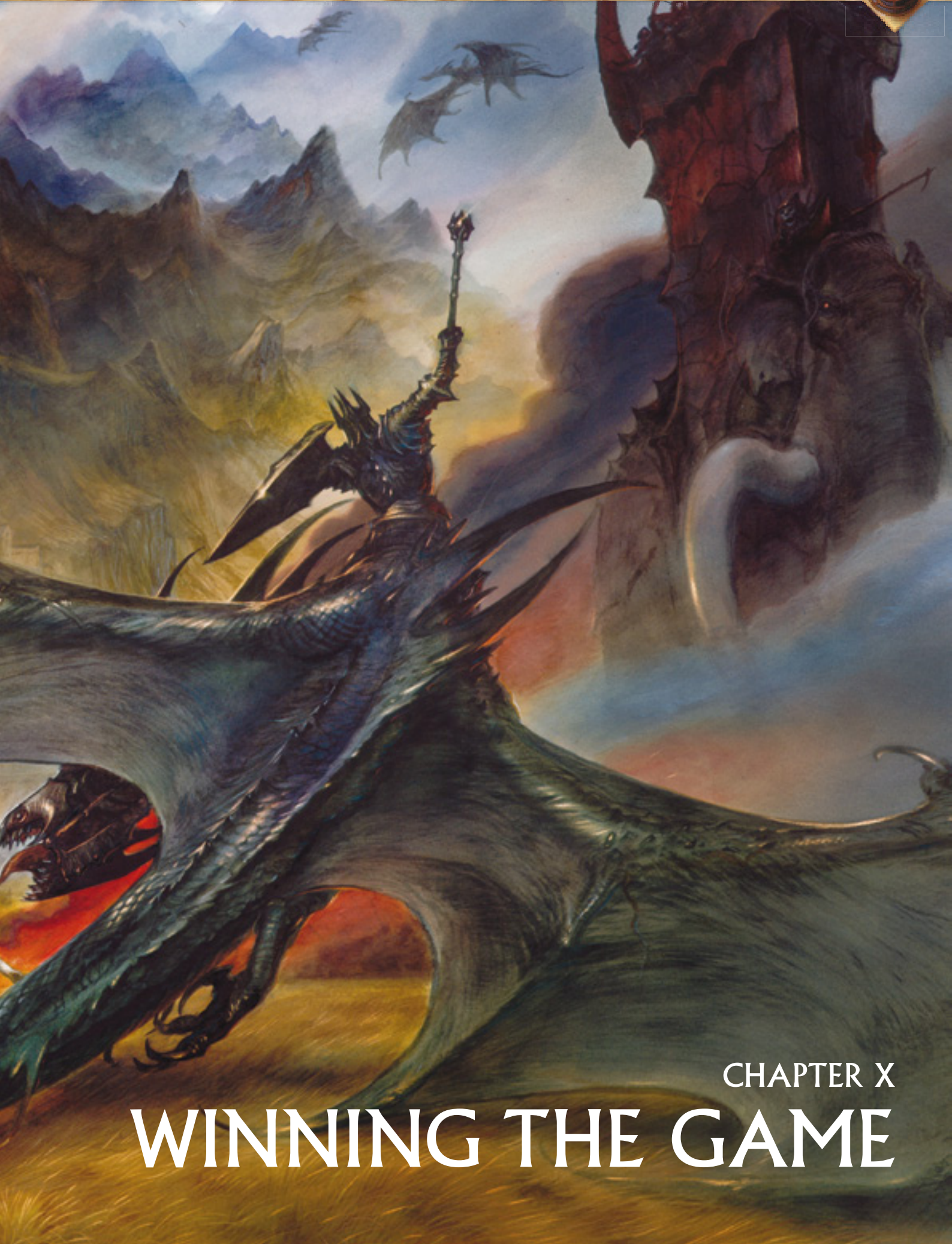
- 1) Place the Fellowship on the first step of the Mordor Track (labelled with the Elven numeral “1”). From this moment on, the Fellowship is considered to be “**On the Mordor Track**”. The Fellowship Progress Counter is no longer advanced on the Fellowship Track, but it is still used to show whether the Fellowship is Hidden or Revealed.
- 2) Create a new Hunt Pool by placing all Eye tiles previously drawn back with the remaining tiles of the Hunt Pool, and also add any Special Tiles put in play by Event Cards.

### Special Rules

The following special rules apply when the Fellowship is on the Mordor Track:

- Companions in the Fellowship can never be separated, either as a result of using Action Dice or as the effect of special abilities or Event Cards. Any action that would normally separate a Companion eliminates him instead.
- When the Free Peoples player tries to move the Fellowship during the Action Resolution phase, do not roll the Hunt Dice. Instead, automatically draw one tile from the Hunt Pool. The effects of this tile are applied normally as for a successful Hunt, except for the following:
  - If the tile drawn shows an **Eye**, the Hunt Damage is equal to the number of dice in the Hunt box (including Free Peoples dice previously used for moving the Fellowship during the same turn).
  - Normally the Fellowship advances one step on the Mordor Track when moving. However, if the tile shows a **Stop** icon, the Fellowship remains on the same step and does not move forward.
- The Fellowship is still required to be Hidden in order to advance on the Mordor Track. If the Fellowship is Revealed, the Free Peoples player must, as normal, use a Character Action Die result to hide the Fellowship once again.
- If, at the end of the Action Resolution phase, the Free Peoples player has not attempted to move or hide the Fellowship on the Mordor Track during that turn, one Corruption is automatically added to the Ring-bearers.
- When the Fellowship has completed all five steps on the Mordor Track, the Crack of Doom has been reached and the Free Peoples player wins the game (unless the Ring-bearers have reached 12 Corruption points, see page 63).





CHAPTER X  
**WINNING THE GAME**



**D**uring Phase 6 of the turn, the Victory Check, players check the following Victory Conditions one after the other.

If any of these Conditions apply, the game ends with a Victory for one of the players.

**Note that lower-numbered Victory Conditions take precedence over higher-numbered Victory Conditions, if two or more are achieved on the same turn.**

### RING-BASED VICTORY CONDITIONS

The most important goal for Sauron is to reclaim the One Ring, while the most important goal for the Free Peoples is to destroy the Ring.

For this reason, if either of those two events occur at **any time during a turn**, the game ends immediately **without waiting for the Victory Check phase**.

- 1) **Corruption of the Ring-bearers:** If the Ring-bearers have 12 or more Corruption Points, they failed their quest. Sauron regains the Ring for himself and the Shadow player wins the game.
- 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 Ring is destroyed. Sauron is utterly vanquished and the Free Peoples player wins the game.

### MILITARY VICTORY CONDITIONS

In *The Lord of the Rings*, if Sauron had succeeded in destroying the Nations of the Free Peoples, even the destruction of the Ring could not have resulted in a proper victory for the Free Peoples.

At the same time, if the Free Peoples had successfully challenged Sauron militarily, the Dark Lord would have needed to greatly focus on the struggle against the Armies of the Free Peoples, and it would have been much easier for the Ring-bearers to reach Mount Doom.

Thus, if at the end of a game turn any of the following two conditions apply, the game ends with a military victory.

- 3) **The Shadow Conquers Middle-earth:** If the Shadow player controls Free Peoples Settlements worth 10 or more Victory Points, he wins. *The Nations of Middle-earth have been broken, its people scattered and enslaved. Sauron will quickly reclaim the Ring now that he can use all his power to locate it.*
- 4) **Sauron is Banished from Middle-earth:** If the Free Peoples player controls Shadow Settlements worth 4 or more Victory Points, the Free Peoples player wins. *With his military might collapsing, a desperate*

### VICTORY POINTS



The f symbol appearing on a City is a reminder that control of this region is worth 1 Victory Point to the opponent.



The ff symbol appearing on a Stronghold is a reminder that control of this Stronghold is worth 2 Victory Points to the opponent.

*Sauron must cease his call to the Ring as he struggles to prevent a second defeat by the armies of the West. Without the powerful call of its Master, the Ring loses some of its potency. With Mordor weakened and the servants of the Enemy elsewhere, the Fellowship quickly destroys the Ring.*

Military Victory Conditions are based on the **control** of a Settlement.

For the purposes of a Military Victory, a player controls an enemy Settlement if it has that player's Settlement Control Marker on it.

Each enemy City a player controls is worth 1 Victory Point, while each enemy Stronghold a player controls is worth 2 Victory Points.

Players use their Victory Points Markers and the Victory Point track to keep count of the Victory Points value of their conquests.

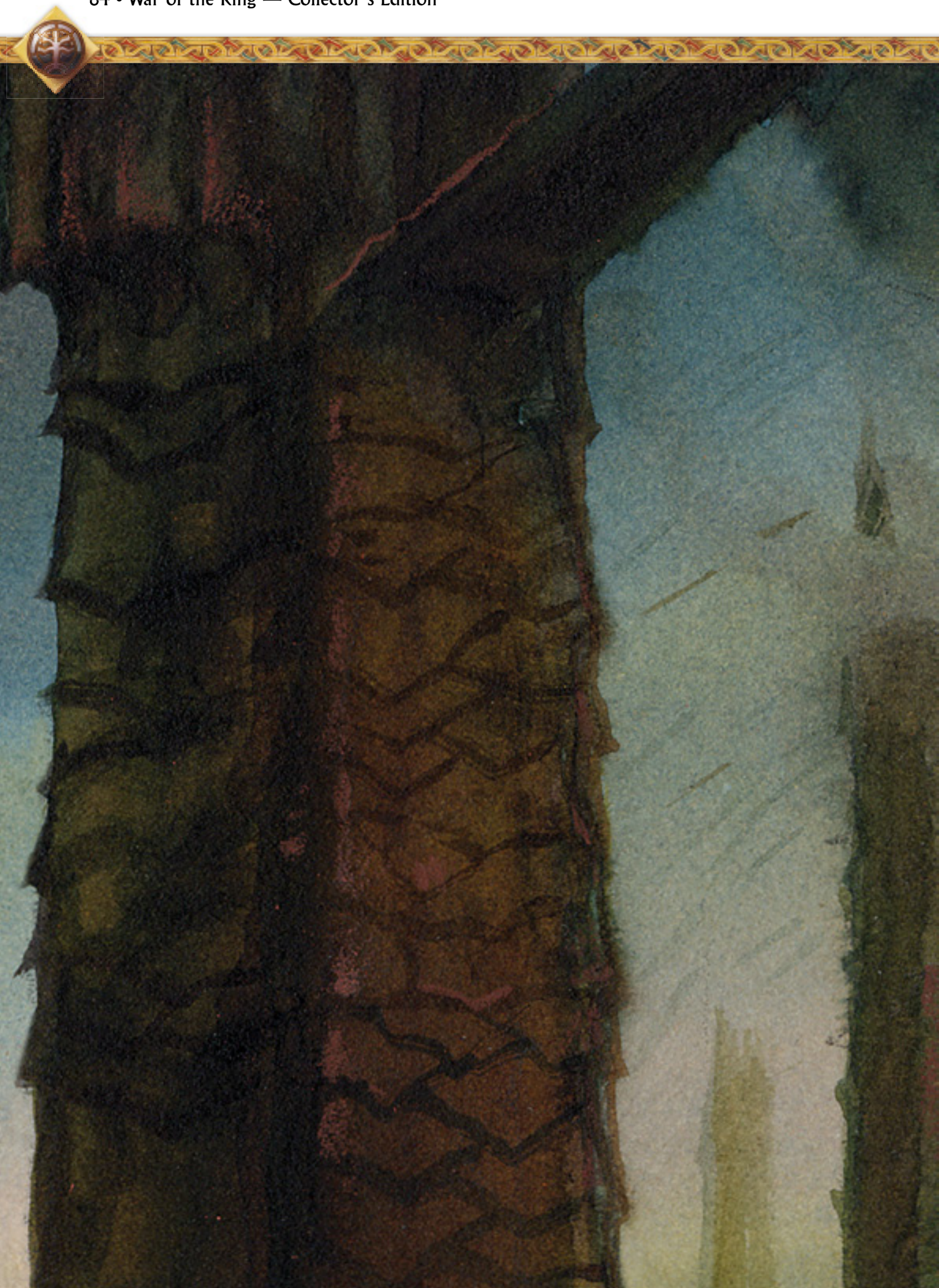
### Victory Points Marker



**Free Peoples  
Victory Points Marker**



**Shadow  
Victory Points Marker**





CHAPTER XI  
MULTIPLAYER RULES

## FOUR-PLAYER GAME

In a four-player game, each player represents one of the major powers in *The Lord of the Rings* and controls some of the Nations and certain Characters.

In a four-player game, the player responsibilities are broken down as follows:

### Free Peoples:

- Player 1: **Gondor** (also controls the Elves)
- Player 2: **Rohan** (also controls the North and Dwarves)

### Shadow:

- Player 1: **The Witch-king** (the Sauron Nation)
- Player 2: **Saruman and Sauron Allies** (Isengard and Southron & Easterling Nations)

All the rules in the standard game apply, with the following exceptions.

At the beginning of the game, the Gondor player and the Witch-king player take the “Leading Player” tokens.

At the beginning of each turn (excluding Turn 1), the Leading Player in a team passes the “Leading Player” token to his teammate.



## EVENT DRAW

On Turn 1, each player draws one card from each Event Deck.

On the following turns, each player draws one card from one Event Deck of his choice.

After drawing cards, and discarding excess cards, players in the same team may agree to swap **one** of their cards with their teammate.

The players cannot show or discuss the cards. They can only tell each other if they want to swap one card or not. A card is swapped only if both players agree.

In a four-player game, each player's hand limit is four cards instead of six.

## FELLOWSHIP PHASE

The Leading Player on the Free Peoples team decides whether to declare the Fellowship or not and who the Guide of the Fellowship is.

## HUNT ALLOCATION AND ACTION ROLL

The Leading Player on the Shadow team decides how many Action Dice to place in the Hunt box.

The Leading Player of each team rolls the Action Dice.

## ACTION RESOLUTION

The Free Peoples team goes first.

The non-Leading Player on the Free Peoples team chooses an Action Die and uses it for any of the Nations he controls or for any action relating to the Fellowship or any individual Companions, such as moving or hiding the Fellowship or moving Companions on the map.

Then the non-Leading Player in the Shadow team uses an Action Die, followed by the Leading Player on the Free Peoples team, and then the Leading Player on the Shadow team.

The actions are all taken in that order until both teams have used all of their Action Dice.

If a player decides to pass an action, he is still entitled to take his next action after the opposing team has taken their action.

## LIMITS ON ACTIONS

Each player only controls certain Nations and can only use his Action Dice and Event Cards to recruit, move, or fight with Armies of these Nations. Only the player who controls a Nation may move the Political Counter of that nation, unless the special ability of a Character is used.

For rules concerning regions containing units of Nations controlled by both players on a team, see *Mixed Armies*, below.



## IN SUMMARY:

### Free Peoples

- The Gondor player controls the Gondor and Elven Nations.
- The Rohan player controls the Rohan, North, and Dwarven Nations.
- Any player may move or hide the Fellowship.
- Any player may move or separate Companions.
- The effects of the Hunt on the Fellowship are decided and applied by the Leading Player.

### Shadow Armies

- The Witch-king player controls the Sauron Nation, the Witch-king, and the Mouth of Sauron.
- The Saruman and Sauron Allies player controls the Isengard and Southron & Easterling Nations, as well as Saruman.
- Any player may hunt the Fellowship.
- Any player may move the Nazgûl, but only the Witch-king player may recruit new Nazgûl.
- The number of Action Dice allocated to the Hunt box before the Action Die roll is decided by the Leading Player.

## MIXED ARMIES

If, after an action, units and Leaders controlled by different players are in the same region, they may remain as separate Armies or a **mixed Army** can result.

If the Armies remain separate, each player keeps the control of his own units and Leaders. If the total number of units of the two Armies exceeds the stacking limit, the players must remove one unit each, starting with the non-Leading player, until the limit is respected.

The troops of the two players may become a mixed Army if both players agree to this; they *must* become a mixed Army if the region is attacked.

The controlling player of a mixed Army is the player who controls the highest number of Army units in the region. In the case of a tie, the player with the highest number of Elite units is the controlling player. If there is still a tie, the current Leading Player is the controlling player.

Only the controlling player may use actions to move or attack with the mixed Army. If the number of units changes, the control of the mixed Army may be transferred to the other player.

A player may regain control of his units in a mixed Army by simply using an action to move these units out of the region with the mixed Army.

A mixed Army is still subject to the political restrictions (such as not being able to move across another border) of **any** non-belligerent Nation that is part of a mixed Army.

## EVENTS

Normally, Event Cards can only be used by a player if they apply to a Nation or Characters they control.

The icon in the lower right corner of the Event portion of a card indicates which player may use that card.

Cards that do not have an icon may be used by any player as appropriate.

### Player Icons



Gondor  
Player



Rohan  
Player



Witch-  
king  
Player



Saruman and  
Sauron Allies  
Player

## SOUTHRON & EASTERLING ELITE UNITS

In a multiplayer game, when Saruman is in play, each Southron & Easterling Elite unit, as well as each Isengard Elite unit, is considered a Leader as well as an Army unit for all movement and combat purposes.

## THREE-PLAYER GAME

The three-player game uses the same rules as the four-player game, but there is only one Free Peoples player, who plays normally as in a standard two-player game, with the following exception:

- The Free Peoples player cannot use two consecutive actions on the same Nation (e.g., he cannot use two consecutive actions to recruit and move Gondor troops). He can use two consecutive actions on mixed Armies but not on the same individual Army (e.g., he can move a Gondor Army once and then a Gondor/Rohan Army, but cannot act twice with the same Gondor/Rohan Army).

## VICTORY CONDITIONS

Each team wins as in the two-player game. To assess individual victory within a team:

- If the Shadow team wins, count the Victory Points value of Strongholds and Cities captured by the Nations of each Shadow player and subtract the Victory Points of Strongholds and Cities they lost. The player with the highest total wins.
- If the Free Peoples team wins, the player who lost fewer Victory Points for Strongholds and Cities conquered by the Shadow wins.





CHAPTER XII  
TWILIGHT OF  
THE THIRD AGE



The *War of the Ring Collector's Edition* includes a set of components found in the *Twilight of the Third Age* expansion, originally published as a part of the *Battles of the Third Age* expansion set.

*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*.

## COMPONENTS

The *Twilight of the Third Age* expansion uses the following components in addition to the components normally used to play *War of the Ring*:

- 41 plastic figures including
  - 6 plastic figures representing the defensive Siege Engines of the Free Peoples (Trebuchets)
  - 6 plastic figures representing the offensive Siege Engines of the Shadow (Towers)
  - 1 plastic figure representing the Balrog
  - 1 plastic figure representing the Witch-king: Chief of the Ringwraiths
  - 1 plastic figure representing Lady Galadriel
  - 8 plastic figures representing the Ents of Fangorn
  - 12 plastic figures representing the Hillmen of Dunland
  - 6 plastic figures representing the ships of the Corsairs of Umbar
- 1 Sméagol Companion counter
- 2 Sméagol Hunt Tiles
- 1 Sméagol Event Card
- 2 Companion Cards: Galadriel and Sméagol
- 2 Minion Cards: The Balrog and The Witch-king: Chief of the Ringwraiths
- 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)

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.

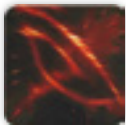


COUNTER SUMMARY

Sméagol Hunt Tiles



Front



Back

Sméagol Character Counter



Front



Back

PLASTIC FIGURES

Companions



Galadriel



Sméagol

Minions



Balrog



The Witch-king

Factions



Ents



Dunlendings



Corsair Ships



Trebuchets



Tower

Siege Engines

SETTING UP THE GAME

To start the game, use the normal setup explained in the *Setting Up the Game* chapter of this 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 “E”) 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 those 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).

## 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. If the players want to show the presence of Sméagol on the board, the Gollum figure may be used to represent him (Sméagol and Gollum are never in play at the same time).

All rules necessary to play these new Characters are explained here in detail and are summarised on each of the appropriate **Character Cards**.

## SMÉAGOL, TAMED WRETCH

In *The Lord of the Rings*, 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 might 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.

Sméagol's statistics have the following values, which have special meanings:

— **Level X**

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

— **Leadership 0**

This means that Sméagol may not be used as an Army Leader.

## HOW SMÉAGOL ENTERS THE GAME

When a player draws 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 when that occurs.
- 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 Action 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-bearers.
- 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 might 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.

Galadriel's statistics are the following:

- 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, the Free Peoples player may use a Muster Action Die result to play Lady Galadriel in Lórien.

### GALADRIEL IN PLAY

#### Special Abilities

**Lady of Light:** Whenever a Standard (beige) Hunt Tile with an Eye is drawn from the Hunt Pool, the Free Peoples player may 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:** The Free Peoples player 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.



The Witch-king's statistics are the following:

- Level ∞ (infinite)
- 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, the Shadow player may use a Muster Action Die result to play *The Witch-king: Chief of the Ringwraiths* in the region with the Ring-bearers.

### THE WITCH-KING IN PLAY

#### Special Abilities

**Shadow of Despair:** If the *The Witch-king: Chief of the Ringwraiths* is in play, *each* Nazgûl in the region of 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 that is not a Free Peoples Stronghold, the Shadow player may immediately move the Witch-king to the region with the Ring-bearers.

#### 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, the Shadow player 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 might 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.



The Balrog's statistics are the following:

- **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, the Shadow player may use a Muster Action Die result to play the Balrog and recruit one Sauron unit (Regular or Elite) in Moria.

When the Balrog is played, the Elven, Dwarven, and North Nations advance one step each 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 either 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.

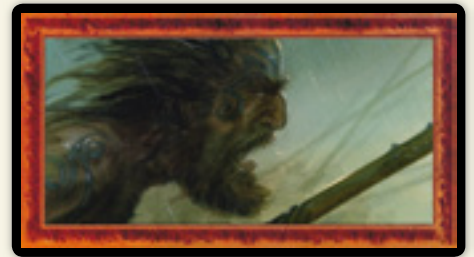
## FACTIONS OF THE WAR OF THE RING

*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 in detail in this rulebook, and are summarised 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", the Shadow player may bring the Hillmen of Dunland faction into play by using a Muster Action Die result. If he does so, he places two Dunlendings in each of the two Dunland Settlements.

### USING THE DUNLENDINGS

#### Special Abilities

**Death to the Forgoil!** Use a Muster Action Die result 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 hit each for the purpose of Shadow Combat Cards requiring self-infliction of hits (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”, the Shadow player brings the Corsairs of Umbar faction into play by using a Muster Action Die result. He places two Corsair Ships in Umbar.

#### Special Abilities

**Black Ships:** Use a Muster Action Die result to place one Corsair Ship and one Southron & Easterling 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, and only 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 Action Die result, 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 Action Die result (or using a Character Action Die result, 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 a region containing a Ship from another region containing a Ship using one Army Character Action Die result (or Character Action Die result, 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. In the books, enraged by the actions of the wizard Saruman, the Ents 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, the Free Peoples player may bring the Ents of Fangorn faction into play by using a Muster Action Die result. Place one Ent in Fangorn.

### Special Abilities

**Treebeard:** If a Companion is in Fangorn, every time the Shadow player uses a Muster Action Die result 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* Event 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 available figures. Once removed, Ents are permanently out of the game. If all three of the *Ents Awake* Event 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* Event 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 all times. 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 action when the *Ents Awake* Event Card is played.

This means that multiple 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.

Under these instructions, the Ents will form an uninterrupted chain in regions originating from and including Fangorn.

## Attack

The Free Peoples player can use the Ents to attack a Shadow Army adjacent to a region containing an Ent.

To do so, the Free Peoples player eliminates one Ent from Fangorn and rolls five dice, scoring hits on rolls of “5” or higher.

The Free Peoples player can repeat this process as long as there is more than one Ent remaining 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. The Free Peoples player 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 composed 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” or higher. 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.*



## SIEGE ENGINES

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

### Siege Engines



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 in play is limited by the available figures.

### Siege Towers

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

The Shadow player places 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 Action Die result 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.

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

## SIEGE ENGINE 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 Free Peoples player is considered to have superiority until the end of the battle.

It is possible for superiority to change during a 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 a 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.

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