



BATTLE FOR ROHAN SCENARIO RULES

GAME COMPONENTS

To play the *Battle for Rohan* scenario, you need the following specific game components in addition to the components usually necessary for any *Battles of the War of the Ring* game:

- The *Battle for Rohan* game board
- The figures detailed in the *Figures/Units Table*
- The Gríma deck of Event Cards
- The Character Counters and Character Cards of Théoden, Théodred, Eomer, Gandalf, Aragorn, Legolas, Gimli, Treebeard, and Saruman. Use only the *Rohan* side of the Gandalf and Aragorn cards; the other side is for the *Gondor* scenario
- The Tactics Tokens detailed in the *Figures/Units Table*
- The Recruitment Tokens detailed in the *Figures/Units Table*



Recruitment Token
(Free Peoples)



Recruitment Token
(Shadow)

Place the figures and the Recruitment Tokens as shown in the Setup image on page 19.

Put aside for later use any unused figures and tokens.









FIGURES/UNITS TABLE

Figure	Number of Units	Unit Type	Included in:	Unit Tactics Token	Number of Recruitment Tokens
	14	Rohan Footmen	WotR + ES		10
	10	Archers	WotR		8
	13	Rohan Riders	WotR + ES		11
	8	Ent	ES	-	-
	4	Leaders	WotR	-	-
 	3	Rohan Captains (Théoden, Théodred, Éomer)	ES	-	-

Figure	Number of Units	Unit Type	Included in:	Unit Tactics Token	Number of Recruitment Tokens
	1	Treebeard	ES	-	-
	1	Companion (Gandalf)	WotR	-	-
	1	Companion (Aragorn)	WotR	-	-
	1	Companion (Legolas)	WotR	-	-
	1	Companion (Gimli)	WotR	-	-

WotR = War of the Rings

ES = the Expansion Set

Figure	Number of Units	Unit Type	Included in:	Unit Tactics Token	Number of Recruitment Tokens
	18	Uruk-hai	WotR + ES		14
	6	Warg Riders	WotR		5
	12	Half-orcs	ES		9
	12	Dunlendings	ES		-
	12	Mordor Orcs	WotR		-
	1	Minion (Saruman)	WotR	-	-



SETUP



Recruitment Token (Free Peoples)

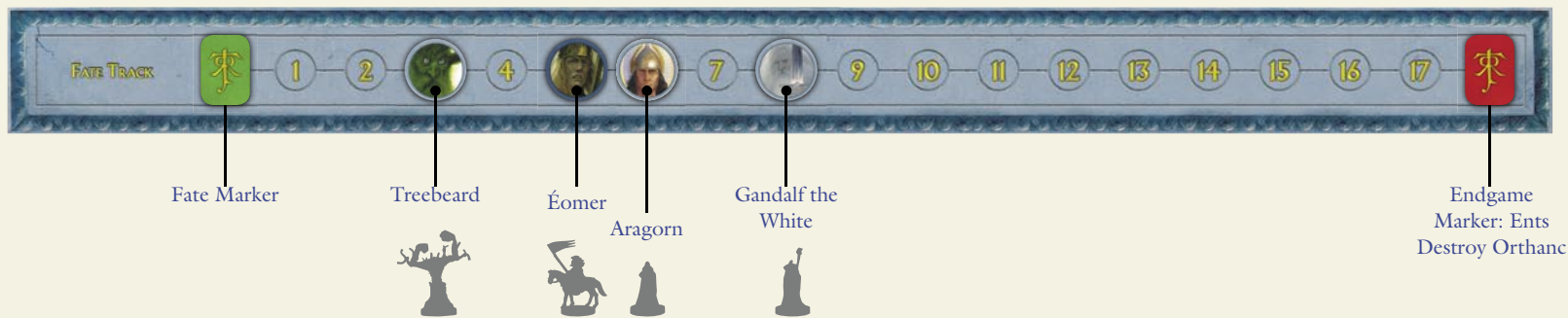


Recruitment Token (Shadow)

Place the Fate Marker, the Endgame Marker, and the Free People Characters on the Fate Track as detailed in the "Rohan Fate Track" table.



Rohan Fate Track



THE GAME BOARD

The terrain types featured on the *Battle for Rohan* game board are:

	Plains	-
	Woods	
	Forts (West Fords, Aglarond, Dunharrow)	
	Hills	
	Swamps	
	Strongholds (Edoras, Hornburg, Orthanc)	

Strongholds are a special terrain type explained below, in the *Strongholds* section.

The **border** between two Regions may be:

	Clear (no special rules)
	Stream (Deeping Stream, Snowbourne)
	Dike/Wall (troops south of the West Dike and East Dike are protected)
	Ford/Pass (fords are Fords of Isen, Entwash; passes are leading to Aglarond, Dunharrow)
	River (impassable except at Fords: Rivers are the Isen and the Entwash)
	Mountains (impassable except at passes)

TERRITORIES

Territories represent a broad division of the map and may be referred to by the rules or cards. The Territories in *Battle for Rohan* are:

- North Marches (north of the River Entwash)
- West Marches (south of the River Entwash, east of the River Isen and west of the Deeping Stream)
- East Marches (east of the Snowbourne and south of the River Entwash)
- Rohan Plains (between the West Marches and East Marches, south of the River Entwash)
- Fangorn Forest (the two regions of Woods east of Orthanc: Derndingle and Fangorn)
- Helm's Deep (the Hornburg, West Dike, East Dike, and Aglarond)
- Isengard (Orthanc, East and West Nan Curunir)
- Gap of Rohan (west of the River Isen)

Refer to the **Rohan Territory Map** for a graphical reference to the extent of each Territory. The East Marches, West Marches, and Rohan Plains Territories have two settlements each (Edoras and the Hornburg are not considered settlements).

SPECIAL UNIT RECRUITMENT AREAS

Four Regions on the game board show special Unit Type Icons. These areas are called **Recruitment Areas** and they refer to:

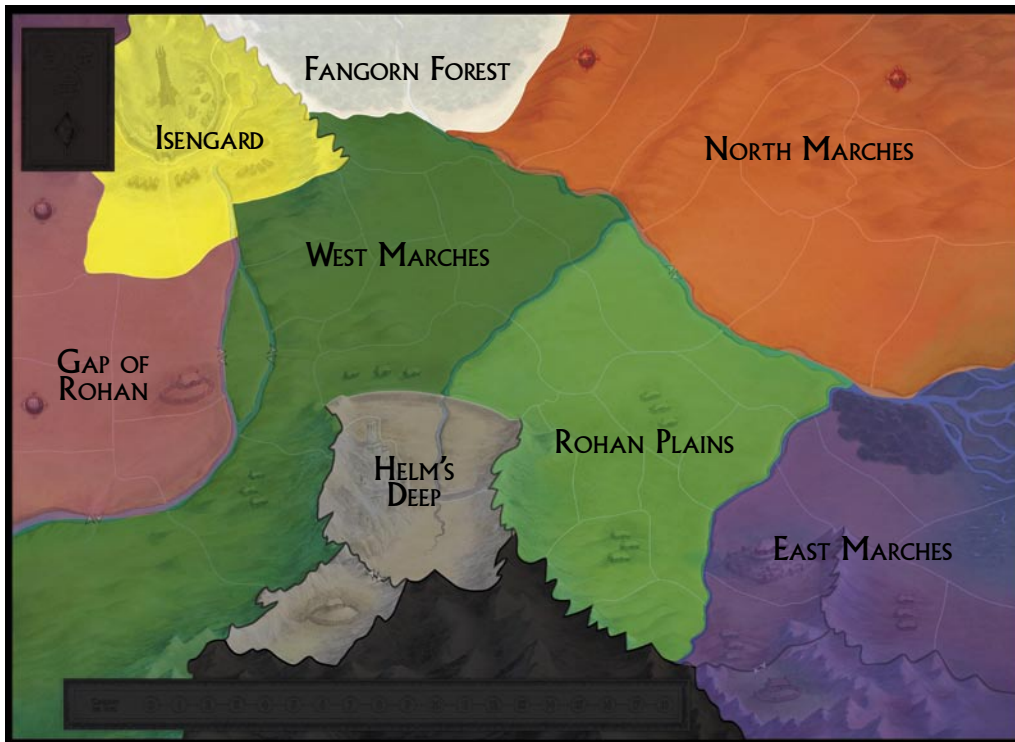
- ◆ **Dunlendings** (North Dunland, Gap of Calenardhon)
- ◆ **Mordor Orcs** (East Eaves of Fangorn, Sarn Gebir)

Each Recruitment Area can be used to muster Units of the corresponding type (see *Special Recruitment Actions*, below).

If the Free Peoples player controls a Recruitment Area, the Shadow player cannot recruit new Units there until the Region is captured back.



Rohan Territory Map



STRONGHOLDS

Strongholds are a special terrain type which represents fortresses, castles, and fortified cities. In *Battle for Rohan*, Orthanc, Edoras, and the Hornburg are all considered Strongholds.

EFFECTS OF A STRONGHOLD

Strongholds provide to the defender both the effect of defensive terrain (+1 to **Combat Strength**) and of a defensive border (a **Target Number of 6** against the defender). This latter bonus, however, only applies until the Stronghold is **breached** (see below).

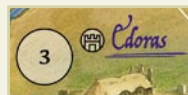
ADDITIONAL PROTECTION FROM A STRONGHOLD

In addition, Strongholds protect the Units inside them by withstanding a certain number of damage on their own. This value is called **Protection Value**.

Different Strongholds have a different Protection Value:

- Edoras has a Protection Value of 3.
- The Hornburg has a Protection Value of 6.
- Orthanc has a Protection Value of 8.

The Protection Value is also indicated in the **Damage Box** of that Stronghold on the board.



Stronghold Damage Box

BREACHING A STRONGHOLD

Whenever an Army attacks an enemy Army protected by a Stronghold, it must first inflict damage to the Stronghold (instead of damaging the Army) up to its Protection Value. Damage inflicted to a Stronghold is permanent and cannot be removed or repaired.

These attacks against the Stronghold are hindered by the effects of the Stronghold (+1 to Combat Strength of the defender and Target Number of 6 for the attacker).

When damage inflicted to a Stronghold reaches its Protection Value, the Stronghold is considered to be **breached**, and does not protect any more the armies inside it: All residual damage and any damage inflicted afterwards is applied to the defending Army normally.

After a Stronghold is breached, the defender still receives the +1 bonus to Combat Strength, but the Target Number for the attacker becomes 5.

Note: To keep track of damage to a Stronghold, put a number of Damage Counters in the Damage Box of that Stronghold.

EVENT CARDS

The Special Event deck in *Battle for Rohan* is the **Gríma** deck.



One of the positions chosen for Saruman during the Shadow Phase (see below), **The Palantir Room**, enables the drawing of one Gríma Event card.

A drawn Gríma card is added to the hand of the player and is counted against the hand limit. Gríma cards are played normally, either with an Event Action Die result or the die result matching the type of the card.

All Gríma cards, whether played on the table, still in the deck, or in the Shadow player's hand, are out of play as soon as Théoden enters play, or if Edoras becomes controlled by the Shadow.



THE POWER OF THE SHADOW

Superimposed on the Shadow Box is a group of three circles, numbered with the Elven numerals from 1 to 3. The Shadow player must place the Commander-in-Chief figure (Saruman) in one of the three circles during the Shadow Phase. The position where Saruman is placed determines a special ability for the Shadow player and sets the allocation of Character dice as follows:

1) The Palantír Room

- Put 1 Character die in the Shadow Box.
- The Shadow player immediately draws one Gríma card.

2) The Balcony

- Put 2 Character dice in the Shadow Box.
- The Shadow player receives 2 additional points of Shadow Leadership (for a total of 4 points) and immediately places them.

3) The Pits

- Put 3 Character dice in the Shadow Box.
- The Shadow player immediately places a total of three Units (one Uruk-hai, one Half-Orc, and one Warg Rider) in three different Armies anywhere on the board.

THE SHADOW COMMANDER-IN-CHIEF

Saruman

In *Battle for Rohan*, Saruman is the Commander-in-Chief of the Shadow Armies. Independently from the position chosen during the Shadow Phase, Saruman is always assumed to be in the Orthanc Region. Saruman has 3 different Special Abilities which can be used during the Action Resolution step by spending one Character Action Die:

The Fires of Orthanc: Use one Character die result to place and immediately flip one Recruitment token in Nan Curunir, East Nan Curunir, and Orthanc; or to place two Recruitment tokens in each of these Regions.

The Voice of Saruman: Use one Character die result to make three Rally actions on three different Armies, adding 1 to the dice results (so you succeed on 4, 5, or 6 rather than just 5 or 6).

Hosts of Isengard: Use one Character die result to move four different Armies, each one to a free adjacent Region.

Remember that a Character die in the Shadow Box can still be used as a normal Character Action Die result if you prefer.

FATE AND THE FATE TRACK

In *Battle for Rohan*, the Fate Marker starts on the “0” space and the Endgame Marker is placed on the “18” space.

Fate in Rohan is related to the awakening of the Ents of Fangorn. The activities of Saruman are enraging the Shepherds of the Trees, and when the Fate Marker reaches the Endgame Marker, the rage of the Ents reaches Orthanc and the fortress of Saruman is destroyed, bringing victory to the Free Peoples if this happens before Rohan falls.

Every time that a Fate tile bearing the Fate icon is chosen by the Free Peoples player, an Ent enters play: Place one Ent figure in the Entwood, as explained below in the section *The Ents of Fangorn*. If Treebeard is in play, two Ents enter play whenever a Fate Icon appears on a tile.

CHARACTERS AND FATE

The advancement of Fate will also bring Characters to the scene of battle, which may turn the tide of victory in favor of the Horse-Lords of Rohan:

Treebeard becomes ready on **space 3** of the Fate Track.

Éomer becomes ready on **space 5** of the Fate Track (note that Éomer's Special Ability applies while he's still on the Fate Track).

Aragorn becomes ready on **space 6** of the Fate Track.

Gandalf becomes ready on **space 8** of the Fate Track.

See the *Battle for Rohan - Free Peoples Player Reference Sheet* and the appropriate Character cards for the details on how each Character can enter play when he's ready.

Théodred is already in play at the beginning of the game, while the arrival of **Théoden** depends on the action of the players (as specified on his Character card and the various Events involving his entrance in play). **Legolas** and **Gimli** come into play through the play of an Event card.

ACTIONS

ACTION DICE POOL

The **Shadow player** adds one die to his Action Dice Pool when both settlements of a Rohan territory (West Marches, Rohan Plains, and East Marches – see the game board) are conquered by Shadow Units.

If either or both settlements are freed by the Free Peoples player, the die is lost.

The **Free Peoples player** adds one die to his Action Dice Pool when **Éomer** and **Théoden** enter the game. If the character is eliminated, the die is lost.

SPECIAL ACTIONS

In addition to the actions explained in the *Battles of the War of the Ring* rules, in *Battle for Rohan* there are special muster actions available to either player:

The **Shadow player** may use a Muster Action Die result in the Action Resolution step to place a total of two Dunlending Units, one each in two different Regions containing either a Dunlending Recruitment Area (North Dunland and Gap of Calenardhon) or a Free Peoples Settlement controlled by the Shadow.

The **Free Peoples player** may use a Muster Action Die result in the Action Resolution step to place one Ent in Derndingle, if the Entwood is there.

THE ENTS OF FANGORN

The Ents of Fangorn played an essential role in the defeat of Saruman's Armies at Helm's Deep and in the destruction of Orthanc. In *Battle for Rohan*, they are an important ally for the army of the Horse-Lords, but as in the story their speed in reacting to the unfolding events cannot be fully predicted or controlled by the Free Peoples player.

RAISING THE ENTWOOD

All Ents in play are always grouped in one Region; the group of Ents is called the **Entwood**. The Entwood is created in Derndingle when the first Ent is put in play, either by the Free Peoples player using a Muster die result, or as an effect of the Fate Tile he chooses in this turn.

- As long as the Entwood is in Derndingle, one Ent can be added by the Free Peoples player using a Muster die during the Action Resolution step.
- Additionally, one Ent is placed in the Entwood (wherever it is located) during the Fate Track Advancement step if the tile chosen for the turn bears a Fate icon. In this case, if Treebeard is in play, two Ents are added instead.

Some Story Event cards can also let the Free Peoples player place new Ents in the Entwood: Follow the instructions on the card.



TREEBEARD

Treebeard is considered a Character, but he is neither a Companion nor a Captain. After he is put in play (using a Character die result after he becomes ready), he is always considered to be in the Region with the Entwood.

The arrival of Treebeard allows the Ents to be activated (see below) and increases the speed of recruiting the Ents, as each time a Fate icon appears on a Fate Tile, two Ents are recruited instead of one.

THE MARCH OF THE ENTS

The Entwood can be activated, when Treebeard is in play, using a Will of the West die result, or using the “Merry and Pippin, Hasty Folk” Story Event card.

When the Entwood is activated it may **move** and **attack**; finally, the Entwood must **re-form**.

The Ents Move

To move the Entwood, take one Ent from the Entwood and place it in an adjacent Region; if you want to move further, take another Ent from the Entwood and place it in a Region adjacent to one containing the previously placed Ent, thus forming an uninterrupted chain of Ents. The Region you enter during movement may not contain enemy armies. Proceed until you decide to stop (or until there are no Ents left in the Entwood).

Note: Ents may not cross a Mountain or River border, but may always move from Derndingle to Fangorn or from Fangorn to Derndingle. Ents may move across Fords normally.

The Ents Attack

After moving, you may attack, with the Ents, a Region adjacent to any Ent figure on the board. **You must remove one Ent from the Entwood to make an attack roll.** You may continue to make attack rolls and eliminate Ents as long as you have Ents in the Entwood; when you remove the last Ent in the Entwood, you make the last attack roll and then the activation is over.

If there are still Ents left in the Entwood after the attack is over, you may resume movement and/or attack a different Region.

Resolve an Ent attack by rolling five dice, scoring hits on a 5 or 6. Any die which does not score a hit may be re-rolled (as if the Ents had a Leadership of 5). Terrain effects do not modify this roll.

The Shadow player must always apply casualties after each roll, immediately removing one Unit for every two Damage Counters.

Note: Ents removed from the game can still be recruited again later in the game. The number of figures included in the game only limits the maximum number of Ents which may be in play at a given time.

Note: Treebeard is not considered an Ent Unit for the purposes of moving and attacking with the Entwood.

The Entwood Re-Forms

When you decide to stop moving and attacking, or no more Ents are left in the Entwood, regroup all Ents on the map in one Region containing at least one Ent, or in the Region that contained the Entwood before the activation, to form again the Entwood. Move Treebeard to the Region with the Entwood.

If there are no more Ents, move Treebeard back to Derndingle. The Entwood is considered to be there for the purpose of placing new Ents.

The presence of the Entwood does not give control of a Region to the Free Peoples.

***Example:** Treebeard and four Ents are in Derndingle when the Free Peoples player decides to activate the Ents. A lone Warg Rider Unit is in Westmark, while a 5 Units-strong Shadow Army is in the Westmark Hills. The first Ent is removed from Derndingle and placed in West Eaves of Fangorn; then a second Ent is removed to attack the single Warg Rider in Westmark, which is eliminated thanks to a successful roll. A third Ent is placed in Westmark and the fourth and last Ent is removed from Derndingle to attack the Shadow Army in the hills. Five dice are rolled and they score three hits, then the two failed dice are re-rolled to score one additional hit. With a total of four hits, two Shadow Units are removed from the Army in the Westmark Hills. With no more Ents left in Derndingle, the activation is over and the two Ents remaining in West Eaves of Fangorn and Westmark re-form the Entwood, together with Treebeard, in Westmark.*

ARMIES AND THE ENTWOOD

- The Ents are not normal Army Units and do not count for the purpose of stacking limits if they are in the same Region as a Free Peoples Army. A battle against a Free Peoples Army in the same region as the Entwood does not affect the Ents.

- The Entwood cannot be attacked. If a Shadow Army enters (or is recruited in) a Region containing the Entwood, immediately roll for one Ent attack against that Army (see above) without removing any Ent.

VICTORY CONDITIONS

At the end of each turn, 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.

FATE VICTORY

1) The Free Peoples player immediately wins if the Fate Marker reaches the space where the Endgame Marker is, representing the destruction of Orthanc by the Ent.

SHADOW VICTORY

The Shadow player wins if any one of the following conditions is true:

2) if he controls 10 Victory Points worth of Free Peoples' Regions at the end of any turn.

- The Hornburg is worth 6 points;
- Edoras is worth 4 points;
- any other Free Peoples settlement is worth 1 point.

Note: It is possible for the Shadow player to win either by conquering the Hornburg and any 4 other Settlements, or the Hornburg and Edoras, or Edoras and all the Free People Settlements.

3) if all the Free People Characters are eliminated (Treebeard is not considered a Character for this purpose since he cannot be eliminated).

FREE PEOPLES VICTORY

The Free Peoples player wins if any one of the following conditions is true:

- 4) if he controls Orthanc, or Saruman is eliminated, at the end of any turn;
- 5) if Théoden is in play, and no Rohan Territory is controlled by the Shadow player (i.e., at least one Rohan Settlement is free in each Territory).

Note: Except for a Fate Victory, if both the Shadow player and the Free Peoples player fulfill any of their Victory Conditions at the end of a turn, the Shadow player wins.

BATTLE FOR GONDOR

SCENARIO RULES



GAME COMPONENTS

To play the *Battle for Gondor* scenario, you need the following specific game components in addition to the components usually necessary for any *Battles of the War of the Ring* game:

- The *Battle for Gondor* **game board**
- The **figures** detailed in the *Figures/Units Table*
- The **Darkness** deck of **Event Cards**
- The **Darkness Tokens**
- The **Character Counters** and/or **Character Cards** of Faramir, Imrahil, Théoden, Éomer, Gandalf, Aragorn, Pippin, Legolas, Gimli, the Witch-king, and Gothmog (use the Mouth of Sauron figure from *War of the Ring* to represent Gothmog). Use only the *Gondor* side of the Gandalf and Aragorn cards; the other side is for the *Rohan* scenario
- The **Tactics Tokens** detailed in the *Figures/Units Table*
- The **Recruitment tokens** detailed in the *Figures/Units Table*



Recruitment Token
(Free Peoples)



Recruitment Token
(Shadow)

Place the figures and the Recruitment Tokens as shown in the *Setup* image on page 26.

Put aside for later use any unused figures and tokens.



FIGURES/UNITS TABLE

Figure	Number of Units	Unit Type	Included In:	Unit Tactics Token	Number of Recruitment Tokens
	15	Gondor Footmen	WotR		15
	10	Gondor Archers	WotR		9
	5	Gondor Knights	WotR		5
	13	Rohan Riders	WotR + ES		4x1 3x2 2x0 1xW
	4	Gondor Leaders	WotR	-	-
	4	Rohan Leaders	WotR	-	-
 	2	Rohan Captains (Théoden, Éomer)	ES	-	-

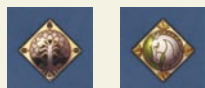
WotR = War of the Rings

ES = the Expansion Set

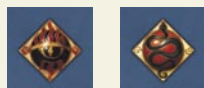
Figure	Number of Units	Unit Type	Included In:	Unit Tactics Token	Number of Recruitment Tokens
 	2	Gondor Captains (Faramir, Imrahil)	ES	-	-
	1	Companion (Gandalf)	WotR	-	-
	1	Companion (Aragorn)	WotR	-	-
	1	Companion (Legolas)	WotR	-	-
	1	Companion (Gimli)	WotR	-	-
	1	Companion (Pippin)	WotR	-	-
	36	Mordor Orcs	WotR		10x1 10x2
	12	Black Uruks	ES		12

Figure	Number of Units	Unit Type	Included In:	Unit Tactics Token	Number of Recruitment Tokens
	6	Olog-hai	WotR		-
	8	Southron Horsemen	ES		7
	24	Easterling Infantry	WotR		12
	6	Mumakil	WotR		5
	8	Nazgûl	WotR	-	-
	1	Minion (Witch-king)	ES	-	-
	1	Minion (Gothmog)	WotR	-	-
	6	Corsair Ship	ES	-	-

SETUP



Recruitment Token
(Free Peoples)

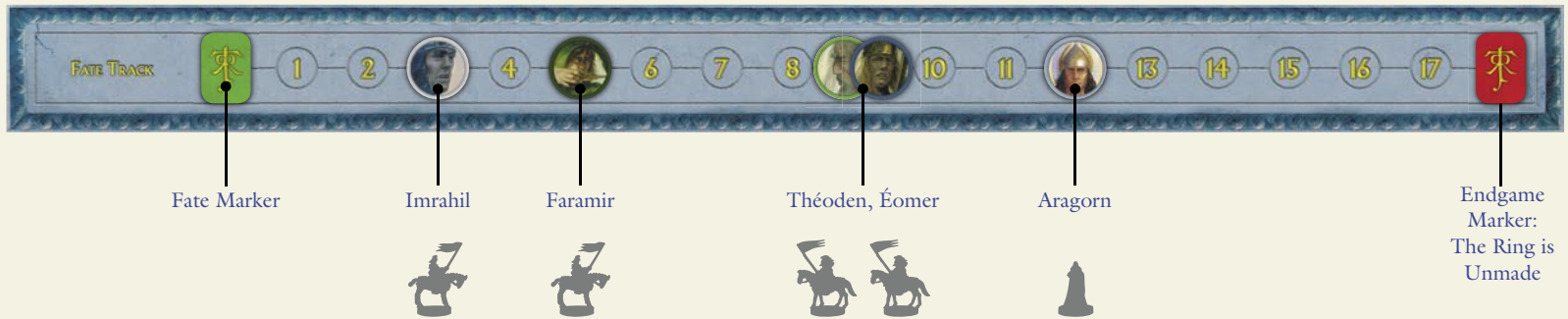


Recruitment Token
(Shadow)

Place the Fate Marker, the Endgame Marker, and the Free People Characters on the Fate Track as detailed in the “Gondor Fate Track” table.



Gondor Fate Track



THE GAME BOARD

The terrain types featured on the *Battle for Gondor* game board are:

	Plains	-
	Woods	
	Forts (East and West Osgiliath, Causeway Forts)	
	Hills	
	Swamps	
	Strongholds (Cair Andros, Minas Tirith)	

Strongholds are a special terrain type explained in the *Strongholds* section, below, and in the rules of the *Battle for Rohan* scenario.

The **border** between two Regions may be:

	Clear (no special rules)
	Stream
	Dike/Wall (troops inside the Pelennor are protected)
	Ford/Pass (fords are at Osgiliath, Cair Andros)
	River (impassable except at Fords: The only river is the Anduin)
	Mountains (impassable)

Note: The board shows certain elements of the Pelennor (the North Gate, the Harlond) which do not have an actual significance in the game, but are portrayed for artistic reasons.

TERRITORIES

Territories represent a broad division of the map and may be referred to by the rules or cards. The Territories in *Battle for Gondor* are:

- Outer Defences (along the west banks of the River Anduin)
- Minas Tirith and the Pelennor Fields (inside the Pelennor Wall)
- North Ithilien (East of the Anduin, north of Osgiliath)
- South Ithilien (East of the Anduin, south of Osgiliath)
- Gondor Farmlands (around the Pelennor)
- Mordor (the Black Gate and inside the Mordor Mountains)

Refer to the **Gondor Territory Map** for a graphical reference to the extent of each Territory. The Outer Defences, Pelennor Fields, and Gondor Farmlands have two settlements each (Minas Tirith is not considered a settlement).

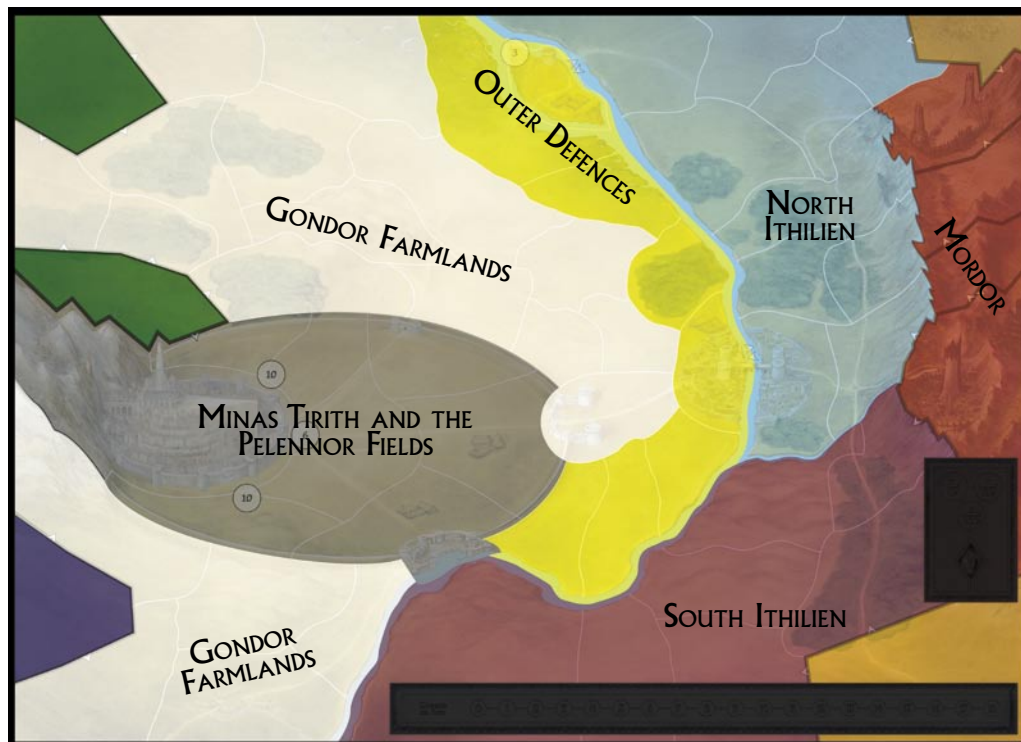
NATIONAL RECRUITMENT AREAS

Four areas on the game board show special National Icons and are surrounded by a thick black border. These areas are called **Recruitment Areas** and they refer to:

- ◆ **Gondor** (To the Outlands)
- ◆ **Rohan** (To Rohan, Forgotten Road)
- ◆ **Evil Men** (To the East, To Harad)
- ◆ **Mordor** (Udûn, Gorgoroth, Minas Morgul)

Each Recruitment Area can be used to muster Units belonging to the appropriate Nation. To do so, the **Recruitment tokens** must be kept separate, in different pools corresponding to the four Nations.

Gondor Territory Map



In *Battle for Gondor*, Recruitment Areas are not considered Regions (while they are such in *Battle for Rohan*) and use the following rules:

- Recruitment Areas are not considered Regions and they cannot be attacked.
- Recruitment Areas have no Stacking Limit.
- You may attack from a Recruitment Area to an adjacent Region with any action which allows to do battle. In this case, form an Army with a maximum of 5 Units from those inside the Area. The defending Army must immediately retreat to an adjacent free Region (if this is not possible, the defending Army is eliminated) following the normal Retreat rules. The attacking Army immediately advances into the attacked Area.

- You may move from a Recruitment Area in Mordor to an adjacent Recruitment Area (for example, from Gorgoroth to Minas Morgul, or from Udûn to Gorgoroth) in the same way as you move from a Region to an adjacent Region, except that there is no limit to the number of Units you may move.

A Region is considered to be adjacent to a Recruitment Area only if a small white arrow crosses the border between the region and the Recruitment Area.

Example: *Cross-roads* is adjacent to *Minas Morgul*; *Ephel Dûath* is not considered adjacent to *Gorgoroth*.

Note: Rohan reinforcements normally come from the “To Rohan” Area unless the Woses token is drawn (see *The Woses*, below), in which case they can use the “Forgotten Road” Area instead.

RECRUITMENT TOKENS

The Recruitment tokens used in *Battle for Gondor* differ from those used in *Battle for Rohan*, since they are distinguished by **Nation** and can also bear a **Number**.

NATIONS

Recruitment tokens can belong to the Nations of **Gondor** and **Rohan** (for the Free Peoples) or **Mordor** and **Evil Men** (for the Shadow). The Nation of a token indicates in which Recruitment Area the token may be placed, and the kind of Unit that it brings into play. Moreover, the Nation can be relevant in connection with Event cards (see below).



Rohan



Gondor



Evil Men



Mordor

ADDING UNITS TO AN ARMY USING A “PLACE AND FLIP” EVENT CARD

Some Event cards instruct a player to “place and flip” a Recruitment token in an Army in play. This means that the player:

- 1) picks a Recruitment token belonging to the same Nation of at least one Unit in the Army, then
- 2) flips the token to see the correct number or type of Unit to place, then
- 3) places the newly recruited Unit(s) in the chosen Army.

NUMBER OF UNITS

If a token has a number on it, when it is flipped the indicated number of Units of the appropriate type is put in play. If the number is zero, no Units are recruited. If a token does not have a number, it is used to recruit one Unit.

STRONGHOLDS

In *Battle for Gondor*, the island of Cair Andros and the city of Minas Tirith are Strongholds. Cair Andros has a Protection Value of 3, while Minas Tirith follows a set of special rules. See the *Battle for Rohan* scenario for the complete Stronghold rules.

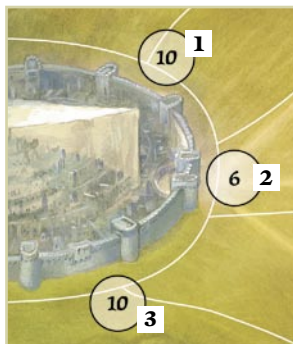
MINAS TIRITH

Minas Tirith was the strongest fortress of the Free Peoples at the end of the Third Age, and the following special rules are used to represent the strength of its bastions and defenses.

The City of Minas Tirith is considered a Stronghold, but it is different from other Strongholds. The protections of Minas Tirith are divided in three sections, each one with a separate Protection Value.

- The North Protection (value 10) is reduced by attacks from North Rammas and the North City Wall.
- The South Protection (value 10) is reduced by attacks from South Rammas and the South City Wall.
- The Gate Protection (value 6) is reduced by attacks from the Great Gate Region.
- An attack against Minas Tirith is considered to be against a Breached Border only if the attack comes across a Breached Border (i.e., a border which has lost all of its Protection Value).
- No movement or retreat is allowed across a border which is not breached except between Minas Tirith and the Great Gate Region (attacks are still possible following the Stronghold rules). Advancement after combat is possible through such a border in an attack with Siege Towers (see *Siege Engines*, below).

Minas Tirith



- 1 North Protection
- 2 Gate Protection
- 3 South Protection

EVENT CARDS

The Special Event deck in *Battle for Gondor* is the **Darkness deck**. The first position of the Power of the Shadow procedure (see below), **The Dawnless Day**, enables the Shadow player to draw a Darkness Event card (see *The Power of the Shadow*, below). A drawn Darkness card is added to the hand of the Shadow player, and counts against the hand limit. Darkness cards are played normally, either with an Event Action Die result or the die result matching the type of the card.



All Darkness cards, played or still in the deck, are out of play as soon as all Darkness tokens are discarded.

CORSAIR SHIPS

The Corsairs of Umbar are represented by the brown Corsair Ship figures and are not considered Army Units. They are placed along the river Anduin to show their presence, but their actual position is not important; just follow the rules explained on either or both the two Story Event cards which put them in play.

Corsair Ships placed by either card can be used to activate the effect on the other card, if both cards are in play.

Two Corsair Ships on the Anduin



MERRY AND ÉOWYN

The Free Peoples Story Event card “No Living Man Am I!” is used to represent the heroic actions of Merry and Éowyn. If the Free Peoples player draws and chooses this tile during the Fate Phase, the following effect immediately applies:

- If Théoden is on the Fate Track: Advance Théoden one space to the left on the Fate Track, then draw another Tile. The “No Living Man Am I!” is discarded.
- If Théoden is not on the Fate Track: If the Witch-king is on the board, eliminate the Witch-king (Fate is 0). If the Witch-king is not on the board, draw another tile and put the “No Living Man Am I!” tile back in the Fate Pool.



“No Living Man Am I!” Special Tile

THE POWER OF THE SHADOW

Superimposed on the Shadow Box is a group of three circles, numbered with the Elven numerals from 1 to 3.

The Shadow player must place the Commander-in-Chief figure (either the Witch-king or Gothmog, see below) in one of the three circles during the Shadow Phase.

The position where the Commander-in-Chief is placed determines a special ability for the Shadow player and sets the allocation of Character dice as follows:

- 1) **The Dawnless Day**
 - Put 1 Character die in the Shadow Box.
 - The Shadow player immediately draws one Darkness card.
 - The Shadow player may immediately place one Nazgûl.
- 2) **The Tower of Sorcery**
 - Put 2 Character dice in the Shadow Box.
 - The Shadow player may immediately place up to two Nazgûl.
 - The Shadow player may immediately place the Commander-in-Chief in one Region.

3) The Might of Mordor

- Put 3 Character dice in the Shadow Box.
- The Shadow player may immediately place up to three Nazgûl.
- The Shadow player immediately places one Mordor Orc in up to three different Armies containing Mordor Units, and one Olog-hai in one Shadow Army anywhere on the board.

THE SHADOW COMMANDER-IN-CHIEF

In *Battle for Gondor*, the **Witch-king** starts as the Commander-in-Chief of the Shadow Armies. If the Witch-king is eliminated and Gothmog is in play, **Gothmog** immediately replaces the Witch-king as the new Commander-in-Chief. If the Witch-king is eliminated and Gothmog is not yet in play, the game is over and the Free Peoples player wins.

In *Battle for Gondor* the Commander-in-Chief figure is placed in a Region on the board only if Position 2 (The Tower of Sorcery) is chosen during the Shadow Phase; remove the Commander-in-Chief figure from the board at the end of the game turn. Regardless of the position chosen, the Commander-in-Chief's special abilities always apply.

The Witch-king

As long as the Witch-king is in play, the Shadow player can use the following Special Abilities by spending one Character Action Die.

The Black Captain Leads Them: Use one Character die result to place and immediately flip one Recruitment token in every Evil Men Recruitment Area and Mordor Recruitment Area; or to place two Recruitment tokens in every Evil Men Recruitment Area and Mordor Recruitment Area.

Fear of Their Master: Use one Character die result to make three Rally actions on three different Armies, adding 1 to the dice results (so you succeed on 4, 5, or 6 rather than just 5 or 6).

Flung into the Fray: Use one Character die result to move four different Armies.

The Witch-king has one additional Special Ability (*Nazgûl Lord*) which can be used in battles involving the Witch-king.

The Witch-king is considered a Nazgûl for movement purposes only.

Gothmog

Gothmog has one Special Ability (*New Strength to Rape Gondor*) which can be used during the Action Resolution step if Gothmog is in play, by spending one Character die.

When Gothmog replaces the Witch-king as Commander-in-Chief, he gains the two Special Abilities of the Witch-king called *Fear of their Master* and *Flung into the Fray* (i.e., he does not gain *The Black Captain Leads Them*). The Shadow player can use them spending one Character die. Gothmog's Special Ability *New Strength to Rape Gondor* remains available when he is Commander-in-Chief, and in this case can be used even when Gothmog is not placed on the board (if the Shadow player has chosen Position 1 or 3 during the Shadow Phase).

THE NAZGÛL

PLACING NAZGÛL ON THE BOARD

Nazgûl are put in play only during the Shadow Phase.

The position chosen instructs the Shadow player to place a number of Nazgûl: The player can take that number of Nazgûl from among both those already in play and those not yet in play, placing them anywhere on the board. Each Nazgûl can be placed in any Region, regardless of the presence of Settlements, Strongholds, enemy or friendly Units, and so on.

USING NAZGÛL

Nazgûl are moved on the board using Character Action Die results. Nazgûl are used by the Shadow player to help in battle, and to weaken enemy armies (see the *Battle for Gondor – Shadow Player Reference Sheet* and the Nazgûl reference card).

To make use of its powers, a Nazgûl must be in a Region belonging to the same Territory containing the Region to be affected. Each use of a Nazgûl power requires a Nazgûl to be removed from play; Nazgûl thus removed are not permanently taken out of play but are available again.

NAZGÛL AND ARMIES

Nazgûl are not affected by Armies or Characters, and cannot attack or otherwise affect enemy Armies or Characters. Nazgûl are not Leaders and are never considered to be part of a Shadow Army, and they are not eliminated if a Shadow Army in the same Region is destroyed in Battle.

FATE AND THE FATE TRACK

In *Battle for Gondor*, the Fate Marker starts on the “0” space and the Endgame Marker is placed on the “18” space.

When the Fate Marker reaches the Endgame Marker, the Quest of the Ring-bearers is complete; the Ring is unmade, bringing victory to the Free Peoples, if this happens before Gondor falls.

While the Ring-bearers slowly advance toward Mount Doom, the Dark Lord has fed the furnaces of the Black Land to cast a deadly shadow on Middle Earth. A supernatural Darkness now precedes the assault of his hosts, favoring their evil ways. But the Winds from the West will blow soon, and destiny – or design – is bringing the rightful heir to the throne of Gondor, in time for the last battle.

EFFECTS OF THE DARKNESS

At the beginning of the game, five Darkness tokens are placed in the Shadow Box to form the **Darkness Pool**. As long as there is at least one Darkness token in the pool, the Shadow player can draw from the Darkness deck of Event cards (choosing the first Position in the Shadow Phase) and use them. As soon as the last Darkness token is removed from the pool, the following rules are applied:

- All Darkness cards (in the hand of the Shadow player, on the table, or in the Darkness deck) are removed from play.
- Remove immediately all Nazgûl currently in play (they may return to the game afterwards and follow all rules normally).

DARKNESS AND FATE

One Darkness token is removed from the pool every time that a Fate tile bearing the Fate icon is chosen by the Free Peoples player during the Fate Track Advancement Phase. Additionally, some Story Event cards can also let the Free Peoples player remove Darkness tokens: Follow the instructions on the card.



CHARACTERS AND FATE

The advancement of Fate will also bring Characters to the scene of battle, which may turn the tide of victory in favor of the defenders of Minas Tirith:

Imrahil becomes ready on **space 3** of the Fate Track.

Faramir becomes ready on **space 5** of the Fate Track (note that Faramir's Special Ability applies while he's still on the Fate Track).

Théoden and Éomer become ready on **space 9** of the Fate Track.

Aragorn becomes ready on **space 12** of the Fate Track.

See the *Battle for Gondor - Free Peoples Player Reference Sheet* and the appropriate Character cards for the details on how each Character can enter play when he's ready.

Gandalf is already in play at the beginning of the game. **Legolas, Gimli, and Pippin** come into play through the play of Event cards.

ACTIONS

ACTION DICE POOL

The **Shadow player** adds one die to his Action Dice Pool when both settlements of a Gondor Territory (see *The Game Board*) are conquered by Shadow Units. If either or both settlements are freed by the Free Peoples player, the die is lost.

The **Free Peoples player** adds one die to his Action Dice Pool when **Faramir** and **Théoden** enter the game. If the Character is eliminated, the die is lost.

SPECIAL ACTIONS

In addition to the actions explained in the *Battles of the War of the Ring* rules, in *Battle for Gondor* there are special actions available to the players, which are explained below.

SHADOW SPECIAL ACTIONS

- The Shadow player may use a Character die result in the Action Resolution step to move all the Nazgûl and Minions.
- The Shadow player may use a Muster die result in the Action Resolution step to place up to two Siege Towers and/or Trebuchets.
- The Shadow player may use an Army die result to attack, with Trebuchets, a Free Peoples Army in Minas Tirith.

FREE PEOPLES SPECIAL ACTIONS

- The Free Peoples player may use a Muster die result in the Action Resolution step to add one Recruitment token to both the Gondor and Rohan Muster Areas (or one token in one Area, using an Action token).
- As soon as Aragorn and Théoden have left the Fate Track, the Free Peoples player can flip Recruitment tokens in Recruitment Areas using a Muster Action Die (or an Action token), just as if they were in a normal Region: For example, flipping one token in each of the two Areas, or flipping one token in a Recruitment Area and one token in a Settlement.

SIEGE ENGINES

The armies of Sauron brought with them engines of destruction to help the assault of the Stronghold of the Free Peoples. This is represented in the game by the rules for **Siege Engines**.

BUILDING SIEGE ENGINES

The Shadow player may use a Muster die to place a total of two Siege Engines, respecting the following rules:

- **Siege Towers** may only be placed in the Pelennor Regions adjacent to Minas Tirith. You may have a maximum of one Tower in each Region, which does not count against the stacking limit.
- **Trebuchets** may only be placed in Pelennor Regions **not** adjacent to Minas Tirith. You may have a maximum of two Trebuchets in each Region, which do not count against the stacking limit.



Siege Tower



Trebuchet

USING SIEGE ENGINES

Attacking with Siege Towers

When the Shadow player attacks from a Region with a Siege Tower to Minas Tirith, he may decide, at the beginning of a battle, to use the Siege Tower to storm the walls. The Siege Tower is discarded and the following rules apply to the attack:

- Damage from the attack is applied against the defenders ignoring the Protection Value of the Stronghold.
- Target Number for the attacker is 5.
- The battle ends after one round. Advancing after combat is allowed if the defender is eliminated.
- No Unit Ability of the Shadow player's Units may be used during this attack.

Note: Siege Towers may not be used in a Combined Attack.

Attacking with Trebuchets

The Shadow player may use one Army die to shoot with all Trebuchets (up to 5) on the board against a Free Peoples Army in Minas Tirith, or against the Protection of one of the borders of Minas Tirith (see *Minas Tirith*). For each roll of 5+, score one damage.

Destroying Siege Engines

Any Siege Engine is destroyed if there are no more Shadow Units in its Region.

MUSTERING

THE FREE PEOPLES ARMIES

While the hosts of Sauron advance, armies from Southern Gondor and Rohan are coming to the rescue of Minas Tirith. How many can be mustered before the White City is beyond help? This uncertainty is represented by the rules for mustering the Free Peoples Armies.

GONDOR AND ROHAN RECRUITMENT AREAS

- The Free Peoples player may place one Recruitment token in the Rohan Recruitment Area and one token in the Gondor Recruitment Area using a Muster action (or one token in one Area, using an Action token).

- Recruitment tokens in these areas cannot be flipped normally (using a Muster action), but only when certain Characters enter play (see below).
- As soon as both Aragorn and Théoden have left the Fate Track, the Free Peoples player can flip Recruitment tokens in Recruitment Areas using a Muster Action Die, just as if they were in a normal Region.
- If a Free Peoples Army in a Recruitment Area attacks an adjacent Region, no battle takes place, the Shadow Army is forced to retreat immediately, and the attacking Army advances in the vacated Region.

CHARACTERS AND THE RECRUITMENT AREAS

- When **Imrahil** enters play, flip up to four Recruitment tokens in the Gondor Recruitment Area.
- When **Aragorn** enters play, flip all Recruitment tokens in the Gondor Recruitment Area.
- When **Théoden** enters play, flip all Recruitment tokens in the Rohan Recruitment Area.

ROHAN SPECIAL RECRUITMENT TOKEN: THE WOSES

If the “Woses” token is revealed, the Free Peoples player may immediately move all the contents from the “To Rohan” Recruitment Area to the “Forgotten Road” Recruitment Area.



Woses Token

VICTORY CONDITIONS

At the end of each turn, check to verify if either of the Victory Conditions is fulfilled.

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.

FATE VICTORY

1) The Free Peoples player immediately wins if the Fate Marker reaches the space where the Endgame Marker is, representing the destruction of the Ring.

SHADOW VICTORY

The Shadow player wins if either of the following conditions is true:

- 2) if he controls the City of Minas Tirith;
- 3) if all the Free People Characters are eliminated.

FREE PEOPLES VICTORY

The Free Peoples player wins if any one of the following conditions is true:

- 4) if Aragorn is in play and no Gondor Territory is controlled by the Shadow player (i.e., at least one Gondor Settlement is free in each Territory);
- 5) if both the Witch-king and Gothmog are eliminated, or the Witch-king is eliminated when Gothmog is not in play yet;
- 6) if both the Black Gate and the Cross-roads Regions are occupied by a Free Peoples Army.

Note: Except for a Fate Victory, if both the Shadow player and the Free Peoples player fulfill any of their Victory Conditions at the end of a turn, the Shadow player wins.



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