

WAR OF THE RING

REVISED SECOND EDITION

HOW TO READ THE RULES

The best way to use the rules to *War of the Ring* is as a reference while playing the game. Read them through and acquire some familiarity with them so that you know, for example, that when Gandalf gets involved in a fight he can utilize Sorcery; then, if and when that situation arises, you can refer to the appropriate section of the rules and learn precisely what he can accomplish thereby. It will be easier to play the game this way, even though you may have to refer to the rules-book several times the first time you try it.

However, none of the rules are too difficult, and after a few turns you will find that the Event Cards are self-explanatory and the game flows smoothly. We heartily recommend that you try this approach.

[A] INTRODUCTION

Overview

War of the Ring basically is a two-Player game concerning the struggle between Sauron (the Dark Lord) and the Free Peoples of Middle Earth at the end of the Third Age, as recounted in J.R.R. Tolkien's *Lord of the Rings*. The Dark Power Player controls the forces of Sauron and his allies, and the Fellowship Player is in command of the coalition of Elves, Dwarves, Men, and Hobbits opposing the Dark Lord. Each Player can move and direct in combat the pieces representing the individual characters who took part in the struggle. The Dark Power Player can win either by actually gaining control of Middle Earth by force of arms or by seizing the Ruling Ring, thereby attaining sufficient power to assure the supremacy of the will of Sauron. The Fellowship Player wins by preventing this, either by thwarting Sauron's designs on the field of battle or by destroying the Dark Lord's Ruling Ring, and, thus, his basis of power. As the game begins, the Ring has come into the possession of Frodo, a Hobbit. In order to destroy it, one of the Fellowship Player's characters must carry it into the heart of Mordor, Sauron's land, and cast it into the Crack of Doom.

Using These Rules

War of the Ring can be played with or without utilizing rules that detail the deployment and utilization of the various armies that took part in the conflict. The "Character Game," which omits armies and Army combat, concerns only the immediate struggle of the Fellowship to destroy the Ruling Ring before Sauron's agents can regain it for him. The "Campaign Game," which depicts the military aspects of the struggle for Middle Earth, includes rules covering additional individual characters and events. These rules add somewhat to the complexity and length in playing time of the game, as well as significantly broadening the scope, accuracy, and not incidentally the strategic options available to each of the Players. In addition, there is a three-Player version of the "Campaign Game" in which the forces of Saruman, Sauron's strongest and most unreliable ally, are controlled by an independent Player.

Before Play

We suggest laying out all of the game's components and looking them over prior to reading the rules, and then manipulating the components to illustrate the rules and examples given as the rules are read. Learning the Character Game from scratch should take 30 to 40 minutes (less to teach it). Playing time for the Character Game is under two hours. The Campaign Game will take approximately three hours to complete.

Formatting

The Rules themselves are formatted in such a way as to segregate historical commentary from the main body of the rules. Starting with Section C, Setting Up the Character Game, each major Section of the rules has a summary, with any historical commentary printed in *italicized type*.

If It's Not In The Rules...

Should any questions arise that cannot be resolved with reference to the rules, rely above all on common sense as well as on your knowledge of the book.

THE CHARACTER GAME

[B] PLAYING THE GAME

B.1 SYNOPSIS OF PLAY

Setting-up the Game

After the Players decide which side each of them shall play, they prepare the game-map, distribute the cards used in the Character Game, and place the cardboard playing pieces (*counters*) in the indicated hexagonal spaces (*hexes*) on the game-map, according to the instructions for preparing for play of *War of the Ring*. The Players then proceed to the first turn (*Game-Turn*) of the game.

The Game-Turn Begins

At the very start of each Game-Turn, the Dark Power Player rolls the die to determine which Player will control Gollum, a Character whose allegiance may shift back and forth between the Players, for the current Game-Turn. After that die roll is made and Gollum's allegiance determined, the Fellowship Player may roll the die to resolve an attempt by the Character who is wearing the Ring to remove it. (While wearing the Ring increases a Character's combat abilities, it is dangerous for a Character to wear it for long.)

The Players Draw Event Cards

Starting with the Dark Power Player, the Players in turn draw an Event Card. The Event Cards represent possible eventualities, such as "Fierce Storms," or "Boromir Attempts to Seize the Ring." An Event Card comes into play only if the Player who picks it elects to play it; if a Player picks an Event Card he does *not* want to play, he may discard it or (up to a maximum of three Event Cards) *hold* it to play later (or just to keep it out of the hands of his opponent). Event Cards may be *played* virtually any time during the course of the turn.

The Dark Power Player Gets Shadow Points

The Dark Power Player rolls the die to determine how many Shadow Points he has for the current Game-Turn. Shadow Points are used by the Dark Power Player to move his Characters and execute certain other actions. He keeps tabs on the number of Shadow Points he has expended on the Shadow Points Track printed on the game-map.

The Dark Power Player Conducts Search

At this point, the Dark Power Player may search for Fellowship Player-controlled Characters. He draws a Search Card, and may attempt to *Spot* any characters in any of the Provinces listed on the card. If he is successful in spotting any Characters, he may attempt to *Capture* them.

The Fellowship Player Moves His Forces and Individual Combat (if any) Is Resolved

The Fellowship Player may first resolve *Escape* for any of his Characters who have been Captured. Then, he may move his Character's counters on the game-map. If he moves any of them into a hex containing the word "Magic" transliterated into Elven letters, *magi*, then the movement of his Characters may be interrupted and he may acquire and distribute among his Characters a number of Magic Cards. If he moves any of his Characters into a hex containing Dark Power Player-controlled forces, then the movement of the Fellowship Characters may be interrupted while the Dark Power Player conducts *Search*. If he moves any Character(s) into a Servant of Sauron hex, then movement is interrupted and Individual Combat is resolved, if a Servant of Sauron is present. Any surviving Characters may complete their movement. After the Fellowship Player has completed all movement, any *Individual Combat* between Characters that either of the Players initiates is resolved.

The Dark Power Player Moves his Forces and Individual Combat and Citadel Reduction are Resolved

The Dark Power Player moves any of his forces on the game-map, expending the required number of Shadow Points for each movement. After the Dark Power Player has completed all his movement, any Individual Combat initiated by either Player is resolved. Then, the Dark Power Player may attempt *Citadel Reduction*. Citadel Reduction is the way in which the Dark Power Player captures Fellowship Player-controlled Citadels (if he captures all three, he wins the game). In order to resolve a Citadel Reduction attempt, the Dark Power Player must expend Shadow Points.

The Game Turn Ends

The Dark Power Player marks the completion of the Game-Turn by adjusting the Game-Turn Marker on the Game-Turn Track on the game-map.

[C] SETTING UP THE CHARACTER GAME

Preparation

Before setting up *War of the Ring*, the Players should determine which side each of them will play. Then, in accordance with the following Section, they should prepare the game-map, the cardboard playing pieces, and the cards for play.

C.1 HOW TO PREPARE THE GAME MAP

Map Placement

Players should lay the game-map out flat on a table.

Mounted Maps

The mounted version of the game includes three map sections which abut each other when laid parallel, running north to south. With the three map sections properly aligned, a person observing the map from its southern edge would have the map section including Hobbiton (hex W1412) on the left, the section including Isengard (W2421) in the middle, and the section with Barad-dûr (E1128) on the far right.

Unmounted Maps

The unmounted version of the game-map is composed of two sections, the first is a 22"x 34" mapsheet encompassing the same area included in the left and middle sections of the mounted version, and a second 11"x 34" mapsheet covering the same area as the mounted version's far right map section. The smaller mapsheet in the unmounted version slightly overlaps the eastern edge of the larger mapsheet. Players with the unmounted version may find it helpful to back-fold the mapsheets against the creases and use a few pieces of masking tape to anchor the game-map flat on the table.

Hexes

Players will note that a hexagonal grid has been superimposed over the terrain on the game-map. This is used to regulate the positioning and movement of the pieces in the game. The hexes are numbered according to a system based on the hex-rows that run across the length of the game-map north to south. Note that the hex numbers on the eastern map section duplicate numbers on the western map. In order to avoid confusion, the following convention is utilized:

- 1. Numbers of hexes on the eastern map section are preceded by an "E" while numbers of hexes from the western section(s) are preceded by a "W." For example, Isengard is located in hex "W2421;" Barad-dûr is in hex "E1128."
- 2. Players will also note that in addition to the map of Middle Earth, several boxes are printed on the game-map as well as the Turn Record Track and the Shadow Points Track. The boxes hold certain groups of cards, as explained in the appropriate Rules Sections.

Turn Record Track

The Turn Record Track is used to record the passage of Game-Turns. Each Game-Turn in *War of the Ring* represents one week of real time. A marker is used to indicate the current Game-Turn on the Turn Record Track.

Shadow Points Track

Use of the Shadow Points Track is explained in Section I.

Player Positions

Generally, the Dark Power Player will sit at the southern edge of the game-map, while the Fellowship Player will sit at the northern edge.

C.2 SETTING UP THE CHARACTER GAME

Before Play

Each Player should remove the *counters* that represent the Characters used in the Character Game, as well as the Shadow Points Marker, the Game-Turn Marker, Gollum, and Gandalf the White counter from their sheets.

Fellowship Setup

The Fellowship Player places the counters for the nine members of the Fellowship on the game-map at Rivendell (hex W2812). This includes Gandalf the Grey, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry, and Pippin. Note that each of these counters has "W2812" printed on its back to facilitate set-up. Each of these counters is placed on the game-map *face-down* (i.e., so the Dark Power Player cannot see which counter is which).

Dark Power Setup

The Dark Power Player sets up his countersface-up as follows:

LOCATION	UNITS
Barad-dûr (E1128)	Mouth of Sauron
Durthang (E0727)	Nazgûl Nr. 7 Nazgûl Nr. 8 Nazgûl Nr. 9
Minas Morgul (E0729)	Lord of the Nazgûl, Gothmog Nazgûl Nr. 3
Dol Guldur (W3218)	Nazgûl Nr. 4 Nazgûl Nr. 5 Nazgûl Nr. 6
Isengard (W2421)	Saruman

Off-Map Counters

Place the Shadow Points marker to the side for the time-being, as well as the counters representing Gandalf the White and Gollum. Most of the remaining counters are used only in the Campaign Game.

C.3 SETTING UP THE CARDS

Card Piles

Divide the cards into four piles as follows:

CARD TYPE	CARD NUMBERS
Character Cards	1-42
Magic Cards	43-56
Event Cards	57-96
Search Cards	97-112

Cards Used In The Character Game

All the Magic Cards and Search Cards are used in the Character Game. The Character Cards Nrs. 11-23 and 35, and the Event Card Nrs. 83-96 are *not* used in the Character Game, and should be placed back in the game box.

The Fellowship

The Fellowship Player receives:

- A) Character Card #1-9 (the Fellowship) and #36 (Gollum).
- B) Card #10 (Gandalf the White) should be placed to the side, as it may be used later in the game.

Dark Power

The Dark Power Player receives:

- A) Character Cards #24-34 (including the Nine Nazgûl, Mouth of Sauron, and Saruman).
- B) Character Cards #37-42 (Servants of Sauron) are turned face-down and thoroughly mixed, and then distributed one apiece at random to the six Servant of Sauron boxes on the game-map in such a way that neither Player knows which Servant of Sauron Card is in which box.

Event Cards

The Event Cards are shuffled and placed with the word “Event” face-up in the “Event Deck”, box on the game-map.

Search Cards

The Search Cards are similarly mixed and placed face-down in the “Search Cards” box.

The One Ring

The Ring (Card #43) is given to the Fellowship Player.

The Palantir

Separate the three Palantir (Card #44, 45, and 46) from the other ten Magic Cards. All 13 Magic Cards are then placed face-down on the game-map in the Magic Card boxes as follows:

LOCATION BOX	ITEM
W2421	Palantir of Orthanc (#45)
W2624	any two Magic Cards
W2812	any four Magic Cards
W2918	any two Magic Cards
E0428	Palantir of Minas Tirith (#44) plus any Magic Card
E0529	any Magic Card
El 128	Palantir of Minas Ithil (#46)

Where “any” Magic Card(s) is indicated, deal the called for number of Magic Cards onto the game-map (into the designated box) from among the group of ten. These Cards are dealt onto the game-map at random; neither Player should know which box any of these ten Cards is in. The Palantir cards are placed according to the list above, and may be face-up or face-down as the Players so wish.

Each Player lays his Character Cards on the table. The Fellowship Player places the Ring (Card Nr. 43) under the Character Card representing Frodo to indicate that the Ring is in Frodo’s possession at the start of the game (see L.1. Possession of Magic Cards by Characters).

The Dark Power Player draws the top three Event Cards, taking care not to reveal them. The Fellowship Player draws the next three Event Cards. The Dark Power Player places the Game-Turn Marker on the Turn Record Track to indicate the beginning of the first Game-Turn (week of 25 December 3018). The game has now begun, and the Players follow the Sequence of Play listed in Section D.

[D] SEQUENCE OF PLAY

Game-Turns

War of the Ring is played in turns called Game-Turns. Each Game-Turn is equivalent to one week of real time. During each Game-Turn, the Players have the opportunity to move and conduct combat with each of the pieces they control, and to influence the fortunes of war through the judicious play of Event Cards and Magic Cards. In order to fairly regulate the Players activities into a competitive and playable framework, each Game-Turn is divided into six segments (*Sequence of Play*) as outlined below. All actions by the Players must proceed strictly according to the Sequence as outlined; any action taken outside the Sequence of Play is a violation of the rules.

D.1 RING PHASE

The Dark Power Player rolls the die to determine Gollum's "allegiance" for the current Game-Turn. The Fellowship Player may also roll the die to resolve an attempt by a Character who has put on the Ring to remove it. Note that should a Ring Phase end with a Fellowship Player-controlled Character at the Crack of Doom (E0929) in possession of the Ring *and* not wearing it, the game ends in a Fellowship Player victory.

D.2 EVENTS PHASE

The Dark Power Player draws an Event Card. He may discard or play it, or discard or play any other Event Card he possesses, as desired. If he has fewer than four Event Cards (including the one he has just drawn), he may simply keep the card. Then, the Fellowship Player draws an Event Card and discards or immediately plays one as he chooses, or he may keep them all, if he has fewer than four.

Note: Event Cards may also be played at any time during the course of the Game-Turn.

D.3 SEARCH PHASE

The Dark Power Player secretly selects a Shadow Points Letter and rolls a die. He then consults the Shadow Points Table to determine the number of Shadow Points he will be able to expend during the course of the current Game-Turn.

The Dark Power Player then draws a Search Card and conducts any Searches that are allowed (except in the very first Game-Turn of the game, in which no Search Card is drawn).

D.4 FELLOWSHIP PHASE

The Fellowship Player may roll the die to resolve Escape attempts by any of his Characters who may have been Captured. Then, he moves any of his Characters he wishes to on the game-map.

The Dark Power Player may conduct a Search if any un-spotted Fellowship Player-controlled Characters are moved into hexes containing Orcs or Nazgûl.

After all movement has been completed, any Individual Combat is resolved.

D.5 DARK POWER PHASE

The Dark Power Player moves any of his Characters, expending the requisite number of Shadow Points for each move.

After all movement has been completed, any Individual Combat is resolved.

Then, any Citadel Reduction that the Dark Power Player wishes to attempt (and expends Shadow Points for) is resolved.

D.6 END PHASE

The Dark Power Player shows the Fellowship Player the Shadow Point Letter that he wrote down during the Search Phase earlier that Game-Turn.

He then advances the Game-Turn Track to mark the passage of one Game-Turn, and the beginning of the next.

The Players proceed to the Ring Phase and play through the rest of the next Game-Turn in the same sequence of actions.

[E] CHARACTERS

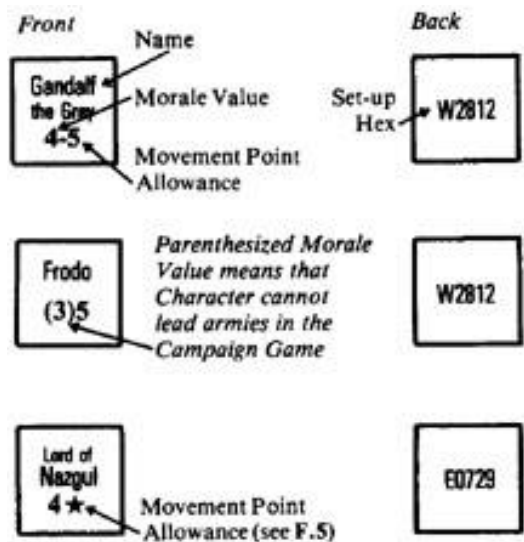
Overview

Crucial to the outcome of *War of the Ring* are the actions and interactions of individual Characters. Each Player controls several Characters, which are represented in the game both by die-cut pieces (*counters*), which are deployed on the game-map, and by Character Cards, which are retained by the Player controlling the particular Character.

The counters are used to mark the geographical location and to indicate any movement of the Character in Middle Earth; the Character Cards summarize the attributes of each Character and are used in the resolution of Individual Combat, Capture and Escape attempts, and utilization of the Ring.

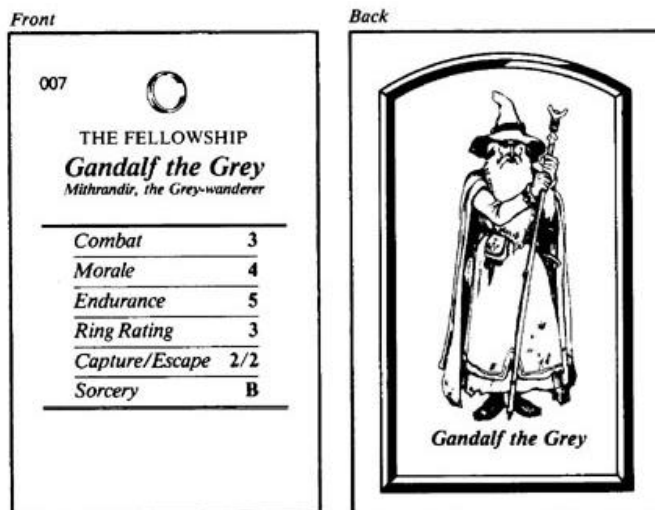
Following a brief description of the counters and cards and an explanation of the working of the Endurance Level Chart is a series of descriptions of the Characters appearing in the Character Game, as well as a list and/or explanation of any special rules pertaining to each Character. Also mentioned are any additional rules pertaining to each Character which are used in the Campaign game.

E.1 THE COUNTERS



Each counter that represents a Character has printed on it the name of that person as well as two numerical values. The first of these values is the Character's *Morale Value*. Generally speaking, the higher the Morale Value, the better a Character will fare in combat. The second number on the Character counters is each Character's *Movement Point Allowance*. Basically, this indicates how far the Player controlling the Character can move him or her on the game-map during any one Game-Turn,

E.2 THE CHARACTER CARDS



Twenty-eight Character Cards are used in the Character Game, of which ten are controlled by the Fellowship Player, seventeen by the Dark Power Player, and one is variably controlled by either Player (see Section C, Setting up the Character Game).

Printed on each Character Card are ratings for up to six attributes:

- 1. Combat Value** is a rating of the Character's fighting ability, which is used to resolve Individual Combat (see Section 6), along with the Morale Value and Endurance Level.
- 2. Morale Value** is a generalized rating of the Character's fortune and leadership capacity. A Character whose Morale Value is *not* enclosed in parentheses (*e.g.*, Aragorn) is considered to be a Leader, and can affect Citadel Reduction (see K.2) and - if the Campaign Game is played - Army Combat (see Section S.6).
- 3. Endurance Level** is a measure of a Character's ability to withstand pressure, both physical (wounds) and psychological. Characters who participate in Individual Combat, or who wear the Ring, may suffer adverse effects which cumulatively lower their Endurance Levels.
- Players must keep track of such effects. An Endurance Chart listing all the Characters in the game can be found on the Chart Sheet (see E.3, Using The Endurance Chart).
- 4. Ring Rating** is an evaluation of a Character's potential ability to perform the onerous task of Ringbearer, as measured by that Character's capacity to remove the Ring at will once it has been put on. (Note: it is possible for a Character to "bear" the Ring without *wearing* it. See Section M, The Ring.)

The Ring Rating for each Character is a number, either 5, 4, 3, or 0 (zero). The number is the highest die roll that the Player controlling that Character can roll during the Ring Phase and still remove the Ring, if he is wearing it. See Section M for an explanation of the advantages and disadvantages of wearing the Ring.

For example: if Frodo, with a Ring Rating of 5, were wearing the Ring, and the Fellowship Player rolled any number between 1 and 5 in an attempt remove the Ring during the Ring Phase, Frodo could take off the Ring. If the Player rolled a 6, the Ring would remain on Frodo's finger.

5. Capture/Escape Range is a measure of how easily Captured and held prisoner a particular Character is. The Capture/Escape Range consists of two numbers separated by a slash. The first number delineates the Capture Range, and the second number the Escape Range. A Character with a “2” before the slash has a Capture Range of 1-2.

An attempt to capture that Character would succeed on a die roll of “1” or “2,” and fail on a roll of “3,” “4,” “5,” or “6.” Similarly, a Character with a “4” after the slash has an Escape Range of 4-6, and would need a roll of “4,” “5,” or “6” to escape if captured.

6. Sorcery Rating is an evaluation of a Character’s ability to utilize magic as a weapon. The Sorcery Rating is a letter - A, B, C, or D.

Note: a Character without a Sorcery Rating cannot use Sorcery.

E.3 USING THE ENDURANCE CHART

The Endurance Level Chart

Each Character who is represented in *War of the Ring* is listed by name on the Endurance Level Chart. After each name is printed a number of boxes equal to the Character’s *Endurance Level*.

Aragorn □ □ □ □ □ □

Characters may incur *wounds* as a result of participating in Individual Combat. (see Section G, Individual Combat Between Characters). For every such *wound* incurred, one box on the Endurance Level Chart is marked off.

Aragorn ✕ ✕ □ □ □ □

In the above example, Aragorn has received two *wounds*. Players should note that wounds reduce a Character’s ability to participate in Individual Combat (see Section C, Individual Combat).

Death

Whenever all of a Character’s boxes on the Endurance Level Chart are marked for wounds, that Character is considered to have been killed, and is removed from the game.

Ring-Fatigue

A Character may also suffer *Ring-Fatigue*, if he *wears* (not just carries) the Ring. At the beginning of any Ring Phase in which a Character is wearing the Ring, one box on the Endurance Level Chart is marked off with a Ring symbol as follows:

Aragorn ◼ □ □ □ □ □

In the above example, Aragorn has worn the Ring in one Ring Phase. Whenever *all* of a Character’s boxes on the Endurance Level Chart are marked with Ring symbols, that Character becomes a *Semi-Ringwraith* (see Section M, The Ring).

Note

The number of *wounds* a Character has incurred never affects his ability to wear the Ring, and conversely, the number of boxes that are marked off for Ring-fatigue never affects a Character’s ability to participate in combat.

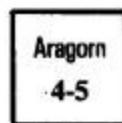
Aragorn ✕ ✕ ◼ □ □ □

In the above example, Aragorn has two wounds, which reduce his Combat Differential for any Individual Combat in which he is involved by two (see Section G). He has worn the Ring during *three* different Ring Phases, and if he wears the Ring three more times, he will become a Semi-Ringwraith. He could safely wear it twice more. If Aragorn were to wear the Ring during another Ring Phase:

Aragorn ✕ ✕ ◼ ◼ □ □

he would reduce the number of times he could safely wear it to one. His Combat Differential, which is used for the Resolution of Individual Combat, would remain unchanged (still reduced by two due to the wounds).

E.4 ARAGORN II



The heir of Isildur, Aragorn is the sole surviving member of the House of Elendil, a decimated and submerged royal lineage which can be traced back further than three millennia. After decades of a harried underground existence, he has openly announced his identity and his claim to the throne of the Southern Kingdom (Gondor).

His aspiration to reclaim the Throne, which has been in the hands of a ruling line of Stewards for nearly 1,000 years, is inextricably tied to the ultimate fate of Sauron, for the very existence of independent Kings and Kingdoms is anathema to the Dark Lord.

Campaign Game Special Rules

Aragorn can Challenge Sauron (see R.16), can lead Armies (S.6), can enable the Fellowship Player to utilize the Dead Men of Dunharrow (R.10), and has the power of Healing (only if he is in a Citadel hex - see R.1).

E.5 BOROMIR



*Boromir is the first-born son of Denethor II, ruling Steward of Gondor. He is, therefore, somewhat ambivalent vis a vis Aragorn's sudden appearance, which the latter has orchestrated at the Council of Elrond, just as play of **War of the Ring** begins. Aragorn's presence bodes ill both for Sauron, who threatens Gondor, and for the prospects of Boromir's own presumed ascension to the Stewardship if Gondor survives.*

SPECIAL RULES

Seizing the Ring

Boromir is basically controlled by the Fellowship Player, however, Boromir can be made to attempt to seize the Ring at the behest of the Dark Power Player. This can be done in any Game-Turn during which the counter representing Boromir is in the same hex on the game-map as the counter representing the Ringbearer, providing the Dark Power Player plays the appropriate Event Card.

The play of that Event Card (#75, "Boromir Attempts to Seize the Ring") allows Boromir to initiate Individual Combat with the Ringbearer, regardless of the presence of any other counters in that hex. (Players should note that Boromir is incapable of forcing combat with a Ringbearer who is *wearing* the Ring.)

If Boromir is successful in killing the Ringbearer, he gains control of the Ring. He must be moved by the Fellowship Player directly to Minas Tirith, utilizing the shortest possible path (as agreed by the Players) during the Fellowship Player's immediately subsequent Movement Phase(s) with the exception that if Minas Tirith has been captured by the Dark Power Player, the Fellowship Player is free to move Boromir anywhere he chooses.

In any event, if faced with Individual Combat while in possession of the Ring, Boromir will put on the Ring and avoid combat if possible, or fight to the death if not. If Boromir succeeds in reaching Minas Tirith, he will put the Ring on (if he hasn't already), and may not be moved again by the Fellowship Player.

He will then become a Semi-Ringwraith in the normal manner (see Section E.3), and can then be moved by the Dark Power Player (see Section M, The Ring). Effectively speaking, only Gandalf, Saruman, Gollum, or a Nazgûl can remove the Ring from Boromir, and only by killing him.

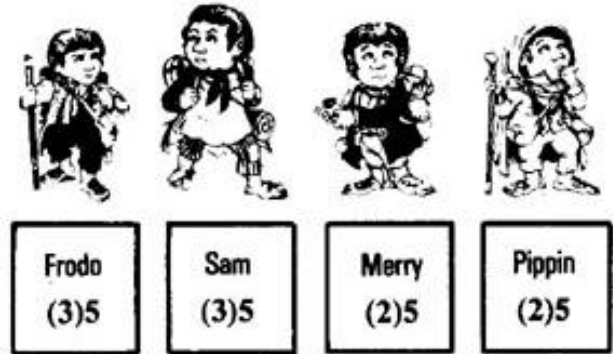
If Boromir *fails* in his original attempt to kill the Ringbearer and survives, he reverts to the complete control of the Fellowship Player. There is no limit to the number of times that the Dark Power Player can play the "Boromir Attempts to Seize the Ring" Event Card, other than the durability of Boromir, his proximity to the Ringbearer, and the number of times the Dark Power

Player plays the card. Boromir can also affect Citadel Reduction (see Section K.2).

Campaign Game Special Rules

Boromir can lead Armies (see S.6).

E.6 THE HOBBITS



Frodo, Samwise, Menadoc & Peregrin

Hobbits are "hafflings," closest of all the Free Peoples to men in outlook and perspective. By nature self-occupied and comitantly respectful of the independence of others, they are the most able to bear up to the task of "bearing" the Ruling Ring without being tempted to make use of its evil powers of coercion. Frodo is the Ringbearer at the start of the Game.

E.7 GANDALF



Gandalf is a wizard and, as such, one of the five members of the White Council. Over the course of the preceding decades, Gandalf has realized that his life purpose of opposing the will of Sauron is almost totally dependent on the fate of the recently rediscovered Ruling Ring. The struggle over the Ring becomes for him, earlier and more totally than for any other person in the West - save the Ring-bearer - the focal point of his entire existence.

SPECIAL RULES

Claiming the Ring

Gandalf can attempt to seize the Ring at the behest of the Fellowship Player. This can be done in any Fellowship Player-Turn during which the counter representing Gandalf is in the same hex as the counter representing the Ringbearer. Gandalf can initiate Individual Combat with the Ringbearer whether or not the Ringbearer is wearing the Ring, and regardless of the presence of other Characters or Armies in that hex.

However, Gandalf cannot seize the Ring from any Character controlled by the Fellowship Player other than Boromir or Gollum (see Section G.3, Seizing the Ring).

Resurrection



Gandalf can also be “resurrected” (once) if he is killed. At the beginning of the game, Gandalf is “the Grey.” If Gandalf the Grey is killed, roll one die and Gandalf “the White” appears that number of Game-Turns later. The counter representing Gandalf the White is placed on the game-map by the Fellowship Player during the Fellowship Player-Turn of the designated Game-Turn in either W3013 or W2812.

Gandalf can utilize Sorcery (see Section H, Sorcery) and use a Palantir (see Section L.4).

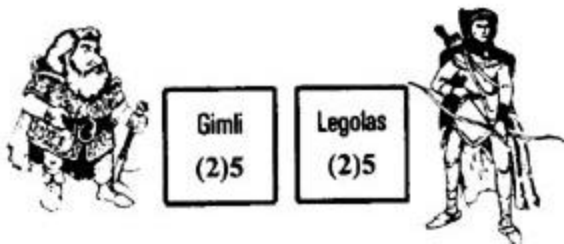
He can affect Citadel Reduction (see Section K.2).

If Gandalf becomes a Semi-Ringwraith (an unlikely eventuality), the game is over and the Dark Power Player has won (see Section M).

Campaign Game Special Rules

Gandalf can lead Armies and can utilize Sorcery to affect Army Combat.

E.8 GIMLI AND LEGOLAS



The struggle to destroy Sauron’s Ring is a joint struggle, and the cooperative character of the effort is symbolized by the presence of a Dwarf (Gimli) and an Elf (Legolas) in the Fellowship, as well as Hobbits and Humans and the Wizard, Gandalf. Gimli is of Durin’s line. His father, Gloin, was one of the members of the company which accompanied Frodo’s famous uncle, Bilbo Baggins, on the adventure described in The Hobbit, during which the Ring was originally recovered. Legolas father is Thranduïl, King of the Woodland Realm (who, incidentally, is represented in the Campaign Game). Both Gimli and Legolas were present at the Council of Elrond at Rivendell, and that is when they were chosen members of the Fellowship of the Ring.

E.9 GOLLUM



Gollum is one of a long line of individuals to have been corrupted by the power of the Ruling Ring. Unusually avaricious and unsociable for a Hobbit, he was immediately affected by the Ring when it was discovered on the bed of the river Anduin by a companion. Treacherously murdering his fellow Hobbit to gain its possession, Gollum withdrew from society and retreated with the Ring deep into the caverns under the Misty Mountains, where he survived by consuming raw fish and an occasional very sadly lost traveler. Over the course of hundreds of years, the Ring attained complete control of his being, even as it unnaturally lengthened his life. When he lost the Ring to Bilbo Bag-gins, who at the time happened to be very sadly lost (see The Hobbit for an account of that adventure), the loss devastated him. At length, driven by a desperate, all-consuming obsession to regain his “Preciousss” he left his dark refuge and re-entered the hated world of light and people. In all of the history of the Ring, there is no character so fascinating, so ambivalent, and so important as Gollum.

SPECIAL RULES

Shifting Loyalties

At the start of the game, no counter is used to mark Gollum’s position on the game-map. Instead, no matter who is in control of Gollum, he is considered always to be in the hex containing the counter represented by the Ringbearer, whomever and wherever that may be. The Fellowship Player holds Gollum’s Character Card at the start of the game and, nominally, controls him. However, the ambivalence and virulent self-interest of Gollum is reflected in the fact that it is uncertain who will control Gollum in any given Game-Turn. During the Ring Phase at the beginning of each Game-Turn, the Dark Power Player rolls the die and consults the *Control of Gollum Table* to determine which, if either, Player controls Gollum for the remainder of that Game-Turn.

Unless Gollum is the Ringbearer, he may never be involved in Individual Combat, as opposed to an attempt to seize the Ring.

Seizing the Ring

Gollum can be made to attempt to seize the Ring by either Player. This can be done in any Game-Turn during which Gollum is controlled by that Player and during which he plays the appropriate Event Card. Play of the “Gollum Attempts to Seize the Ring” Event Card (Card #76) allows Gollum to initiate Individual Combat to the death (only) with the Ringbearer, whether or not that Character is wearing the Ring, regardless of the presence of any other counters in that hex. See Section G.3, Seizing the Ring.

My Precious!

If Gollum succeeds in killing the Ring-bearer, he is considered to have seized the Ring, and the counter representing him is placed face-up on the game-map in the hex in which the Ringbearer was killed. Players no longer roll for control of Gollum in this case. Instead, he must be moved by the Dark Power Player directly to

hex W2910 (his lair in the Misty Mountains), utilizing the shortest possible route during the Dark Power Player's immediately subsequent Movement Phase(s). If faced with Individual Combat, Gollum will put on the Ring and avoid combat if possible, or fight to the death if necessary. Once he reaches his lair (hex 2910), he will don the Ring (if he hasn't already) and cannot be moved (until he becomes a Semi-Ringwraith, see Section M).

Guide

The Fellowship Player may, if he controls Gollum, use him to guide Characters into and out of Minas Morgul (E0729), without a Dark Power Search being allowed. Note that Minas Morgul is a Servant of Sauron hex: the Fellowship Player must draw a Servant of Sauron card if he moves a Character into that hex.

E.10 SARUMAN



Saruman had come to Middle Earth some two thousand years prior to the War of the Ring expressly to oppose the then waxing power of Sauron. The first among five wizards then comprising the White Council, Saruman, too, had gradually and imperceptibly been corrupted by the lure of the Ruling Ring, until his resolve to oppose the will of the Dark Lord was synonymous with his intention to supplant Sauron as the subjugator of all Middle Earth. Pretending publicly to maintain an alliance with the Free Peoples of the West, and in private communication with Sauron, whom he disingenuously agreed to aid, Saruman surreptitiously built a powerful Army of his own and plotted to obtain the Ring himself in order to oppose Sauron directly, and gain control of Middle Earth.

SPECIAL RULES

Control

Unless the three-Player version of the Campaign Game is being played (in which case Saruman and his forces are controlled by an independent Player), Saruman is controlled by the Dark Power Player.

Seizing the Ring

At the behest of the Dark Power Player, Saruman can attempt to seize the Ring. This can be done during any Dark Power Player-Turn during which the counter representing Saruman is in the same hex on the game-map as the counter representing the Ringbearer, if the Ringbearer has been spotted (see Section J, Search, Capture, and Escape. Saruman can initiate Individual Combat with the Ringbearer, whether or not the Ringbearer is wearing the Ring, and regardless of the

presence of other Characters (or - in the Campaign Game - Armies) in that hex. If Saruman kills the Ringbearer and gains control of the Ring, the Dark Power Player *must* move him directly to Isengard (W2421), utilizing the shortest possible path during the Dark Power Player's immediately subsequent Movement Phase(s). If faced with Individual Combat, Saruman will put on the Ring and avoid combat if possible, or fight to the death if necessary. Once he reaches Isengard, he will don the Ring (if he has not already done so), and may not be moved until he becomes a Semi-Ringwraith (see Section M, The Ring).

Magery

Saruman can also utilize Sorcery (see Section H, Sorcery), and also use a Palantir.

Campaign Game Special Rules

Saruman can lead Armies, and can use Sorcery to affect Army Combat.

E.11 SAURON

Sauron 's place in the history of Middle Earth is a long and unhappy one. Sauron was originally a subservient but potent ally of Morgoth, the fallen Valar whose First Age seizure of the Elven silmarils set off a war comparable in scope to the War of the Ring. The First Age ended with the defeat of Morgoth; but Sauron survived this debacle, and in the early centuries of the Second Age he was able to build himself a power base in Middle Earth. It was at this time that he tricked the Elves of Eregion into collaborating on the forging of the Rings of Power. Together, they caused sixteen Rings to be made, and these were distributed seven to the Dwarves and nine to Men. Then, leaving the Elves to forge three more Rings of Power for themselves, Sauron secretly began the making of the Ruling Ring.

*Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all,
One Ring to find them
One Ring to bring them all
And in the darkness bind them
In the Land of Mordor where the Shadows lie.
-THE LORD OF THE RINGS*

By donning the Ring and incanting these words, Sauron at one stroke gained absolute control over the Nine and the men who wore them (they eventually became Nazgûl), neutralized the Seven and the Dwarves who possessed them, and made it impossible for any Elf to use, any of the Three without Sauron being fully aware of his or her mind, and being able to use this awareness to undo anything accomplished (which is why the Elves refused to wear the three Elven Rings). With this act, Sauron effectively declared his intention to subjugate Middle Earth, and began a struggle that finally culminated in the War of the Ring.

By the time of the War of the Ring, nearly five millennia after the forging of the Ruling Ring, Sauron was without true physical form. Separated for 3,000 years from his Ring, which he had lost in the confrontation at Barad-dûr that ended the Second Age, his spirit nevertheless remained vengefully potent, and his control over

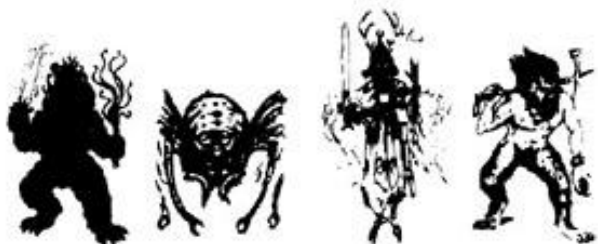
the Nazgûl firm. In order to triumph, however, he needed to regain the Ring, the literal existence of which had become the focus for his own non-corporeal existence. He sensed this, and realized, by the fact of his own continued existence, that even after all this time, the Ring still existed.

SPECIAL RULES

Incorporeal Form

In the game, Sauron is not represented by either a card or counter. The Dark Power Player is Sauron. His spirit is considered centered in Mordor, and if the Ring is brought to Barad-dûr by a Character under his control, the game ends in a Dark Power Player victory.

E.12 SERVANTS OF SAURON



The four Servants of Sauron include Balrog, Shelob, Barrow-wights, and a Giant Renegade Troll.

SPECIAL RULES

Servants of Darkness

There are six “Servants of Sauron” cards in the game. Four of these represent a variety of extremely anti-social beings who, while not necessarily acting directly at the behest of Sauron, nonetheless serve his ends. The other two cards represent mere rumors and fearful uncertainty.

Deployment

The Dark Power Player takes the six cards at the beginning of the game and thoroughly mixes them, and then places each of them face-down into one of the six Servants of Sauron boxes on the game-map at random. Each of these boxes corresponds to a hex on the game-map (see Section C.1 for an explanation of the hex-grid numbering system).

Whenever a Character or group of Characters controlled by the Fellowship Player is moved into a hex on the game-map corresponding to one of the Servants of Sauron boxes (each such hex is marked with an “Eye” symbol), the Fellowship Player must turn over the Servant of Sauron card in the appropriate box, and if it is “real,” Individual Combat is resolved *immediately* (see Section C, Individual Combat Between Characters). If the card is a “rumors” card, or if it is a “real” Servant of Sauron who is then killed in Individual Combat, the card is removed from the game-map, and the Fellowship Player may move Characters into that hex for the rest of the game. However, if a “real” Servant of Sauron survives Individual Combat, the card remains, face-up, in its box on the game-map, and if another Character is moved through that hex, will cause Individual Combat again.

Gollum

Note that Gollum may never be matched against a Servant of Sauron.

Campaign Game Special Rules

If the Fellowship Player moves an Army through any hex containing a Servant of Sauron Eye, he does not have to stop and conduct Individual Combat, even if he has Individual Characters along with the Army. In this case, the Servant of Sauron card would not be revealed.

E.13 NAZGÛL

There are nine Nazgûl in the game, including the Lord of the Nazgûl and Gothmog. The Nazgûl are Ringwraiths - enslaved undead spirits of the men to whom Sauron originally gave the Nine Rings of Power. They are the chief agents of Sauron, to whom they are absolutely beholden.

SPECIAL RULES

Ring Fatigue

Nazgûl cannot suffer Ring-Fatigue.

Weapon Immunity

Nazgûl can be killed only by Elven Swords or Sorcery, although they may incur wounds from any Individual Combat. But when a Nazgûl incurs a wound not caused by an Elven Sword or Sorcery, it is marked with a slash.

Nazgul #3 ☒ ☒ ☐ ☐

In the above example, the Nazgûl has incurred two wounds, each caused by something other than an Elven Sword or Sorcery. When a Nazgûl incurs a wound that is caused by an Elven Sword or Sorcery, it is marked:

Nazgul#3 ☒ ☐ ☐ ☐

It is possible for a Nazgûl to have both types of wounds at once. *E.g.*, a Nazgûl got into combat with one Character with an Elven Sword and killed that Character, suffering two wounds as a result. However, prior to that, the same Nazgûl was involved in a fight with a Character who did not have an Elven Sword and was incapable of using Sorcery and the Nazgûl had incurred a wound from that. Consequently, the Endurance Level Chart reads as follows:

Nazgul#3 ☒ ☒ ☒ ☐

Whenever a Nazgûl who has incurred one or more wounds *not* caused by Elven Swords or Sorcery is in Barad-dûr (hex E1128) or Dol Guldur (hex W3218) during any Ring Phase, *all* those wounds marked with slashes are erased from the Endurance Level Chart. Note that wounds caused by Elven Swords or Sorcery are never erased.

For example, if the Nazgûl in the example directly above were moved to Barad-dûr and remained there through a Ring Phase, the Endurance Level Chart would be adjusted to read as follows:

Nazgul#3 ☐ ☒ ☒ ☐

For a Nazgûl to be killed, *all* his boxes must be marked with X's. If all are marked, but one or more are marked with slashes (in-

dicating wounds not caused by Elven Swords or Sorcery), the Nazgûl is not considered dead, and is not removed from the game. (Note, however, that a Nazgûl with all boxes marked for wounds may not participate in Individual Combat - see Section G.1, Resolving Individual Combat.)

Shadow-Sight

The Ringbearer cannot avoid combat with Nazgûl by putting on the Ring.

Seizing the Ring

Should a Nazgûl succeed in killing the Ringbearer, and thereby gain control of the Ring, he gains no benefit from the Ring (see Section M, The Ring). No Nazgûl can ever wear the Ring. However, if a Nazgûl succeeds in bringing the Ring to Barad-dûr, the Dark Power Player automatically wins the game (see Section O, How to Win the Game).

Movement

Within certain restrictions explained in Section F.4, the Dark Power Player can move a Nazgûl from any hex to any other hex during the Dark Power Player-Turn. Nazgûl can search the hex they occupy (see Section J).

Sorcery

Nazgûl can utilize Sorcery (see Section H).

Dark Beasts

Nazgûl may retreat *before* Individual Combat (*i.e.*, they may refuse combat with any Character simply by flying back to any Dark Power Citadel). However, once combat is joined, they may not retreat.

E.14 LORD OF THE NAZGÛL



The most powerful Nazgûl of the Nine, the Lord of the Nazgûl was a Sorcerer in his own right, a renegade from Númenor who came to Middle Earth late in the Second Age and became prominent and powerful as an independent ally of Sauron. It was to this Sorcerer-ally that Sauron treacherously gave the greatest of the Nine Rings of Power, thus forever enslaving the Númenórean to his every whim - until the one or the other of them was killed. The Lord of the Nazgûl labored long and potently in the service of the Dark Lord, destroying the northern kingdom which Aragorn would have inherited had it lasted.

SPECIAL RULES

Nazgûl

The Lord of the Nazgûl, like the other Nazgûl (see Section E.13), has unlimited movement, can execute Individual Combat against a Character wearing the Ring, perform searches, can be killed only by an Elven Sword or Sorcery, and can himself utilize Sorcery.

Campaign Game Special Rules

The Lord of the Nazgûl can lead Armies.

E.15 GOTHMOG



Gothmog was the second most powerful Nazgûl. He became the chief Lieutenant of Minas Morgul (once Minas Ithil) after that city was wrested from Gondor by Sauron's minions following a two-year siege a millennium prior to the War of the Ring.

SPECIAL RULES

Nazgûl

As with the other Nazgûl (see Section E.13), Gothmog can search, can fight a Character wearing the Ring (in Individual Combat), has unlimited movement, can only be killed by an Elven Sword or Sorcery, and can himself utilize Sorcery.

Campaign Game Special Rules

Gothmog can lead Armies.

E.16 MOUTH OF SAURON



Another renegade Númenórean drawn to Sauron service, the Mouth of Sauron, acted as the Dark Lord's ambassador and spokesman. Like the Nazgûl, the Mouth of Sauron was an accomplished Sorcerer and Lieutenant of Barad-dûr.

SPECIAL RULES

Sorcery

The Mouth of Sauron can utilize Sorcery (see Section H).

Note

The Mouth of Sauron is *not* a Nazgûl (*i.e.*, he may be killed "normally").

Campaign Game Special Rules

The Mouth of Sauron can lead Armies.

[F] CHARACTER MOVEMENT

Movement

During his Player-Turn, each Player may move any of his Characters. How far a particular Character can be moved depends on that Character's *Movement Point Allowance* and/or the *Terrain Type* moved through. A Player may move only his own Characters - never his opponent's - and may move them only during his own Player-Turn.

In addition, the Dark Power Player may be restricted as to the number of Characters he can move by a limit on the number of available Shadow Points (see Section I, Shadow Points: Limitations on the Eye).

Mobilization (Section T) may restrict the movement of certain units in the Campaign Game.

F.1 THE GAME-MAP

The game-map depicts Middle Earth as of the last years of the Third Age. Included on the game-map is all terrain that in any way affects the play of *War of the Ring*. A hexagonal grid has been superimposed over the game-map to regulate the positioning and movement of the counters representing the Characters. Each Character in the game is at all times considered to be "in" some hex on the game-map. The counter representing that Character is, therefore, always positioned in that particular hex.

Terrain Effects

See the Terrain Key printed on the game-map for a complete illustration of the different terrain types. The effects of each type of terrain on Movement (and - in the Campaign Game - on Army Combat) are listed on the Terrain Effects Chart (see separate sheet of charts).

F.2 MOVING THE COUNTERS

During his Player-Turn, a Player may move all, some, or none of his Characters' counters, as he chooses (but see Section I, Shadow Points: Limitations on the Eye).

Each counter (or group of counters starting the Player-Turn in the same hex) is moved individually, from hex to adjacent hex in a continuous path. No skipping or jumping over hexes is allowed. Counters may be moved in any direction or combination of directions - the path of a Character's movement may be as straight or as crooked as the Player moving it desires.

Exception: see F.5, Nazgûl Movement.

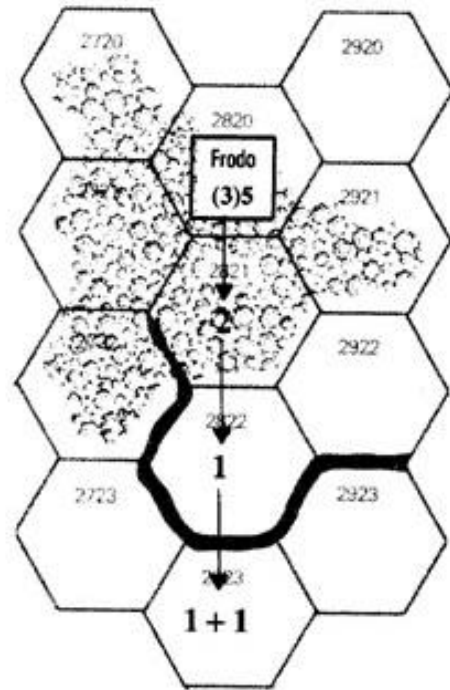
F.3 MOVEMENT RESTRICTIONS

Movement Point Allowance

Each Character in the game has a *Movement Point Allowance*. This is a number (printed on the Character's counter - see Section E.1) which is equal to the number of *clear terrain* hexes the Character may be moved into in any one Player-Turn. Clear terrain is a *Terrain Type* which "costs" one Movement Point per hex to enter. Other Terrain Types "cost" varying amounts of Movement Points per hex to enter. As a Character counter is moved from hex to hex, Movement Points are said to be "expended" according to the "cost" (in Movement

Points) of the Terrain Type of each hex. See the Terrain Effects Chart (printed on the separate sheet of charts), for a listing of these costs.

Example:



During his Player-Turn, the Fellowship Player moves Frodo from hex W2820 to hex W2823, expending a total of five Movement Points (which is the maximum number Frodo is able to expend in one Player-Turn). These are expended as follows: two to enter hex W2821 (a Forest hex), one to enter W2822 (a clear terrain hex), one to enter hex W2823 *plus* one to cross the River between hexes W2822 and W2823 (a River hexside).

A Character may be moved into any hex or hexes by the Player controlling that Character during his Player-Turn, so long as the total Movement Points expended *does not exceed* the Character's Movement Point Allowance. Note that the total Movement Points expended in each Game-Turn may be *less than or equal to* the Movement Point Allowance, but can never *exceed* it (however, see F.5, Movement of Nazgûl). In the example above, Frodo could have stopped in hex W2822 (expending only three Movement Points instead of five); once he was moved into W2823, however, he could not be moved any further that Player-Turn, as it required the expenditure of all five of Frodo's Movement Points to reach that hex.

Terrain Effects Chart

For a list of the Movement Point costs of all the various Terrain Types, refer to the Terrain Effects Chart. Note that some terrain is considered to be "in" a hex (*e.g.*, the Forest as in hex W2821), while other terrain is considered to be "along the side" of a hex (*e.g.*, the River in the example). The Terrain Effects Chart lists the Movement Point costs to "enter" or "cross" such terrain, respectively.

Impassable Terrain

Note that some Terrain Types are totally impassable, and that some Terrain Types and particular places limit movement of one Player's forces or the other's. See Section F.4, Terrain Effects.

Initiating Combat

Note also that in order to initiate combat, a Player must move his Characters into a hex containing Characters controlled by the other Player. See Sections C and S (Campaign Game only).

F.4 TERRAIN EFFECTS

Impassable Terrain

Mountain hexes and hexsides and Lake and Sea Hexes and hexsides are impassable. Players may not move their forces into or through such hexes (exception: see Section L.8, Elven Cloak and Elven Rope).

Nazgûl Movement Restrictions

The Dark Power Player may not move Nazgûl into any hex containing Characters controlled by the Fellowship Player unless one or more of them has been *spotted* (see Section J, Search, Capture, and Escape), unless that hex contains a Citadel.

Stacking Characters

Players should note that they are, under most circumstances, allowed to move into a hex occupied by a Character controlled by the other Player.

Special Terrain Notes

1. Towns and Citadels:

Dark Power Player-controlled Characters (except for Nazgûl) may not be moved into any hex containing a Town or Citadel that is controlled by the Fellowship Player. (At the start of the game, all Citadels and Towns are controlled by the Fellowship Player with the exception of Isengard, Dol Guldur, Umbar, and the Citadels in Mordor.

The Dark Power Player may gain control of other Citadels, however (see Section K, Citadel Reduction). Nazgûl may always be moved into a Citadel hex.

Campaign Game: Armies (with any accompanying Characters) may be moved into Citadels.

2. Rivendell and Lorien:

The Dark Power Player may not move any of his forces into Rivendell (W2912) or the Province of Lorien unless they are accompanied by an Army..

3. Paths of the Dead:

The Fellowship Player may not move any of his forces from Dunharrow (W2625), to W2626 unless Aragorn is among the forces so moved. No forces may ever be moved from W2626 to Dunharrow.

4. Misty Passes:

No Characters may be moved through the Misty Passes (hex W2912) unless a Player has played a "Misty Passes Open" Event Card during the current Game-Turn.

Campaign Game: Armies may never be moved through the Misty Passes.

5. Orodruin (Mt. Doom)

Campaign Game: No Armies may ever be moved to Orodruin (hex E0929) by either Player.

6. Morannon

Characters and Armies may only be moved from E0726 to E0826 and vice versa at the consent of the Dark Power Player.

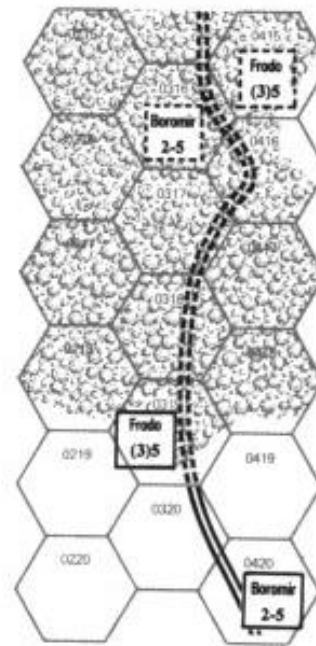
Exception: See Section N.10, Gate of Morannon.

7. Roads and Trails

Roads and Trails may be used by Characters and Armies in order to move faster and farther. A unit moved into a Road hex through a hexside crossed by a Road expends only a Movement Point; a unit moved through a hexside which a Trail runs through expends one Movement Point only, regardless of the other terrain in that hex.

If the *hexside* is not crossed by the Road (or Trail), then the full amount of Movement Points normally required for that terrain type must be expended.

Example:



F.5 NAZGÛL MOVEMENT

Flying Beasts

Nazgûl are mounted on flying beasts, and do not expend Movement Points when moved. To move a Nazgûl, the Dark Power Player must expend Shadow Points (see Section I, Shadow Points: Limitations on the Eye). Assuming he has the Shadow Points to expend and chooses to do so, the Dark Power Player may move any of his Nazgûl from any hex on the game-map to any other hex (excluding impassable terrain). He simply picks up the counter representing the Nazgûl and redeploys it on the chosen destination hex. See Section F.4, Terrain Effects, for limitations on the movement of Nazgûl.

F.6 MOVEMENT INTERRUPTIONS

Servants of Sauron and the Nazgûl

Whenever a Character is moved into a hex containing a Servant of Sauron symbol (an Eye), his movement may be *interrupted* while the Fellowship Player determines whether or not a Servant of Sauron is present and if so, while Individual Combat is resolved (see Section E.12).

Unless the Character is killed in a Duel with a Servant of Sauron, the Player may then complete his movement, up to his Movement Point Allowance. Similarly, whenever a Character is moved into a hex containing one or more Nazgûl, his movement is *interrupted* while the Dark Power Player conducts a *Search* (if he elects to do so, see Section J.2, Search Procedure During the Fellowship Player-Turn). After any searches and combats are completed the unit may complete its movement.

Campaign Game: If the Player moves a character or group of Characters into a hex containing only Armies that are not controlled by him, his movement is *interrupted* while the Dark Power Player conducts a *search*, exactly as if the hex were occupied by one or more Nazgûl.

[G] INDIVIDUAL COMBAT

Combat after Movement

Whenever Characters controlled by opposing Players are present in the same hex during a Player-Turn, at the option of either Player, Individual Combat may be initiated after all movement of Characters has been completed.

Exception: Fellowship Player Characters that have not been spotted via Search may not be engaged in Individual Combat unless the Fellowship Player initiates it; see Section J, Search Capture, and Escape).

Stopping the Fight

As long as one Player desires to have Individual Combat, the other must also have his Characters fight. Only if both Players wish not to fight is Individual Combat stopped.

Exception: The Ringbearer, who may terminate combat by donning the Ring and Nazgûl may retreat before combat (see Section E.13).

Combat Interrupts

There are two exceptions to the Combat after Movement rule:

1. Combat with Servants of Sauron
2. An Attempt to Seize the Ring.

The former occurs during movement and movement may continue after combat is resolved. The latter may occur at any time; see Section G.3.

G.1 RESOLVING INDIVIDUAL COMBAT Duels

Individual Combat always consists of one or more Duels between opposing sets of Characters. A Duel is fought in Rounds. Each Player adds the Combat Value and Morale Value of his Character together and then subtracts from that sum the number of wounds (if any) marked for that Character on the Endurance Level Chart (see Section E.3, Using The Endurance Level Chart).

The resulting totals for each Character are compared: each Player subtracts the total of the other Player's Character from his own Character's total to obtain a Combat Differential. Players should note that a Character's total can be zero.

Referring to the Individual Combat Results Table each Player rolls the die, and cross-references the result with the column corresponding to the Combat Differential. The Players record my resulting wounds on the Endurance Level Chart.

This completes one Round of Individual Combat. If both Players desire to stop the Duel is ended; if not, it continues until one or the other Character (or both) has all his boxes on the Endurance Level Chart marked for wounds (in which case, he is dead, unless he's a Nazgûl; see Section E.3).

Example:

During the Dark Power Player-Turn, Nazgûl Nr. 3 is moved into a hex containing Frodo, who has been *spotted* (see Section J, Search, Capture, and Escape) and can thus be attacked. After the Dark Power Player has finished

moving all other Characters, he decides to engage Frodo with the Nazgûl in a *Duel*. Neither Character has any wounds marked on the Endurance Level Chart.

The Dark Power Player totals the Nazgûl's Combat Value and Morale Value (subtracting nothing for wounds, as the Nazgûl has none): $3 + (2) - 0 = 5$.

The Fellowship Player totals Frodo's Combat Value and Morale Value (also subtracting zero for wounds): $1 + (3) - 0 = 4$.

These totals are subtracted from each other to determine the *Combat Differential* for each Character. For the Nazgûl, the Dark Power Player subtracts Frodo's total from Nazgûl Nr. 3's total ($5 - 4 = +1$); inversely, the Fellowship Player subtracts Nazgûl Nr. 3's total from Frodo's to determine the Hobbit's Combat Differential ($4 - 5 = -1$).

Each Player now rolls the die for an attack by his Character on the other's and consults the appropriate column on the Individual Combat Results Table, (printed on the separate Chart Sheet). Assume the Fellowship Player rolls a three for Frodo's attack and the Dark Power Player rolls a one for the Nazgûl's attack. A die roll of three on the -1 column (Frodo's attack) calls for a result of one *wound* for the defender (Nazgûl Nr. 3). A die roll of one on the 1 column (the Nazgûl's attack) calls for a result of *no effect* (i.e., no wounds for either Character). The Nazgûl's first box on the Endurance Level Chart is marked off (see Section E.2), completing one Round of the Duel.

The Fellowship Player now offers to cease the Duel, but the Dark Power Player insists on continuing. As both Players do not agree to end the Duel, a second Round is necessary.

Both Players *again* determine their Character's respective Combat Differentials (they must take account of any changes due to wounds). Each adds the Character's Combat Value to his Morale Value, subtracts the number of wounds, and compares the resulting total to the opposing Player's Character's total. For Frodo, Combat Value plus Morale Value *minus* wounds *equals* four ($1 + (3) - 0 = 4$). For the Nazgûl, Combat Value *plus* Morale Value *minus* wounds *equals* four, ($3 + (2) - 1 = 4$). Therefore, the Combat Differential for each Character is the same; zero ($4 - 4 = 0$).

Consulting the "0" column of the Individual Combat Results Table, the Fellowship Player rolls a five while the Dark Power Player rolls a two. The Fellowship Player's die roll for Frodo's attack calls for a result of one wound for the attacker (Frodo) and two for the defender (Nazgûl Nr. 3). The Dark Power Player's roll for the Nazgûl's attack results in one wound for the attacker. Thus, Frodo's first box on the Endurance Level Chart is marked, while both of the Nazgûl's remaining boxes are marked. As *all* of the Nazgûl's boxes on the Endurance Level Chart are now marked, the Duel is over (although, if the Dark Power Player has additional Characters in the same hex as Frodo, Individual Combat may continue, see Section 6.2). Note that as Frodo is not using an Elven Sword, the Nazgûl is not dead, even though he may no longer fight. See Section E.3.

G.2 MELEES

When More than Two Characters are Involved in Individual Combat

When one Player has a Character, and the second Player has more than one Character present in a hex, the second Player can select any one Character to oppose the first Player's Character.

When both Players have more than one Character present, the Player with fewer Characters chooses which of his Characters will fight first, and then the second Player selects which of his Characters will fight. If the number of opposing Characters is even, the Player whose Player-Turn is in progress chooses first.

Whenever a Character is killed, if the owning Player has another Character(s) present in the hex, he *must* continue the Individual Combat with that (his choice of) Character unless the opposing Player agrees to cease Individual Combat. Individual Combat continues, with further Duels as necessary until only Characters belonging to *one* Player remain in the hex, or both Players agree to halt it.

Note that a Player may only choose which of his *own* Characters in a hex will first participate in Individual Combat; he may *not* choose among his opponent's Characters; that is up to the other Player's preference. Exceptions: see Sections E.5, E.7, E.9, and E.10.

G.3 SEIZING THE RING

Conditions

An Attempt to Seize the Ring (see M.3 for details on how this occurs and who may do it) is a specialized form of Individual Combat, and Players should be careful to differentiate it from Individual Combat with the Ringbearer. In the latter instance, such Individual Combat with the Ringbearer takes place in the normal course of events (at the end of all Movement); furthermore, the Player whose Character is fighting the Ringbearer may have no idea that the Ringbearer is actually the Ringbearer! That combat is resolved normally, unless the Ringbearer chooses to put on the Ring (which would, for most opponents, end all combat as they couldn't then see the Ringbearer).

In contrast to standard Individual Combat, an Attempt to Seize the Ring always involves *two* Characters *only* in a fight to the death. The Character who is victorious gets the Ring, regardless of who else is in the hex, and unless it is the right time for standard Individual Combat, that winner - the new Ringbearer - may not be attacked again (unless it is another Attempt to Seize the Ring).

G.4 ORCS IN THE CHARACTER GAME



Orc bands that are transporting captives, etc., back to Mordor or any other place, may not be attacked by the Fellowship Player. Furthermore, they may not attack Fellowship Characters. They are used solely for Search, Capture and transporting captives.

Fellowship characters are free to enter hexes occupied by Orc bands; however they will be subject to Search and Capture if they do so.

[H] SORCERY

Background

Several Characters who took part in the *War of the Ring* were accomplished at Sorcery. Chief among these were the wizards, Gandalf (who also wore Narya, the Ring of Fire) and Saruman. Also powerful were the bearers of the other Elven Rings of Power, Galadriel (who possessed Nenya, the Ring of Waters) and Elrond (who wore Vilya, the Ring of Firmament).

Among the followers of Sauron, the most potent was the Lord of the Nazgûl, whose career as a Sorcerer predated his acquisition of the most powerful of the Nine Rings of Power. The other eight Nazgûl (including Gothmog) all had some aptitude as Sorcerers as well. Finally, the Mouth of Sauron, although he was not a Ringwraith, was a minor Sorcerer.

Using Sorcery

If a character who can employ Sorcery is present in a hex in which Individual Combat or Army Combat occurs, the Player controlling that Character can use Sorcery to affect the resolution of any Individual Combat involving that Character and/or any Army Combat in which that Character acts as a Leader (see Section S.6).

H.1 SORCERY AND INDIVIDUAL COMBAT

Whenever a Player has a Character with a Sorcery Rating involved in Individual Combat, he has the option of having that Character utilize Sorcery. The Player must decide whether or not Sorcery will be utilized prior to rolling the die for the combat resolution, and so inform the opposing Player.

Effects of Sorcery

Rather than referring to the Individual Combat Results Table to determine the effects of the Character's attack, the Player rolls one die and refers to the column of the Sorcery Table corresponding to that Character's Sorcery Rating. Cross referencing the die roll with the column, the Player finds a result which is the number of *wounds* applied to the opposing Player's Character. The opposing Player's Character's attack is resolved normally.

Sorcerous Duel

In the event that *both* Players elect to use Sorcery in the same Individual Combat, both Players roll the die and refer to the Sorcery Table, and compare the results obtained from the Table. The *difference* between the *lower* result and the *higher* result is the number of wounds inflicted on the Character belonging to the Player who obtained the *lower* result. The Character belonging to the Player who obtained the *higher* result is unscathed. If the results are *equal*, then *neither* Character is reduced any Endurance Levels.

H.2 SORCERY IN THE CAMPAIGN GAME

Army Combat

Players may have a Character with a Sorcery Rating utilize Sorcery when acting as a Leader in Army Combat (see Section S.6). Before the Attacking Player rolls the die, he *must* announce whether or not his Leader is using Sorcery. He then gives the Defending Player the opportunity to say if his Leader will do so. Any Player choosing to utilize Sorcery rolls the die and cross-references the die roll with the appropriate column. The resulting number is added to the Leader's Morale Value for this Combat resolution die roll (only). Note that only a Character who is acting as the Leader of an Army may utilize Sorcery to affect Army Combat.

[I] SHADOW POINTS

Limitations on the Eye

Sauron cannot attend to everything at once. There are the Nazgûl to direct, Saruman to watch, Denethor to debilitate, the Ringbearer to search for, the southern allies to keep in line, and his enemies to cope with. Thus the Eye - the Dark Power Player, despite nearly unlimited potential power, is limited in what can be accomplished at any one time.

Shadow Points

Each Game-Turn, the Dark Power Player receives a certain number of Shadow Points. Each time the Dark Power Player moves his forces or involves them in combat, Shadow Points are expended. The Dark Power Player can only perform actions for which there are Shadow Points available to be expended. Therefore, the actions that can be accomplished by the Dark Power Player in any one Game-Turn are limited by the number of Shadow Points that are available.

I.1 USING SHADOW POINTS

Most varieties of movement and combat by his forces require the Dark Power Player to expend Shadow Points. For example, to move one of the Nazgûl costs the Dark Power Player two Shadow Points (see Section 1.3, Schedule of Shadow Point Costs); if he has no Shadow Points to expend on such a movement, he could not carry it out.

The Shadow Points Table

Each Game-Turn, at the beginning of the Search Phase, the Dark Power Player secretly selects and records a Shadow Points Letter (A, B, C, D, E, or F) and then rolls the die and consults the Shadow Points Table. Cross-referencing the die roll with the Shadow Point letter selected yields the number of Shadow Points available. For example, if the Dark Power Player selected A, and rolled a 2, he would have ten Shadow Points available - a number that he keeps secret until the end of his Player-Turn.

Accumulating Shadow Points

The Dark Power Player does not have to expend all his Shadow Points during any given Game-Turn. However, unused Shadow Points cannot be accumulated; if any are not used by the end of the Game-Turn, they are lost and may not be used the following Game-Turn.

Tracking Shadow Points

The Dark Power Player must keep track of the number of Shadow Points expended as the Game-Turn progresses, and take care not to expend more than he has available. Printed on the game-map is a Shadow Points Track. Using the Shadow Points Marker, the Dark Power Player marks the number of Shadow Points which he expends, in effect keeping a running tally. Thus, if he were to move one of the Nazgûl, at a cost of two Shadow Points, he would move the marker from the “zero” box of the

Shadow Points Track to the “two” box, indicating that he has used two Shadow Points.

Revealing Shadow Points

During the Game-Turn Indication Phase, the Dark Power Player must reveal to the Fellowship Player the Shadow Point Letter which he secretly selected, in order to demonstrate that he has indeed not expended more Shadow Points than were available. If, inadvertently, the Dark Power Player uses more Shadow Points in a Game-Turn than he had available, he forfeits all Shadow Point allotments for the next turn (effectively the Dark Power Player receives 0 Shadow Points).

[J] SEARCH, CAPTURE, AND ESCAPE

Overview

Fellowship Player-controlled Characters cannot be attacked (see G) or captured until they are spotted. In order to *spot* a Fellowship Player-controlled Character, the Dark Power Player must conduct a successful *search* of the Province occupied by that Character.

Searching

During the Game-Turn, the Dark Power Player has two opportunities to *search*: during the Search Phase and during the Fellowship Player-Turn.

Also, during the Search Phase and during the Fellowship Player-Turn, spotted Characters may be *captured* by Dark Power Player controlled Orcs. During the Fellowship Player-Turn, captured Characters may attempt to *escape*.

Limitations on Searching

The Dark Power Player may not conduct *search* or attempt *capture* during his own Player-Turn. There is no Individual Combat allowed during the Search Phase (exceptions: see Sections E.5, E.9). The Fellowship Player may attempt *escape* only at the beginning of his Player-Turn (prior to any movement). Searches may not be conducted in Town or Citadel hexes.

Dark Power Characters

Note that the Dark Power Player-controlled Characters are *always* considered spotted; hence the Fellowship Player never conducts *searches*.

Campaign Game Note

Fellowship-controlled Characters that are in the same hex as a Fellowship-controlled Army are never considered to be *spotted* and can never be *captured*.

J.1 THE SEARCH PHASE

Immediately after the Dark Power Player has determined how many Shadow Points he will have for the current Game-Turn, he draws the card from *the bottom* of the Search Card deck and places it face-up on the top of the deck. Each Search Card lists a force of either three Nazgûl or a certain-sized group of Orcs, as well as several Provinces. If one or more of the listed Provinces contain Fellowship Player-controlled Characters who have not been spotted, then the Dark Power Player may (by expending the requisite number of Shadow Points) use the Nazgûl or Orcs to *search* for the Characters.

Search.

For any hex in a Province listed on the Search Card containing one or more Characters who are not spotted, the Dark Power Player may expend sufficient Shadow Points to move the listed force to that hex and roll the die and consult the Search Table to determine if he has *spotted* the Character(s). If more than one hex in a Province (or in more than one Province) listed on the

Search Card contain Characters who are not spotted, the Dark Power Player may split the listed force in any manner he sees fit.

Splitting Nazgûl is not more expensive, as in the Character Game each Nazgûl moved costs two Shadow Points anyway.

Spotting

The counter of any Character who is *spotted* - excepting any Hobbit - is immediately turned face-up and his identity revealed. The identity of any Hobbit spotted is *not* revealed; merely the fact that he is a Hobbit. (Note that as the counters of both spotted and unspotted Hobbits remain facedown, the Fellowship Player must keep track of which Hobbits are spotted at any point in the game).

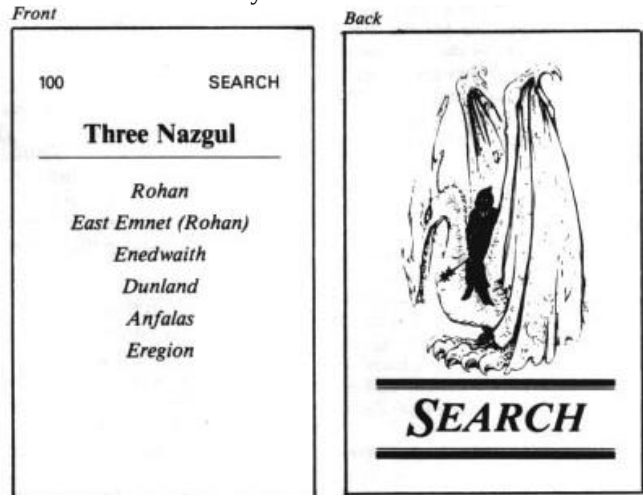
Placement of Orcs and/or Nazgûl

If the Dark Power Player succeeds in *spotting* one or more Characters in a hex, he may place the searching force of three (fewer if split) Nazgûl or listed number of Orcs (see Section J.3) in that hex. Or, if previously-spotted Characters are present in any hex in a listed Province, the designated number of Orcs (see J.3) or Nazgûl may be placed in that hex (at the appropriate cost in Shadow Points).

Note that if a search attempt *fails* to spot any Characters, then no Orcs or Nazgûl may be placed on the game-map, despite the expenditure of Shadow Points (the Orcs or Nazgûl are assumed to have moved through the Province and returned home having seen nothing).

Example:

The Dark Power Player draws this Search Card:



There are three unspotted Fellowship Player-controlled Characters in hex W2724 (Rohan). The Dark Power Player decides to attempt to *search* for them. He indicates the expenditure of six Shadow Points on the Shadow Points Track (two for each Nazgûl, see Shadow Point Cost table), and rolls the die, obtaining a 3.

Consulting the Search Table (J.7) it is seen that he has failed to *spot* the Characters. Therefore, he may place no Nazgûl in hex W2724, and if he has no further search attempts to resolve, the Search Phase is over.

If a 2 had been rolled instead, then the Dark Power Player's search would succeed in *spotting* the Characters. The Fellowship Player turns two of the three counters face up, to reveal Gimli and Legolas, and informs the Dark Power Player that the third Character is a Hobbit. The Dark Power Player places three Nazgûl selected from anywhere on the map in hex W2724. Unless the Dark Power Player has more search attempts to resolve, the Search Phase is over. Remember that Nazgûl cannot attempt capture.

J.2 THE FELLOWSHIPS PHASE

Searching During the Fellowships Turn

During the Fellowship Player-Turn, the Dark Power Player may search any hex containing Nazgûl or Orcs *entered* by unspotted Fellowship Characters (a hex in which unspotted Characters *begin* the Turn may not be searched unless the Fellowship Character are not moved from the hex or other Fellowship Characters enter it). It costs no Shadow Points to *Search* during the Fellowship Player-Turn. During the Turn, any non-Nazgûl Dark Power Character equals one Search Point.

J.3 DEPLOYMENT OF ORCS

If the Dark Power Player succeeds in spotting Fellowship Characters during the Search Phase (see Section J.1), he may have the option of deploying *Orcs* on the game map. Examine the counters depicting Orcs.

Each counter represents a certain number of *Strength Points* of Orcs. If the Dark Power Player has the option to deploy counters representing Orcs on the game-map, he merely selects the appropriate number of Strength Points of Hand-Orcs or Eye-Orcs from among the counters not in play and places them on the game-map. Each Search Card lists the number of Strength Points of Orcs and the type to be deployed. Note that the listed number of Orcs may be split between two (or more) hexes; see Section J.1.

Note that Uruk-hai are considered to be Orcs for *all* game purposes, including search.

J.4 CAPTURE

Conditions

During any Search Phase or Fellowship Player-Turn, Fellowship-controlled Characters may be captured by the Dark Power Player. They may be captured only if they have been *spotted*, and only Orcs may capture Characters. Nazgûl may *not* capture Characters. To effect a capture, the Orcs must be in the same hex as the Character(s).

Resolution

In resolving an attempt to capture a Character, the Dark Power Player makes use of the Search Table and Capture Ratings of his intended victims. A Capture Rating of “3” means the Character has a Capture Range of 1-3. If the Dark Power Player has successfully Searched the hex, and the die result obtained enables him to try a Capture (see J.7), he then rolls the die again; if that result falls within the Capture Range of the spotted, intended victim; that Character is captured.

There may not be more than one capture attempt for a given Character in any hex that Character is moved to during a Player-Turn. If the Character *begins* the Player-Turn in a hex with Orcs and is moved out, there may not be any attempt to capture. If such a Character is not moved out of the hex, then there may be a capture attempt. If a Character is captured, place his counter under the capturing unit.

Going Home Empty Handed

If playing the Character Game any Orcs that do not “possess captives” are removed from the game-map game at the beginning of the Dark Power Player-Turn. Orcs are not removed in this manner when playing the Campaign Game.

Character Game Special Rules

Any Orcs that *do* possess captives may be moved along with their captives up to their printed Movement Point Allowance by the Dark Power Player - assuming he expends the required Shadow Points. (If he does not, he cannot move them that Game-Turn).

Control of Captives

Captive Characters may not be moved by the Fellowship Player, nor may they engage in or be engaged in Individual Combat so long as they remain captured.

Movement of Orcs

Eye Orcs are controlled by Sauron, and must attempt to bring any captives to Barad-dûr. Hand Orcs are controlled by Saruman, and attempt to transport any captives to Isengard.

Revealing Magic Items

If a Character is captured, the Dark Power Player must be informed as to any Magic Cards in the possession of the Character. However, if the Character subsequently escapes, he is assumed to successfully retain all magic items (see Section L.1, Possession of Magic Cards by Characters).

Hobbit Identity

The precise identity of any captured Hobbit is *not* revealed to the Dark Power Player (only that it is a Hobbit). The counter is never turned face-up.

J.5 ESCAPE

Slipping out of Bondage

At the beginning of the Fellowship Player-Turn, the Fellowship Player may have any captive Characters attempt to *Escape*. For each such Character, he rolls the die and consults the Character’s Escape Range (see Section E.2). If the die-roll result falls within the Escape Range, then the Character has succeeded in escaping and may be moved normally that Player-Turn. If not, the Character remains captured. See also Sections N.13 and N.20.

J.6 REMAINING SPOTTED

A character remains spotted if he stays in the Province in which he was spotted, unless he moves into a Citadel hex. A Character who *escapes* is considered to have been spotted in the Province in which he escaped (and therefore remains spotted until he leaves that Province or enters a hex containing a Citadel). When a spotted Character is moved out of the Province he was spotted in or into a hex containing a citadel, his counter is once again inverted.

Note that Dark Power Characters are *always* considered to be spotted, and are always deployed on the game-map with the face of the counter up.

[K] REDUCTION OF CITADELS

Character Game

Citadels

Certain hexes in the game contain Citadels - strongholds in which characters can stay in relative safety. Previous rules have discussed the effects of Citadels on movement, search and combat. In the Character Game, in which Orc Armies are not used for Military purposes, the Citadels may be reduced and captured only by Nazgûl, and only after Mordor has been “mobilized” (see Section K).

Citadel Reduction

Citadel Reduction is undertaken during the Dark Power Player-Turn; it is resolved *after* all other movement and combat. There are three Citadels controlled by the Fellowship Player that must be reduced and captured for the Dark Power Player to attain a Military Victory. See Section O

K.1 MOBILIZATION OF MORDOR

Conditions

Mordor is considered to be *mobilized* immediately after any Hobbit is *spotted* (see Section J, Search, Capture, and Escape), or on Game-Turn Seven (5-11 February), whichever comes first. Until Mordor is mobilized, the Dark Power Player is prohibited from moving any Nazgûl into Citadel hexes controlled by the Fellowship Player (see Section F.4).

K.2 RESOLVING CITADEL REDUCTIONS

Shadow Point Cost

The Dark Power Player must have *at least* four Nazgûl present in a Citadel hex to attempt Citadel Reduction. Citadel Reduction attempts are resolved during the Dark Power Player-Turn, after all movement has been completed (if any) and after all Individual Combat (if any) has been resolved. To attempt Citadel Reduction, the Dark Power Player must expend *one Shadow Point for each Nazgûl present in the hex*. (Note that this cost is for Nazgûl that are present in the hex - *i.e.*, it is additional to the Shadow Point cost of moving the Nazgûl to that hex).

Resolution

After these Shadow Points are expended (and the Shadow Points marker adjusted accordingly), the Dark Power Player may resolve any Citadel Reduction attempt(s) using the following procedure:

1. The Dark Power Player subtracts 3 from the total number of Nazgûl in the Citadel hex. This is the *Citadel Reduction Total*.
2. The Dark Power Player rolls the die. If the result of the die roll is *less than or equal to* the Citadel Reduction Total, the Citadel is considered to have been *reduced*, and is controlled by the Dark Power Player for the remainder of the game.

Fellowship Intervention

The Fellowship Player may affect the Citadel Reduction Total of a hex if he has Aragorn, Boromir, and/or Gandalf present in that hex. For each of these Characters present, the Citadel Reduction Total is reduced by 1.

For example, assume Boromir and six Nazgûl are present at Minas Tirith (hex E0428) at the beginning of the Dark Power Player-Turn. After all movement and Individual Combat is resolved, the Dark Power Player determines to attempt Citadel Reduction of Minas Tirith. (Note that as Minas Tirith is Friendly to the Fellowship Player, the Nazgûl cannot engage Boromir in Individual Combat unless the Fellowship Player initiates it, as Boromir is not spotted; see J.6). The Dark Power Player expends six Shadow Points and rolls the die. The Citadel Reduction Total is 2 - six Nazgûl minus *three* minus *one* for Boromir *equals* 2. On a die roll of 3, Minas Tirith is not reduced and remains Friendly to the Fellowship Player. On a die roll of 2, the Dark Power Player would capture the Citadel.

K.3 EFFECTS OF CITADEL REDUCTION

Sieze Control

If the Dark Power Player succeeds in capturing a Citadel, that Citadel is controlled by him for the remainder of the game. Any Fellowship-controlled Character(s) in a Citadel hex successfully reduced by the Dark Power Player may be engaged *immediately* in Individual Combat by the Nazgûl in that hex or placed in any adjacent hex at the discretion of the Dark Power Player. He is considered spotted. But also see Section N.13, Eagles! (Remember that this rule is in effect only for the Character Game; in the Campaign Game, Section S.4 applies).

[L] MAGIC CARDS



Number of Cards

There are 14 Magic Cards in the game, each of which is designated by the Elven transliteration of the word “magic” on the back. Each Magic Card represents some item or artifact with special properties. A Magic Card may be “possessed” by a particular Character, and that Character’s abilities may be augmented because of it. Under certain circumstances, Magic Cards may be exchanged between Characters.

Note that there is a Rules Section detailing specific rules for Magic Card #43 - Section M, The Ring.

L.1 EQUIPPING CHARACTERS

Fellowship Only

Only Characters controlled by the Fellowship Player (excluding Gollum) can “possess” Magic Cards (exception, see Section M, The Ring). Whenever a Character is “in possession” of a Magic Card, the Fellowship Player places that card under the card representing that particular Character. For example, at the start of the Character Game (see Section C.3, How to Set-up the Cards), Card #43 (the Ring) is placed under Card #3 (Frodo).

Magic Item Limit

No Character may possess more than three Magic Cards at once.

Losing Items

If a Character in possession of a Magic Card is killed in combat, the Magic Card is removed from the game and the item it represents is considered lost, *unless* another Fellowship Player-controlled Character is present in that hex (exception: see Section M, The Ring). In that case, the other Fellowship Player-controlled Character may “retrieve” the item and gain possession of the Card.

However, a Character may only “retrieve” a Magic Card after *all* Individual Combat in that hex has been completed. If the second Character already has three Magic Cards, he may only retrieve a fourth by surrendering one he already has, which is then removed from the game. Alternately, the Character may transfer any extra items to another Character in the same hex (see Section L.3, Transferring Items).

Revealing Magic Cards

Unless the Fellowship Player chooses to reveal ownership of a Magic Card (either by playing a particular Event Card or by demonstrating an advantage in Combat), he never has to reveal which Magic Cards (if any) are possessed by a particular Character, or even which ones any of his Characters possess. Of course, the Dark Power Player does know that Frodo has the Ring at the start of the game.

Captured Characters

A Character who is captured does not lose any Magic Cards possessed, although the Dark Power Player must be informed *what* Magic Cards (if any) any Character who is captured possesses (excepting the Ring). However, if the Character succeeds in escaping (see Section J.5, Escape), he is assumed to escape with any Magic items intact.

Exception, see Section L.11.

L.2 ACQUIRING MAGIC CARDS

Magic Card Boxes

At the start of the game, all of the Magic Cards except the Ring are placed in Magic Card boxes on the game-map according to the list in Section C.3. Each box corresponds to a hex on the game-map.

Distributing Magic Items

Whenever the Fellowship Player has one or more Characters in a hex corresponding to one of the Magic Card boxes, he may take and distribute any Magic Cards (excepting the three Palantiri: see below). Note that during his very first Player-Turn, the Fellowship Player can take the four Magic Cards from the Magic Card box corresponding to Rivendell (W2812) and distribute the cards among his Characters before he moves his Characters out of that hex.

Returning Magic Cards

Once taken from a Magic Card box, a Magic Card may not be returned to that or any other Magic Card box. Once all Magic Cards have been taken from a box, no more can be obtained by a Character in that hex. A Character need not take a Magic Card he is incapable of using (*e.g.*, Hobbits cannot use Shadowfax). In such a case, a card may be left where it is for later use.

Character Game Special Rules

In the Character Game, a Fellowship Player-controlled Character in hex E1428 may acquire the Palantir of Minas Tirith (Card #44) simply by moving to hex E0428. No Fellowship Player-controlled Character may ever get either of the other two Palantiri..

Campaign Game Special Rules

In the Campaign Game, a Fellowship Player-controlled Character in hex E0428 may acquire the Palantir of Minas Tirith if, and only if, Denethor has been killed. The Palantir of Orthanc (Card #45) may be acquired by a Character in hex W2421 if Isengard has been captured. The Palantir of Minas Ithil (Card #46) may never be acquired by a Fellowship Player-controlled Character.

If Barad-dûr (E1128) is captured, the Palantir is considered destroyed, and the Card in the corresponding Magic Card box is removed from the game.

L.3 TRANSFERRING ITEMS

If the Fellowship Player has two or more Characters in the same hex, he may have them exchange Magic Cards. He may do this freely and without any other limitation at any point during the Game-Turn, *except* whenever one of his Characters is involved in Individual Combat (*i.e.*, the die has been rolled at least once). The Fellowship Player simply moves the Magic Card(s) in question from under one Character Card to another.

The Ring may not be so exchanged - see Section M.

L.4 THE PALANTIRI

Background

The Palantiri were ancient "seeing stones," rendered useless prior to the War of the Rings by Elven craftsmen. They were globes of crystal which, when peered into, could transport the perceptions of the user to any time or space desired. Originally seven in number, only three remained useful at the time of the War of the Ring, and these were more or less under the influence of Sauron.

Location

The three Palantiri include the Palantir of Minas Tirith (Card #44), the Palantir of Orthanc (Card #45), and the Palantir of Minas Ithil (Card #46). At the start of the game, they are each placed in a Magic Card box on the game-map.

Acquiring the Palantiri

Fellowship Player-controlled Characters may acquire a Palantir under circumstances detailed in Section L.2.

Character Game Special Rules

In the Character Game, there are two Event Cards which bear on the disposition of Palantiri:

1. "Wizard Employs a Palantir"
2. "Sauron Employs a Palantir."

Campaign Game Special Rules

In the Campaign Game, two additional Event Cards that require Palantiri are used:

1. Aragorn Uses a Palantir: Sauron Challenged
2. Denethor Peers in Palantir and Sees Doom

Peering into the Palantir

In addition to having the Palantiri activated by the above Event Cards there is an additional, special circumstance under which a Palantir may be used. Once and once only - any unspotted Fellowship Character in possession of a Palantir (it matters not which one) may peer into the Palantir. This has the following results:

- a) The opposing Player (in the Three Player game, the Player designated by Fellowship Player), if in possession of another Palantir, must reveal to the Fellowship Player at least half of the Event Cards he has in his hand. Thus, if the Player has three Event Cards, he must reveal two of them; if he has two or one, he reveals only one. These cards are not discarded; they are simply revealed.

- b) The Fellowship Player must reveal to the opposing Player the name of the Character using the card, his location, and any Magic Cards possessed by that Character.
- c) If the opposing Player is the Dark Power Player then the Dark Power Player must use one Shadow Point, unless he has already used his maximum allotted for that Game-Turn.

L.5 THE ELVEN SWORDS

Background

The three Elven swords are "Sting" (Card #47), "Glamdring" (Card #48), and "Anduril" (Card #49). Sting was acquired from a cache of treasure gathered by Trolls by Frodo's cousin, Bilbo Baggins, on the latter's celebrated journey "There and Back Again" (see The Hobbit). The same cache also contained Glamdring.

Anduril was a new name for an ancient sword (see "Narsil") that had been broken at the siege of Barad-dûr late in the Second Age when Sauron defeated Elendil, Aragorn's ancestor, in hand-to-hand combat (although Sauron lost that decisive battle and his Ruling Ring was cut from his hand by the broken hilt of Narsil, thus setting the stage for the War of the Ring more than 3000 years later).

Capabilities

Each Elven sword augments the combat ability of any Character in possession of it. Any Character possessing one of the Elven swords has his (or her) Combat Value increased by one. For example, if Gandalf the White possessed Glamdring, his Combat Value would be three (instead of two) in any Individual Combat.

Alternatively, if Aragorn (only) possesses Anduril, his Morale Value (*not* his Combat Value) is increased by one. Players will note that this makes no difference, in effect, for Individual Combat, but in the Campaign Game, it increases Aragorn's potency as an Army Leader.

Multiple Swords

No Character may *ever* possess more than one Elven sword at any one time. Elven swords (and Sorcery) are the only means of killing Nazgûl (see Section E.13).

L.6 LEMBAS

Background

Lembas was a tasty and energizing travelers' cake prepared by Elves. It was formed in thick wafers and wrapped in mallorn-leaves, and it could remain fresh for weeks. One cake could sustain a traveler for a full day.

Capabilities

Lembas increases a Character's ability to move for one Game-Turn. All passable terrain can be moved through at a rate of one Movement Point expended per hex entered (see Section F, Movement of Characters).

Utilization

Lembas can be utilized by any Character (or group of Characters that are in the same hex at the start of the Game-Turn) who possess the Lembas Magic Card (#50) during any Fellowship Player-Turn (only). A group of Characters using Lembas may be split up (and each member still receives the Lembas movement benefit).

One Use

Lembas can be utilized only once per Game. In any Game-Turn one or more Characters utilize Lembas, the Card must be removed from play for the rest of the game.

L.7 MITHRIL MAIL

Background

Mithril was a mineral that combined the best qualities of silver and steel. It was as bright as the former, stronger than the latter, and lighter than either. It was also extremely rare. The small, finely wrought mail suit and helmet set that is represented by Magic Card #51 was found in the dragon Smaug's hoard of treasure (see The Hobbit).

Capabilities

The Mithril Mail suit allows any Hobbit possessing it to sustain attacks that would otherwise be fatal. Any Individual Combat result obtained against such a Hobbit is reduced in effectiveness. A result calling for one "wound" (see the Individual Combat Results Table) against the Hobbit is ignored; any result calling for more than one wound against or the death of the Hobbit causes only one wound to be inflicted.

L.8 ELVEN CLOAK AND ROPE

Background

These are Elven-wrought items of great craftsmanship. The Elven Cloak (Card #52) is made of a material which blends, chameleon-like, into the background, making the person wearing it very difficult to spot. The Elven Rope (Card #53) is an especially strong length of heavy cord.

The Elven Cloak

Any die roll made by the Dark Power Player to resolve an attempt to capture a Character in possession of the Elven Cloak is increased by "two" before it is matched against that Character's Capture Range (see Section J.4, Capture).

The Elven Rope

Any Character (or group of Characters) who start the Game-Turn in the same hex) who possesses the Elven Rope Magic Card can pass through any one hex on the game-map, impassable or not, at a cost of four Movement Points during a Fellowship Player-Turn (only). No Character can *end* movement in an impassable hex; he must be moved into and out of such a hex in the same Fellowship Player-Turn.

One Use Elven Rope

Elven Rope can be used only once per game. In any Fellowship Player-Turn that one or more Characters use Elven Rope, the card must be removed from play for the game's duration. Elven Rope may not be used for tunnels, passes, or gates.

L.9 GALADRIEL'S LIGHT

Background

Galadriel's Light (Card #54) was filled with an amber fluid, and could emit a powerful light.

Capabilities

Any Character (or group of Characters who start the Game-Turn in the same hex) who possess Galadriel's Light can be moved through any tunnel hexside at the cost of +1 Movement Point. If a Character in Individual Combat with Shelob (Card #39) possesses Galadriel's Light, one is added to that Character's Combat Value in that Individual Combat (only).

L.10 ATHELAS

Background

Athelas was an herb that grew in scattered areas of Middle Earth. It exhibited potent healing capacities, when properly used.

Capabilities

Any one Character in possession of the Athelas Magic Card (#55) can be "cured" of all wounds caused by Individual Combat (*i.e.*, have them erased from the Endurance Level Chart). Athelas can be used at any time during the Game-Turn *except* when the Character in possession of it is involved in Individual Combat. Athelas affects only wounds caused by Individual Combat; it has no effect on "Ring Fatigue" (see Section M).

One Use

Athelas can be used only once per game. In any Game-Turn that the Character possessing Athelas uses it to "cure" his wounds, the card must be removed from play for the remainder of the game.

L.11 SHADOWFAX

Background

Shadowfax was a silver-grey horse of Rohan who could run faster and longer than any other. The Rohirrim being a semi-nomadic people, with a high regard for horses, this put Shadowfax in a class all his own.

Capabilities

A Character in possession of the Shadowfax Magic Card (#56) can be moved up to eight Movement Points per Fellowship Player-Turn.

No Jockeys

A Hobbit cannot possess Shadowfax (*i.e.* ride him alone), but a Hobbit may be carried by Shadowfax in addition to the Character in possession of the horse.

Movement Restrictions

Shadowfax may never enter any impassable terrain (hex or hexside) or tunnel hex-side, nor may the horse be transported by Eagles. Should the Character in possession of the horse either pass through an impassable terrain or escape from captivity utilizing Eagles (see Section N.13), the Shadowfax Magic Card is removed from play for the remainder of the game.

[M] THE RING

Background

The “One” or “Ruling” Ring is the raison d’être for the entire war. Forged nearly 5,000 years before by Sauron, possession of the Ring lends a person of powerful presence a tremendous enhancement of his natural ability and inclination to impose his will upon others. Corrupting the best of intentions by granting the power to enforce them unconditionally upon others, the Ring gradually saps the bearer’s ability to discriminate means from ends until eventually, only one imperative is left to him - the need to dominate.

Conversely, the corruptive quality of the Ring totally overwhelms a person of lesser natural power, until he is no longer the master of his own fate. Although the Ring may be his to have, it is he who belongs to the Ring.

The Ring was lost to Sauron at the end of the Second Age, and now its disposition is crucial to the Dark Lord. In forging the Ruling Ring, Sauron actually imbued it with a great portion of his own potent life force

It is the continued existence of the Ring, even far away and in someone else’s possession, which now sustains the existence of his spirit and will, eons after the demise of his own physical form. Were he now to regain possession of the One Ring, reuniting substance with essence, his power would be beyond imagination, and his domination would be complete. On the other hand, were the Ring to be destroyed, the last potential material focal point for Sauron’s spirit would be gone, and he would at last scatter away into nothingness.

Winning the Game

At the start of the game, the Ring is possessed by a Fellowship Player-controlled Character. The Character can either wear the Ring (which has both advantages and disadvantages) or simply carry it. Should that Character (or any other Fellowship-controlled Character in possession of the Ring) be moved to Orodruin (hex E0929) and throw the Ring into the Crack of Doom, the Fellowship Player wins the game. On the other hand, should any Dark Power-controlled Character carry the Ring to Barad-dûr (hex E1128), the Dark Power Player wins the game.

M.1 THE RINGBEARER

Any Character in the game who has a Ring Rating may carry the Ring. A Character carrying the Ring is called “the Ringbearer.” A Ringbearer may *never* voluntarily surrender the Ring. The only way a different Character can become the Ringbearer is if the first Ringbearer is killed. At the start of the game, the Ringbearer is Frodo.

Selecting a New Ringbearer

Should Frodo (or any subsequent Ringbearer) be killed, the Fellowship Player may select a new Ringbearer after any Individual Combat has been resolved (exception: M.3, Seizing the Ring). He must then select from among the Characters present in the hex, and the selection must be made in accordance with the following priority list:

1. Any one of the nine Members of the Fellowship (as designated on the Character Cards)
2. Gollum
3. Any Character controlled by the Fellowship Player (Campaign Game only)
4. Saruman
5. Any Nazgûl or the Mouth of Sauron.

If No Character Is in the Hex

Should none of the Characters - listed be present in the hex, then the Ring is considered to be glimmering prominently in the mud, and the first Player to move a Character with a Ring Rating into that hex may have that Character become the Ringbearer.

Identifying the Ringbearer

The Player controlling the Ringbearer need not inform the other Player as to his or her identity except whenever the Ringbearer is involved in Individual Combat. Note, however, that when the Ring changes hands as the result of a successful Attempt to Seize the Ring, both Players will know that the new Ringbearer is the winner of the duel (see Section M.3).

M.2 WEARING THE RING

Any Ringbearer excepting the Nazgûl and the Mouth of Sauron can wear the Ring. Wearing the Ring lends the Ringbearer advantages in combat and ability to avoid capture. However, it has disadvantages as well, the chief of which is the danger of becoming a “Semi-Ringwraith.”

Putting on the Ring

The Ringbearer can put on the Ring at any time. This may occur at *any point* during a Game-Turn, without restriction or exception. The controlling Player simply declares that the Ring-bearer is now wearing the Ring.

Effects of Wearing the Ring

Wearing the Ring affects the Ringbearer as follows:

- a. Morale Value increased by two
- b. Can always decline Individual Combat with anyone except Gandalf, Saruman, Gollum, or any Nazgûl.
- c. Can *never* be spotted or captured by Orcs (or by any other Armies in the Campaign Game), or, if he puts the Ring on after being captured, automatically escapes.
- e. For each Ring Phase during which the Ringbearer is wearing the Ring at any point (even if he or she removes it during that Ring Phase) a circle is marked in one of that Character's boxes on the Endurance Level Chart. See Section M.4, Semi-Ringwraiths.

Removing the Ring

During the Ring Phase of a Game-Turn, the Fellowship Player may have the Ringbearer (if it is a Character under his control) who is wearing the Ring attempt to take it off, if the Ring-bearer's Ring Rating (see Section E.2, The Character Cards) is greater than zero.

The Fellowship Player rolls the die. If the resulting number is less than or equal to the Character's Ring Rating, then the Ring has successfully been removed. Note that prior to a roll to remove the Ring a circle is marked in one of the Character's boxes on the Endurance Level Chart. If that Character thereby becomes a Semi-Ringwraith, then no attempt to remove the Ring by the Fellowship Player is allowed (as the Character is now controlled by the Dark Power Player - see Section M.4).

M.3 SEIZING THE RING

Boromir, Gandalf, Gollum, and Saruman can Attempt to Seize the Ring. Each can force the Ringbearer to fight a Duel (see Section G.3, Seizing the Ring), and if victorious, becomes the Ringbearer.

Boromir

If in the same hex as the Ring-bearer, the play of Event Card #75 by the Dark Power Player enables Boromir to initiate Individual Combat with the Ring-bearer, regardless of the presence of any other Individual Character (or - in the Campaign Game - Armies) in the hex. Of course, Boromir cannot force Individual Combat with the Ringbearer if the latter is wearing or puts on the Ring (see M.2). See E.5, Boromir.

Gandalf

If in the same hex as the Ring-bearer at any point during the Fellowship Player-Turn, the Fellowship Player may have Gandalf initiate Individual Combat with the Ringbearer regardless of the presence of any other Character (or Armies), and whether or not the Ringbearer is wearing the Ring. See E.7, Gandalf.

Gollum

The Play of Event Card #76 by the Dark Power Player enables Gollum to initiate Individual Combat with the Ringbearer regardless of the presence of other Characters (or Armies) in that hex, and whether or not the Ringbearer is wearing the Ring. See E.9, Gollum.

Saruman

If in the same hex as the Ringbearer at any point during the Dark Power Player-Turn, if the Ringbearer has been *spotted*, the Dark Power Player may have Saruman initiate Individual Combat with the Ringbearer regardless of the presence of other Characters (or Armies) in the hex, and whether or not the Ringbearer is wearing the Ring. See E.10, Saruman.

When and Attempt May be Tried

Within the constraints noted above, the controlling Player may have a Character Attempt to Seize the Ring at anytime. Note that the Player not controlling the Ringbearer may not be aware of the identity of the Ring-bearer; he may have a Character Attempt to Seize the Ring anyway. If the hex the Character who makes the Attempt turns out not to contain the Ringbearer, nothing happens (except the Player may have wasted an Event Card); if the Ringbearer is present, then resolution of the attempt proceeds (see G.3).

If an Attempt Succeeds

If Boromir, Gandalf, Gollum, or Saruman succeeds in an Attempt to Seize the Ring, he immediately becomes the Ringbearer. Note this is the exception to M.1, Selecting a New Ringbearer.

M.4 SEMI-RINGWRAITHS

At the beginning of each Ring Phase, if the Ringbearer is *wearing* (not just carrying) the Ring, a circle is marked in one of that Character's boxes on the Endurance Level Chart (see E.3, Using the Endurance Level Chart). Should *all* the boxes on the Endurance Level Chart be marked with circles, that Character becomes a Semi-Ringwraith.

The Ringbearer

If the Ringbearer becomes a Semi-Ringwraith, he falls under the power of the Dark Lord. For the remainder of the game (as long as he remains alive), that Character is moved and controlled by the Dark Power Player.

Aragorn and Gandalf

If either Aragorn or Gandalf becomes a SemiRing-wraith, the game immediately ends in a Dark Power Player Victory. See O, How to Win the Game.

M.5 DESTRUCTION OF THE RING

Background

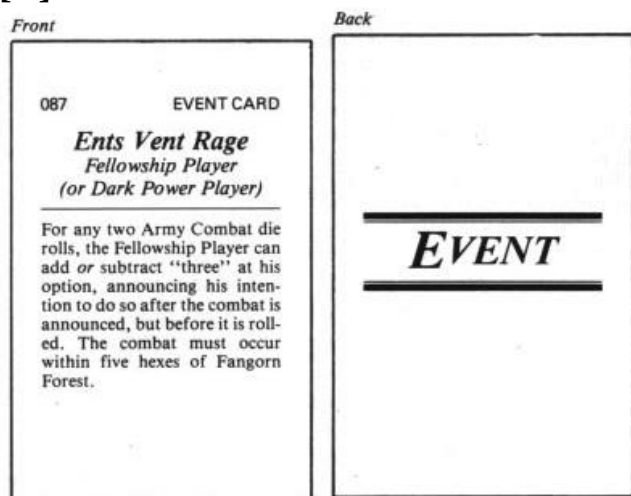
In all of Middle Earth, only the fiery volcano of Orodruin burned hotly enough to make the One Ring back in the Second Age, when Sauron forged it. Now, the fires of Mt. Doom constituted the only means to unmake the Ring - if someone could carry it there and cast it down into them.

The Crack of Doom

During the Ring Phase, if the Ringbearer is controlled by the Fellowship Player and is at Orodruin (in hex E0929), the Ring is considered *destroyed*.

Exception: a Character who is *wearing* the Ring cannot destroy it.

[N] EVENT CARDS



Event Cards represent various possible things that can happen which may affect the course of play. During the Events Phase, each Player draws an Event Card. A Player may play any number of Event Cards at any time during the course of the Game-Turn, and any results are applicable immediately.

A description of each Event Card, including an explanation of its effects, is included in this Section.

Hand Size

A Player may hold up to three Event Cards in his hand at any one time.

N.1 PICKING EVENT CARDS

During the Event Phase, each Player may pick one Event Card. When it is his turn to pick an Event Card, a Player may either select the top card in the Event Deck box, or select the top card in the Event Discards box *if and only if that card is face-down*. This system is similar to the card game "gin," where one may pick the top card either from the "unused" deck or the discards. However, note that here, a discard may be selected *only* if it is face-down. First, the Dark Power Player picks a card and — after any discard or play of a card by him — the Fellowship Player picks a card. Players need not inform each other of which Event Cards they have selected.

If all Event Cards are Picked

If all the Cards in the "Event Deck" box are picked, the Player whose turn it is to pick next has two choices. He may select the top card from the Event Discards box (if that card is facedown). Or, he may take all the cards from the Event Discards box, shuffle them, place them face-down in the Event Deck box, and select the top card. If he elects the first choice, then the next Player to pick has the same options, and so forth.

N.2 HOLDING EVENT CARDS

The Event Cards in ones hand need not be revealed to the other Player except if required to be by the use of a Palantir. If a Player has three Event Cards and draws a fourth, he must either discard *one or play* (at least) one immediately, before the other Player draws his Event Card.

N.3 DISCARDING EVENT CARDS

A Player may only discard an Event Card if he has four Event Cards in his hand. (Note that this may only occur during an Event Phase, after a Player has just selected an Event Card). A Player discards a card by placing it face-down on top of the pile of Event Cards in the Event Discards box on the game-map. A Player need not inform his opponent of the nature of an Event Card that is discarded. A Player may never discard more than one Card in any one Game-Turn.

N.4 PLAYING EVENT CARDS

Each Event Card is labeled as to which Player (or Players) use it. Note that the Player(s) who may employ the Card in the *Three Player Game* (only) are listed on each card in parentheses. If an Event Card is labeled as playable by a particular Player, that Player may play it if he is holding it. He may play such an Event Card at *any time* during the Game-Turn (unless another Event Card disallowing it has been played earlier that Game-Turn). The Player plays a card by announcing he is doing so and laying the card face-up on the table. Any effects mandated by the card and/or any resolution called for are then executed. Of course, such effects or resolutions may in turn be affected by the play of another Event Card.

After a Card is Played

After a Player plays an Event Card, if it is one that may be played only once in the game, then it is placed aside (out of play). However, if it is a card that could be played again, it is placed *face-up* on the *bottom* of the pile of Event Cards in the Event Discard box on the game-map. Note that a Player picking an Event Card may never select a card which has been played from the Event Discards box, as it would be *face-up*, but that he *could* select a card from that box that had been *discarded*, as such a card would be *face-down* (see N.1).

N.5 MISTY PASSES

The play of Event Cards #57, 58, or 59 enables either Player to move, during his Player-Turn, any of his Characters into hex W2912 at a cost of two Movement Points (the normal cost to move into a Mountain Path hex through a Mountain Pass hexside).

However, a Player may not leave any Character in the Misty Passes; *i.e.*, he must move any Character into and out of hex W2912 in the same Player-Turn (or not move the Character into that hex in the first place).

Only Characters may be moved through the Misty Passes. Shadowfax (and - in the Campaign Game - Armies) may not be moved into hex W2912, whether or not these Event Cards are played.

N.6 FIERCE STORMS

Play of Event Cards #60, 61, or 62 by a Player prevents the play of the "Elven Boats" or "Corsairs of Umbar" (Campaign Game only) cards during the remainder of the current Game-Turn. The Movement Point Allowance of all Characters and Armies is halved, with any fractions ignored, for the current Game-Turn. (Obviously, this has no effect on any Nazgûl who hasn't lost his Flying Beast).

One is added to any Search die roll resolution.

N.7 RIVERS FLOODED

Play of Event Cards #63, 64, or 65 renders Major Rivers impassable to Characters and Armies and increases the Movement Point cost of Minor Rivers to 2. (Obviously, this has no effect on any Nazgûl who hasn't lost his Flying Beast).

N.8 ELVEN BOATS

The Fellowship Player may play Event Cards #66 or 67 only if he has one or more Characters in either Lothlorien (W2918) or at Thranduïl's Palace (E0509) at the start of his Player-Turn. Either or both Characters or groups of Characters may be moved "by boat" according to the restrictions listed on the card. However, see N.6 and N.9.

N.9 PIPEWEED CACHE DISCOVERED

Play of Event Card #68 always supercedes "Elven Boats" (Event Cards #66 and 67) and the use of Lembas (see L.6). However, it never affects "Eagles!" (Cards #72 and 73) if they are used for Escape, nor does it affect any Hobbit(s) in Nûrn or Gorgoroth.

N.10 GATES OF MORANNON

Play of Event Card #69 allows a Player to move units freely into and out of hex E0826 for the current Game-Turn. See F.4.

N.11 SARUMAN SUMMONS GANDALF

This card may only be played if Gandalf is alive and if neither Saruman nor any of his Armies (Campaign Game only) have been moved. Play of Event Card #70 necessitates an immediate die roll. Place the Gandalf counter in Isengard immediately. On a roll of 1 or 2, nothing happens. On a die roll of 3, Gandalf is considered to have persuaded Saruman to bide his time for a while, and the latter, along with any of his Armies (Campaign Game only), may not be moved for two Game-Turns in addition to the current one. On a roll of 4, 5, or 6, Gandalf is considered to have failed to dissuade Saruman from acting against the West and to have been imprisoned at Isengard.

Until and unless he escapes, Gandalf may not be moved or in any other way utilized by the Fellowship Player. If and when Gandalf escapes, he is considered to escape with any Magic Cards he possessed when captured (see L.1). This card is removed from play after being used. A Character can escape Isengard only by Eagles.

N.12 WIZARD EMPLOYS PALANTIR

Event Card #71 may be played by a Player controlling either Saruman or Gandalf only if that wizard possesses a Palantir. Saruman is considered to "possess" a Palantir for the purposes of this Event Card so long as the Palantir of Orthanc is present in the W2421 box. The Player playing the card may select two Event Cards at random from each opponent to see.

N.13 EAGLES!

Play of Event Cards #72 or 73 enables one or more Characters in the same hex to escape or (in the Campaign Game) affects one combat resolution. "Eagles!" can be used to

rescue a Character from a Citadel which has been captured by the enemy.

N.14 SHADOW OF SAURON

The play of Event Card #74 doubles the terrain cost of each hex within five hexes of Barad-dûr for any movement of the Ringbearer (only). There is no effect if this card is played when the Ringbearer is *not* within five hexes of Barad-dûr.

N.15 BOROMIR ATTEMPTS TO SEIZE THE RING

See M.3 and E.5.

N.16 GOLLUM ATTEMPTS TO SEIZE THE RING

See E.9 and M.3. This card may be played by either Player; the Card is in error stating otherwise.

N.17 SAURON EMPLOYS A PALANTIR

Event Card #77 may be played so long as the Palantir of Minas Ithil remains in the E1128 Magic Card box. If any Hobbit is in a hex with a Fellowship Character who possesses a Palantir, then the Hobbit (only) is spotted automatically, and Mordor is considered to be mobilized, if it has not already been (see K.1 or - for the Campaign Game - T.5).

In any event, the Dark Power Player must be shown one Event Card held by the Fellowship Player (or by the Saruman Player in the Three Player Game). The Dark Power Player may select the Event Card he sees at random.

N.18 TOM BOMBADIL INTERVENES

If Event Card #78 is played to counter Barrow-wights, the latter Servant of Sauron card is removed from the game-map, as if it had been killed in Individual Combat (see E.12).

N.19 NAZGÛL'S FLYING BEAST KILLED

The play of Event Card #79 deprives a Nazgûl involved in Individual Combat of his Flying Beast. The Dark Power Player must still expend Shadow Points to move the "grounded" Nazgûl.

N.20 ESCAPE FROM ORCS

The play of Event Cards #80, 81, or 82 enable a Player to have a Character or group of Characters in the same hex who have been captured to Escape. Any of these cards may be used to escape so long as at least one Strength Point of Orcs is present in the hex (regardless of the presence of any other Characters or Armies).

Note that Card #80 may be played only if a Character has a Magic Card to surrender.

[O] WINNING THE GAME

Victory Conditions

Each Player has different conditions to fulfil to achieve victory. Whoever achieves his victory conditions first is the winner of the game, which is then immediately over.

O.1 FELLOWSHIP VICTORY

The Fellowship Player wins the game by having one of his Characters cast the Ring into the Crack of Doom. See M.5, Destruction of the Ring.

O.2 DARK POWER PLAYER VICTORY

The Dark Power Player can win the game either one of two ways: by returning the Ring to Sauron or achieving an outright military victory.

Dark Power Player Ring Victory

If the Ring at any time is moved into Barad-dûr (hex El128), the game ends in a Dark Power Player Victory. Regardless of whether or not the Ring is possessed by a Fellowship-controlled Character, if it is ever in Barad-dûr, the Dark Power Player wins immediately.

Dark Power Player Military Victory

The Dark Power Player can win the game by capturing the following Citadels:

Minas Tirith (E0428)

Dol Amroth (W2631)

Helm's Deep (W2524)

Dark Power Player Automatic Victory

The Dark Power Player wins the game automatically if either Aragorn or Gandalf becomes a Semi-Ringwraith (see M.5).

THE CAMPAIGN GAME

[P] PLAYING THE GAME

How it Differs from the Character Game

The Campaign Game uses essentially the same rules as the Character Game, with one significant addition - rules governing the movement and use of Armies. The War of the Ring was a war, pitting the military might of Sauron and his allies against the forces of the West.

The Campaign Game allows the Players to recreate that aspect of the struggle, and thereby makes possible a much fuller appreciation of the options and problems which the protagonists had in conducting the struggle than does the Character Game.

Increased Complexity

By the same token, the addition of Armies to the game considerably increases the number of counters which each Player has to move, and, therefore, lengthens the game. On the average, experienced Players who take one hour to play the Character Game will require three hours to finish a Campaign Game. We suggest that those unfamiliar with simulation gaming gain experience with the Character Game prior to playing the Campaign Game. The Character Game encompasses virtually all the rules used in the Campaign Game, but is considerably less complex to play. Players familiar with the Character Game will have no difficulty whatsoever playing the Campaign Game.

P.1 SEQUENCE OF PLAY

The Campaign Game Sequence of Play is identical in outline to that of the Character Game:

1. Ring Phase
2. Events Phase
3. Search Phase
4. Fellowship Player-Turn
5. Dark Power Player-Turn
6. End Phase

Differences

The only difference is that during each Player's Player-Turn, that Player may move Armies and conduct Army Combat.

P.2 MOVING ARMIES

Fellowship Player-Turn

The Fellowship Player moves his Armies during the same time as he moves Characters (*i.e.*, after resolving any Escape attempts and prior to Individual Combat). Only the Fellowship Player may move Armies during his Player-Turn. Any Army Combat is resolved after Individual Combat.

Dark Power Player-Turn

The Dark Power Player also moves his Armies at the same time that he moves his Characters, expending Shadow Points as necessary. Only the Dark Power Player can move Armies during his Player-Turn. Army Combat (which also requires the

expenditure of Shadow Points when initiated by the Dark Power Player) is resolved after any Individual Combat, and prior to any Siege Combat.

P.3 ADDITIONAL RULES

Several additional Individual Characters are utilized in the Campaign Game, as well as some Event Cards. The introduction of Armies into the game necessitates rules governing Mobilization and Reinforcement, as well as a new section for Siege Combat (which in the Campaign Game is accomplished by Armies). Finally, the Military Victory conditions for the Dark Power Player are altered slightly.

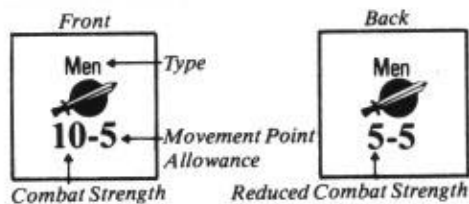
[Q] SETTING UP

Q.1 SETTING UP THE COUNTERS

Each Player places both his Character and Army counters on the game-map in the proper hexes as listed below. Players will note that each of the counters used in the initial set-up has the number of the hex it is placed in printed on its back. Other counters (which do not have a hex number printed on their backs) are used to represent reinforcements or substitute counters and can be placed aside.

On the following list, Character counters are referred to by the name of the Character. Army counters are referred to by the type and number of *Strength Points* (the first of the two numbers printed on the front) represented by the counter. For example, “2 Strength Points Dwarves” refers to a 2-5 Dwarves Army counter.

Sample Combat Unit



Summary of Combat Units

Front	Fellowship/Allies	Back
Elves 2-5	Elves Infantry	Elves 1-5
Dwarves 2-5	Dwarves Infantry	Dwarves 1-5
W. Allies 2-5	Men Infantry	W. Allies 1-5
Rohan 2-7	Men Cavalry (heavy)	Rohan 1-7
Gondor 2-7	Men Cavalry (light)	Gondor 1-7
Orcs 2-4	Saruman Orc Infantry	Orcs 1-4

Front	Dark Power	Back
Trolls 2-5	Trolls Infantry	Trolls 1-5
Mumak 2-6	Men Mumakil	Mumak 1-6
Haradrim 50-7		R

Summary of Combat Units

Most of the counters used in the Initial Setup have their location (name) printed on the counter; *e.g.*, the Men (W. Allies) that set up in Bree have “Bree” written on the counter. This is solely for “historical” purposes. The only important features are the Strength and Movement numbers.

Q.2 THE FELLOWSHIP

Fellowship Player Setup

The Fellowship Player sets up his counters in the locations (and hex numbers) as follows:

RIVENDELL (W2812)

Gandalf the Grey, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry, Pippin, and Elrond

ERED LUIN (W0815)

2 Strength Points of Dwarves

ERED LUIN (W0807)

5 Strength Points of Dwarves

IRON HILLS (E1408)

Dain II and 10 Strength Points of Dwarves

LOTHLORIEN (W2918)

Celeborn, Galadriel, and 15 Strength Points of Elves

THRANDUÏL’S PALACE (E0509)

Thranduïl and 10 Strength Points of Elves

DALE (E0808)

Brand III and 10 Strength Points of Men (W. Allies) (Note that the counters erroneously read “E0807”)

ESGAROTH (E0810)

3 Strength Points of Men (W. Allies)

MIRKWOOD (E0213)

1 Strength Point of Men (W. Allies)

THE SHIRE (W1412)

5 Strength Points of Hobbits (W. Allies)

THE SHIRE (W1510)

1 Strength Point of Men (W. Allies)

BREE (W1812)

3 Strength Points of Men (W. Allies)

DIMRILL DALE (W3112)

5 Strength Points of Men (W. Allies)

HELM'S DEEP/HORNBURG (W2524)

Théodred and 7 Strength Points of Men (Rohirrim)

EDORAS (W2624)

Théoden, Éowyn, 3 Strength Points of Men (Rohirrim) and 8 Strength Points of Cavalry (Rohirrim)

EAST EMNET (W3022)

Eomer and 5 Strength Points of Cavalry (Rohirrim)

DOL AMROTH (W2631)

Imrahil, 5 Strength Points of Men (Gondorian) and 5 Strength Points of Cavalry (Gondorian)

MINAS TIRITH (E0428)

Denethor, 20 Strength Points of Men (Gondorian) and 5 Strength Points of Cavalry (Gondorian)

SOUTH ITHILIEN (E0630)

Faramir and 5 Strength Points of Cavalry (Gondorian)

Q.3 DARK POWER**Dark Power Player Setup**

The Dark Power Player sets up his counters in the locations (and hex numbers) as follows:

DOL GULDUR (W3218)

Nazgûl #4, Nazgûl #5, Nazgûl #6, 20 Strength Points of Orcs and 4 Strength Points of Uruk-hai

DURTHANG (E0727)

Nazgûl #7, Nazgûl #8, Nazgûl #9, and 10 Strength Points of Orcs

MINAS MORGUL (E0729)

Lord of the Nazgûl, Gothmog, Nazgûl #3, and 5 Strength Points of Orcs

BARAD-DÛR (E1128)

Mouth of Sauron

MORANNON (E0826)

10 Strength Points of Orcs and 5 Strength Points of Uruk-hai

MORDOR (E0829)

25 Strength Points of Orcs

MORDOR (E1032)

10 Strength Points of Orcs

MORDOR (E1529)

10 Strength Points of Orcs and 5 Strength Points of Uruk-hai

MORDOR (E1028)

15 Strength Points of Trolls

ISENGARD (W2421)

Saruman, 30 Strength Points of Orcs, and 6 Strength Points of Uruk-hai

Q.4 CARD SETUP

The cards are set-up- in the same manner for the Campaign Game as the Character Game (see C.3), with the following exceptions.

1. Character Cards 11-23 are given to the Fellowship Player and Character Card 35 is given to the Dark Power Player at the start of the game.
2. Event Cards #83-96 are also used, and are mixed with the other Event Cards and placed in the "Event Deck" box on the game-map.

[R] ADDITIONAL CHARACTERS AND EVENTS

The Campaign Game includes not only the Armies which fought in the War of the Ring, but also those Armies' principal leaders, as well as Event Cards representing several eventualities with direct bearing on the outcome of military confrontations.

R.1 ELVEN LEADERS



Celeborn, Galadriel, Thranduïl, and Elrond

In the Third Age, three relatively large communities of Elves could be distinguished in Middle Earth. One of these, Lindon, took little part in the War of the Ring. The other two were Thranduïl's Woodland Realm centered in northern Mirkwood, and Lothlorien, which Celeborn and his wife Galadriel oversaw from Calas Galadhan. Another much smaller haven for Elves was Rivendell (Imladris), which had been established earlier by Elrond.

Galadriel, Celeborn, and Thranduïl were all Elven Royalty, while Elrond was a Half-elven product of a rare Elf/Human "mixed marriage." Celeborn and Thranduïl were accomplished military leaders, and in this capacity each participated in the War of the Ring. While neither Galadriel nor Elrond were field Army commanders, each possessed one of the Three Elven Rings - Galadriel was the Bearer of Nenya, the Ring of Adamant, and Elrond had Vilya, the Ring of Firmament - and thereby commanded considerable power.

Movement and Leadership

The Fellowship Player may move Celeborn and/or Thranduïl (and any Elven Armies) during his Player-Turn only if the Elves are mobilized (see T.3). Both Celeborn and Thranduïl may lead any Fellowship Player-controlled Armies in Army Combat (see S.6).

Galadriel and Elrond may never be moved.

Sorcery

Galadriel and Elrond can utilize Sorcery in Individual Combat (see H.1). In addition, the Fellowship Player may have Galadriel utilize Sorcery to affect any Army Combat in which Celeborn is the Fellowship Player-controlled Army's Leader - increasing Celeborn's Morale Value, as if he possessed Sorcery (see H.2). This can be done for any Army Combat in which Celeborn is involved that occurs within five hexes of W2918, notwithstanding the fact that Galadriel may never be moved from that hex. (Count five hexes from W2918 for the purposes of this rule - e.g., if Celeborn were leading an Army in W2923, Galadriel could utilize Sorcery on his behalf, but not if Celeborn were in W2924).

Power of Healing

Galadriel and Elrond have the power of Healing. During any Ring Phase in which a Character is in the same hex as Galadriel or Elrond, any one box marked for a wound on the Endurance Level Chart may be erased for that Character.

Exception: no box marked for Ring-fatigue (see E.3) may be erased. Only 1 Character per hex may be healed.

R.2 DAIN II



Dain Ironfoot was the King of Durin's Folk at the end of the Third Age. His timely arrival at the Battle of Five Armies (TA. 2941) helped win the day and allowed him to re-establish the Kingdom under the Mountain, which had been wrecked by Smaug the Golden, a great Dragon, some two hundred years before that (see *The Hobbit*). As the game opens, Dam has left Erebor for the Iron Hills, to gather all the remaining Dwarves of the East to play their part in the War of the Ring.

Leadership

Dain II can lead any Army controlled by the Fellowship Player.

R.3 BRAND III



The Grandson of Bard the Bowman, slayer of Smaug, Brand was the third King of Dale restored (Smaug's death had allowed its restoration) and was the most important leader of Men in the North among the forces of the West.

Leadership

Brand III can lead any Army controlled by the Fellowship Player.

R.4 DENETHOR II



The institution of the Stewardship of Gondor was created sometime during the second millenium of the Third Age. The Steward was at first appointed by the King, but eventually the Stewardship became hereditary, as with the Throne itself, passing from father to son. A Steward served as the chief advisor and often as the chief administrator of the realm. Hence, when in T.A. 2050 the King of Gondor, Earnur, was murdered by the Lord of the Nazgûl and left no successor, the existence of the Stewardship averted a disastrous period of tumult.

While a Steward took office with the vow to “hold rod and rule in the name of the King, until he shall return,” Denethor II was the 26th in a 934-year, unbroken line of Ruling Stewards when he assumed the office in T.A. 2984. A man of imposing will and possessed of a powerful sense of history, Denethor sensed both the growing strength of the Dark Lord and the relative waning of Gondor. Early in his rule, he dared to use the Palantir of Minas Tirith to expand his vision, despite the fact that Sauron possessed the Palantir of Minas Ithil, which of all the Seeing Stones was the most in accord with Denethor’s. Although his will was sufficient to resist any attempts by Sauron to dominate him, the Dark Lord was able to direct which images would be revealed to Denethor. Heavily weighting these with impressions of the might of Mordor and her allies, Sauron gradually succeeded in turning Denethor into a cynical, untrusting defeatist.

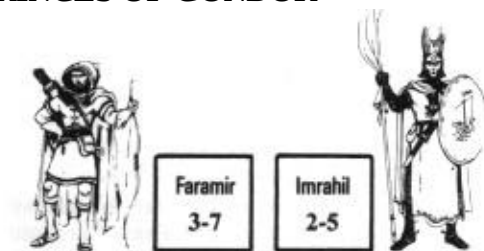
Leadership

Denethor can lead any Army controlled by the Fellowship Player (see S.6). Indeed, so long as Denethor is alive, no other Fellowship Player-controlled Character may be used to lead an Army in Minas Tirith (hex E0428), excepting Boromir. If neither Denethor nor Boromir is present in Minas Tirith, unless Denethor has been killed, the Fellowship Player may not utilize any other Character to affect Army Combat in that hex.

The Death of Denethor

The play of Event Card #93 (Denethor Peers in Palantir and Sees Doom!) also may affect Army Combat in Minas Tirith. Denethor is considered to have died at the end of any Game-Turn in which that Event Card has been played.

R.5 PRINCES OF GONDOR



Faramir and Imrahil

Faramir was the second son of Denethor and brother to Boromir (see E.5). He was less aggressive than Boromir, but no less courageous and on balance, probably a more considered military leader. Prior to the War of the Ring, he led several guerilla-style raids into South Ithilien to harass columns of Haradrim moving north to join forces with Sauron.

Imrahil was the Prince of Dol Amroth, the position second in importance only to the Stewardship itself in all of Gondor.

Leadership

Both Faramir and Imrahil can lead any Army controlled by the Fellowship Player.

R.6 LEADERS OF ROHAN



Théoden, Théodred, Éowyn and Eomer

The Rohirrim were a dynamic off-shoot of the semi-nomadic cattle-oriented culture that predominated among men along the northern stretches of the Anduin River. Rohan had been in existence for 500 years at the time of the War of the Ring, ever since a force of the northern men under Eorl the Young had rescued the Army of Gondor from destruction in the battle of the Field of Celebrant, and then been invited to settle in the lands north and Northwest of Gondor by Cirion, Ruling Steward at the time.

Théoden, the 17th King of the Mark, had been born in Gondor, but his effectiveness as an ally had been systematically undermined by personal tragedy augmented by the manipulations of Saruman, which combined to sap him of spirit and the will to resist the encroachment of his enemies. Neither his only son, Théodred, nor the adopted children of his youngest sister (whose death had contributed significantly to his depression), Éowyn or Eomer could rouse him.

Exposing Wormtongue

The Fellowship Player must move Théoden and Gandalf into the same hex before he may utilize Théoden as an Army leader. After those two Characters have been in the same hex at some point during a Game-Turn, Théoden can lead any Army controlled by the Fellowship Player.

Leadership

Théodred, Eomer, and Théoden (but see above) can lead Armies (see S.6).

Special Events

The movement of Rohirrim forces may be affected by the play of an Event Card (see R.8, Wormtongue Bemuses Théoden).

R.7 CHIEF OF THE DUNLENDINGS



The Dunlendings were descendants of the Men who had occupied the area of Rohan prior to the arrival of the Rohirrim. Their ancestors had constructed Dunharrow. But long before the War of the Ring, they had declined in power and organization, and by the end of the time of Théoden, were themselves not a threat to the existence of the Mark. However, Saruman enlisted their aid in his invasion of Rohan.

Leadership

The Chief of the Dunlendings (whose name is not mentioned in Lord of the Rings) can lead any Army composed of Dunlending and/or Orcs belonging to Saruman (see S.6).

R.8 WORMTONGUE BEMUSES THÉODEN

Wormtongue's real name was Grima, and he was a man of Rohan who became an agent of Saruman. Glib and grasping, Grima worked his way up to the position of chief advisor to Théoden, where he counseled despair and defeat with notable effect.

Special Rules

Event Card #83 can only be played if Gandalf and Théoden have never been in the same hex at the same time during the game.

R.9 ORCS IN A STATE OF BATTLE FRENZY

Orcs for the most part were bullies and cowards. As with any group of warriors composed of bullies and cowards, Orc Armies were notorious for extremes in their morale. When it was good (which was usually, though not always, when the Orcs far outnumbered their opponents) it was very, very good, but when it was bad, it was frightful, so to speak.

Special Rules

This aspect of Orc psychology is reflected by Event Cards #84 and 85.

R.10 DEAD MEN OF DUNHARROW

Corrupted by Sauron, the Men of Dunharrow had reneged on a vow made to Isildur. Hence, the people who had built Dunharrow in the Second Age had a debt so heavy that it weighted down their spirits. The only way to discharge that debt and free themselves from their haunting existence was to render service to an heir of Isildur. Accordingly, Aragorn can "collect the debt".

Special Rules

Note that the Fellowship Player need not play Event Card #86 (or even have it in his hand) in order to move Aragorn along the Paths of the Dead (hex W2626). Rather, he must move Aragorn through that hex before he can play the card.

Event Card #86 may be played only once during the course of the game.

R.11 ENTS VENT RAGE

The Ents were the most ancient of the five main races in Middle Earth (Elves, Dwarves, Men, and Hobbits being the others). At first having totally sedentary existences - much like the trees they had fathered - a "consciousness-raising" by the Elves, who taught them to speak, awakened the Ents to the rest of the world, and they began to rove. By the time of the War of the Ring, their number had dwindled, owing largely to the disappearance of the Entwives late in the First Age. The Ents bore a powerful grudge against Saruman, who since occupying Isengard, had been chopping away at Fangorn Forest for wood to fuel his foul technologies.

Special Rules

Event Card #87 may only be played if any Hobbit or Gandalf has been moved into Fangorn Forest at some time during the game (he need not be there when the card is played). The card may only be played so long as Isengard is controlled by the Dark Power Player (or by the Saruman Player in the Three Player Game).

R.12 SARUMAN RESURRECTS ORCS

Event Card #88 is playable only by the Saruman Player, and therefore applicable only to the Three Player Game. It may be included in the Event Deck in the Campaign Game and used as a "throwaway" dis card, if the Players so desire.

R.13 ROHAN MOBILIZES

Play of Event Card #89 mobilizes Rohan (see T). Event Card #89 may not be played if Event Card #83 has been played earlier that Game-Turn (see R.8).

R.14 GONDOR MOBILIZES

Play of Event Card #90 mobilizes Gondor (see T).

R.15 WOSES ALLY WITH THE FREE PEOPLES

A peaceful and unpretentious society of aboriginal hunters in Druadan Forest, the Woses were prepared to forsake their usual isolation during the War of the Ring, so worrisome were the winds from the East. They know of the Stonewain Valley, a hidden passage running east to west through Druadan Forest.

Special Rules

Once the Fellowship Player has played Event Card #91, he may move his Characters freely through Druadan Forest for the remainder of the game without being Searched or Attacked by Dark Power units.

R.16 ARAGORN USES PALANTIR, SAURON CHALLENGED!

Although Sauron did not know definitely of Aragorn's existence prior to the War of the Ring, rumors of the existence of yet one last true Heir to Isildur reached him, and his obvious desire to locate and kill that person and extinguish the House of Elendil utterly kept Aragorn a virtual fugitive for years. Knowing that the Ring was in the hands of his enemies, Sauron naturally assumed that if an Heir lived, he would naturally also seek to obtain the Ring, if it wasn't in his hands already. This was his worst fear, and consequently his reaction to the discovery of Aragorn's existence would have to be a massive and immediate effort to defeat and kill him, or at least destroy Gondor, his potential power-base.

R.17 DENETHOR PEERS IN THE PALANTIR AND SEES DOOM!

At the end of any Game-Turn in which Event Card #93 is played, Denethor is considered to have died. See also R.4, Steward of Gondor: Denethor II.

R.18 CORSAIRS OF UMBAR

If Event Card #94 is played, up to fifty Strength Points of Haradrim Infantry may be moved to Umbar (hex W2842) by normal means. Once reaching Umbar they may then be moved instantly to any other Port hex on the game-map. Any number of Strength Points (up to fifty) may be moved, but they must first move to Umbar (or be there) before being shipped out. They all must go to the same hex. This card may be played only once in the game.

R.19 SARUMAN ESCAPES TO THE SHIRE

If Event Card #95 is played, any Fellowship Player-controlled Character in Isengard (or subsequently moved to Isengard) may acquire possession of the Palantir of Orthanc (see L.1, Possession of Magic Cards by Characters).

R.20 MIND BATTLE: ELROND AND GALANDRIEL DISTRACT SAURON

Event Card #96 may be played only if both Elrond and Galadriel are alive. (In the game, that is).

[S] ARMIES

Overview

Each Player in the game controls several Army Units. Each Army Unit has a Combat Value and (as with the Characters) a Movement Point Allowance. Armies are used in the game chiefly to guard and attack key geographical points in the game (such as Citadels and the entrances to Mordor), although it is possible for Army Combat to occur anywhere that opposing Armies meet.

Movement

Armies are moved in virtually the same manner as Characters. The Dark Power Player must expend Shadow Points to move Armies.

Army Combat

Army Combat occurs between opposing *Forces* (a Force is one or more Army Units controlled by one Player) that are in the same hex. It is resolved during the Player-Turns. The Dark Power Player must expend Shadow Points to initiate Army Combat, and to defend against Fellowship Player attacks at full strength.

Siege Combat

When one Player's Force is in a Citadel, Siege Combat - which reflects the defensive advantages of the Citadel - rather than Army Combat is resolved. Other terrain may also affect Army Combat.

Commanders

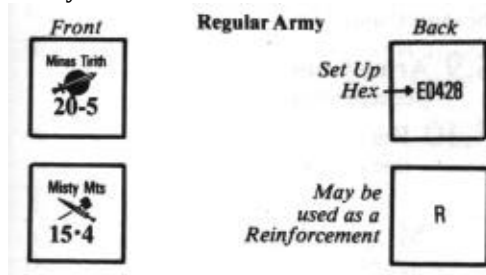
Certain Characters in the game have the capacity to *lead* Armies. The presence of such Characters in the hex also affects Army Combat.

S.1 ARMY UNITS

Army Units

There are basically two sorts of Army Units among the counters included as components in the game. The *regular* Army Units are those which a Player either begins the game with or receives as reinforcements. The *replacement* Army Units are used as "Change" to break down larger units to reflect losses, or when a Player wishes to split a given Force composed of one Army Unit into two or more Forces. All Army Units are color coded to indicate their national (or alliance) allegiance.

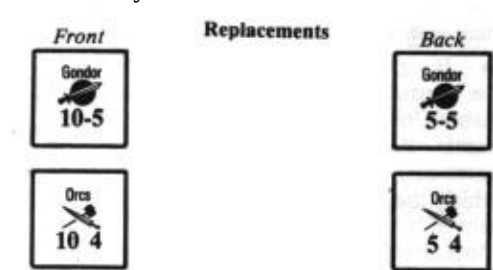
Regular Army Units



On the front of each Regular Army Unit is printed the Unit's *Combat Value* (expressed in terms of *Strength Points*),

Movement Point Allowance, type symbol, and designation. On the back of each regular Army Unit is printed either the hex it begins the game in or an "R" to indicate that the unit may be utilized as a reinforcement.

Replacement Army Units



All replacement Army Units have one Combat Value printed on the front and another Combat Value printed on the back. When on the game-map, the Value that is used is always the value that is *face-up*. The only way a replacement Army Unit may be placed on the game-map is if a Player wishes to (or has to) "change" an Army Unit with a larger Combat Value into two or more smaller Army Units of equivalent value.

For example, the infantry unit which begins the game in Minas Tirith has a Combat Value of 20. If the Fellowship Player wished to "change" that unit, he could replace it with either two Gondor 10-5's or four 5-5's, or a 10-5, 5-5, 2-5, and three 1-5's, or any other combination of replacement Army Units totaling 20 Strength Points. A Player may "make change" at any time during either Player-Turn.

Note that as a result of Army Combat, Players will sometimes *have* to make change to reflect losses to be subtracted from the Army Units on the game-map.

S.2 MOVEMENT

Army Units are moved by the controlling Player during his Player-Turn at the same time and in the same manner as his Characters are moved. See F, Movement of Characters.

Terrain

Note that F.4, Impassable Terrain and Special Restrictions on Movement, lists several exceptional circumstances wherein Characters may be treated differently than Armies.

Zone of Control

Whenever a Player moves a Force into a hex controlled by another Player, the moving Force *must* stop, and can be moved no further during that Player-Turn. It is placed on top of the Force already in that hex.

Stacking

There is no limit to the number of Army Units that may be moved into or occupy a hex.

Shadow Points

The Dark Power Player must expend Shadow Points in order to move a Force (see 1.4, Shadow Points Cost Table for the Campaign Game).

S.3 ARMY COMBAT

Overview

Army Combat occurs during the Player Turns, after any Individual Combat has been resolved. In any hex containing Forces belonging to both Players, the Player whose turn it is *must* initiate Army Combat. That Player is considered to be the *Attacker*; the other Player (whose Force was in the hex first) is the *Defender*. The combat continues until only one Player's Force remains in the hex (the other Player's Force having been either retreated or eliminated).

Procedure

The following procedure is used to resolve Army Combat in a hex.

1. The Players determine the odds.
2. The Attacker rolls the die and Players consult the Army Combat Results Table.
3. Any losses are subtracted from the Forces.
4. Either Player may retreat his Force. If either does, the Combat is ended. If *neither* does, begin again with 1.

Determining the Odds

Both Players total all the Strength Points of each of their Army units in the hex. (Only the value on the *top* side of any replacement Army Units is included in this total). The Defender's total is modified to account for terrain effects, if any (see S.5, Effect of Terrain on Army Combat). The totals are then compared, and reduced to a simple odds ratio between the Attacker's Force and the Defender's Force.

For example, if the Attacker's total were 20 and the Defender's total were 10, the odds would be 2-1; if the Attacker's total were 5 and the Defender's total were 15, the odds would be 1-3. Any fractions are *always* rounded off in favor of the defender. Hence, 13 to 7 is 1-1; 26 to 9 is 2-1; 9 to 10 is 1-2. Note that the odds may be affected by the presence of Characters who can lead Armies in the hex (see S.6, Leadership of Armies by Characters).

Overrun

If a force moves into a hex, other than a Citadel hex, occupied by an Enemy force, and the moving force has an odds ratio of 10-1 or better (after considering the effects of terrain) then the Enemy force is automatically eliminated. The moving force may continue to move at no additional movement cost.

Using the Army Combat Results Table

Once the odds are determined, the Attacker rolls the die. The resulting number is cross-indexed with the appropriate odds column of the Army Combat Results Table (S.8). This determines the results of the combat.

How Losses are Subtracted

Losses mandated by the Army Combat Results Table are given in percentages of the total Force. To determine how many Strength Points a particular Force should lose, consult the Percentage Loss Table. That Table lists the number of Strength Points that are *eliminated* as a result of combat, and which must be removed from the game-map. Players may have to "make change" utilizing replacement Army Units in

order to subtract the proper number of Strength Points from a Force.

Retreats

After any losses are subtracted, the Defender has the option to retreat his Force out of the hex, into an adjacent hex. If he chooses not to do so, the Attacker has the same option. Retreats may be made into an adjacent hex (only). A Player may not retreat a Force into an impassable hex, or through an impassable hexside. A force may retreat into an Enemy-occupied hex which he is capable of overrunning. In such case, he overruns that Enemy force. Any Characters accompanying a Force may be retreated with it.

If Neither Player Retreats

Should both Players remain in the hex, the Players proceed to resolve Army Combat again, starting with the first step in the process (they determine the odds).

Shadow Point Costs

For each hex in which he initiates Army Combat during his Player-Turn, the Dark Power Player must expend *three* Shadow Points. For each hex in which the Fellowship Player attacks, he must expend *two* Shadow Points in order for his units to defend at full strength, or else they defend at half strength. Despite the number of die rolls made to resolve Army Combat in a hex, the Dark Power Player never has to expend more than three Shadow Points to attack (and/or two to defend) in any one Player-Turn in that hex.

S.4 SIEGE COMBAT

Siege Combat occurs whenever two opposing Forces are in a Citadel hex. Every Citadel hex on the game-map is considered to be *controlled* by either one or the other Player. Siege Combat is resolved precisely the same way as regular Army Combat, except that the Player in control of the Citadel may break off the combat after one (or more) die rolls and *need not retreat* his Force out of the hex. (It is considered to be safe and sound within his controlled Citadel).

Note that Siege Combat is the only instance in which opposing Forces may remain in the same hex.

When a Citadel is Controlled

A Citadel is always considered to be *controlled* by the Player whose Army Unit(s) were the last to solely occupy the hex in which the Citadel is located. Characters are *not* considered to control a Citadel. Note that if more than one Force is in a Citadel hex, the Force which moved there first (and would be in control of the Citadel) is kept on the bottom of the resulting stack of units. The Player controlling that Force is considered to be in control of the Citadel.

Attacking Out of a Citadel

A Player with a Force in a controlled Citadel may attack any opposing Force in that hex during his own Player-Turn only. If he makes such an attack, he may then retreat out of that hex (thus surrendering the Citadel), or break off the attack and remain in the Citadel.

Relieving a Citadel

If a Player should move Army Units into a hex containing a Citadel he controls, then he *must* attack any opposing Force in that hex with all his Army Units present in the hex. If he breaks off combat at any point, he combines all his Army Units into one Force and may either retreat it out of the hex or leave it (all) in his controlled Citadel.

If a Citadel is Captured

Whenever the only Army Units in a Citadel hex belong to a different Player than the one who controls the Citadel, then it is said to have been *captured*. The Citadel is now considered to be controlled by the Player controlling the Army Units. Any Characters in that hex not controlled by that Player may also be captured (see J.4). If they are not captured, or if the Player declines to attempt to capture them, such Characters are placed in any adjacent hex at the option of the Player who controls them.

Citadel Defensive Benefit

A Force defending in a Citadel hex receives the terrain benefit (being tripled - see S.5) only if the owning Player also controls the Citadel.

S.5 TERRAIN EFFECTS

Terrain Effects Chart

Some types of terrain make combat more difficult, and so grant a benefit to the Defending Force. See the Terrain Effects Chart. If the Defending Force is *doubled*, that means the total number of Strength Points in that Force is doubled before it is compared to the Attacking Force's total to determine the odds.

S.6 LEADERSHIP

Characters

Some Characters may be used to *lead* a Force in the same hex as the particular Character. This has the effect of improving the odds for any Army Combat in which the Force is involved.

Which Characters may Lead Armies

A Player may have any Character he controls that has a Morale Value that is *not* enclosed in parentheses *lead* any Force of his that is in the same hex as that Character. Whenever more than one Character capable of leading a given Force is present in a hex, the Player may select any *one* (only) Character from among them (exceptions: R.4 and R.6). That Character's counter is placed atop all of the other units in that stack.

Effect of Army Leadership on Combat

Whenever a Character is leading an Attacking Force, that Character's Morale Value is *added* to the die roll for any Army Combat involving that Force. Whenever a Character is leading a Defending Force, that Character's Morale Value is *subtracted* from the die roll for any Army Combat involving that Force.

For example, if Aragorn (Morale Value of 4) were leading a Fellowship Player-controlled Force in an attack against a leaderless Force of Orcs, the Fellowship Player would roll the die and increase the result by 4 before consulting the Army Combat Results Table; *i.e.*, a die roll of 2 would be considered

to be a 6, a die roll of 4 would be considered to be an 8. Note that up to two Characters - one per side - may affect any one combat. Hence, if the Defending Force in the above example had been led by Gothmog (Morale Value of 3), the die roll would have been increased by four and decreased by three, for a *net* increase of 1; *i.e.*, the result would have been either 3 (if a 2 had been obtained) or 5 (if a 4 had been rolled). In effect, Aragorn's and Gothmog's leadership abilities have nearly cancelled one another out.

S.7 CHARACTER DEATH

Through Army Combat

Fellowship Player-controlled Characters (only) may be killed as a result of involvement in Army Combat. Should a result calling for the death of a Character be obtained on the Army Combat Results Table, the Fellowship Player may select any Character in the same hex as the Force involved in the combat (if there are any) as the Character considered to have been killed. That Character is removed from the game. There is no effect if the Army Combat Results Table calls for the death of a Character in a hex containing no Fellowship Player-controlled Characters.

Note that this is the only way in which Army Combat can result in the death of a Character. Should the Army a Character is with be annihilated, the opposing Player may attempt to capture that Character, and if unsuccessful, the Character is placed in an adjacent hex at the choice of the owning Player.

S.8 ARMIES AND CHARACTERS

Character Movement

The presence of Armies does not inhibit the movement of Characters *per se*. A Fellowship-controlled Character accompanying an Army controlled by the Fellowship Player may not be spotted or captured (but see below). A Character or group of Characters alone that is moved into *or* out of a hex containing Armies controlled by the opposing Player may be spotted or captured.

Character Combat

Characters in a hex containing Armies controlled by the same Player may not be forced to participate in Individual Combat, although they may do so at the discretion of the Player. Exception: M.3. Characters that are involved in Individual Combat in this manner are considered to be spotted for the purposes of Mobilization (see T), but may still not be captured, so long as they remain in a hex containing an Army controlled by the same Player.

[T] MOBILIZATION

Mobilizing

A Player may move Army Units only if they are *mobilized*. The Fellowship Player has three groups of Army Units, any one (or two) of which may be mobilized independently. The Dark Power Player has two groups of Army Units - those under the control of Saruman constitute one group and all the rest (under the control of Sauron) make up the other. Either of these groups may be mobilized independently.

Reinforcements

If a group of Army Units are mobilized, the controlling Player may receive additional Army Units of that nationality as *reinforcements*. Reinforcements are placed on the game-map at the start of the Player-Turn in which they are due to appear and may be moved by the controlling Player that Game-Turn. Reinforcements may be delayed and taken later.

T.1 GONDOR

Conditions

Gondor is mobilized if the Dark Power Player moves any Army units (*not* Searching Orcs) into Anfalas, Belfalas, Lamedon, Lebennin, or Anorien, Gandalf moves to Minas Tirith (E0428), or the Fellowship Player plays Event Card #90.

Effect

Starting on the Game-Turn following the one in which Gondor is mobilized ("M+ 1"), Gondorian reinforcements begin to arrive.

Schedule of Reinforcements

M+1	20-5 and 4-7 in Lebennin 15-5 and 4-7 in Lamedon 15-5 in Anorien 10-5 in Belfalas 10-5 and 4-7 in Anfalas
M+2	20-5 and 4-7 in Lebennin 15-5 and 4-7 in Lamedon 10-5 in Belfalas 10-5 and 4-7 in Anfalas

T.2 ROHAN

Conditions

Rohan is mobilized if the Dark Power Player moves any Army units (*not* Searching Orcs) into Rohan or East Emnet, Gandalf moves to the hex occupied by Théoden, or the Fellowship Player plays Event Card #89.

Effect

Starting on the Game-Turn following the one on which Rohan was mobilized, Rohirrim reinforcements begin to arrive.

Schedule of Reinforcements

M+1	5-5 and 15-7 in Rohan 3-5 and 20-7 in East Emnet
M+2	5-5 and 15-7 in Rohan 3-5 and 20-7 in East Emnet

T.3 WESTERN ALLIES

Conditions

All the Army Units of the Elves, Dwarves, and Western Allies are mobilized if *any* of them are involved in Army Combat.

Effect

Starting on the next Game-Turn, the Elves receive reinforcements.

Schedule of Reinforcements

M+1	20-5 in Lorien 10-5 in Mirkwood Forest within three hexes of Thranduïl's Palace (E0509).
M+2	10-5 in Mirkwood within three hexes of Thranduïl's Palace.

T.4 SARUMAN'S FORCES

Conditions

Saruman's Army Units (including the Dunlendings) are mobilized if the Fellowship Player moves any of his Army Units into Isengard or *automatically* on Game-Turn Two.

Effect

Starting one Game-Turn after mobilization, Saruman's forces are augmented by reinforcements.

Schedule of Reinforcements

M+1	15-4 and 3-5 at Isengard (W2421) Chief of Dunlendings and 15-5 in Dunland.
M+2	15-4 and 3-5 at Isengard 15-5 in Dunland
M+3	15-4 and 3-5 at Isengard
M+4	(same as M+3)
M+5	(same as M+3)

T.5 FORCES OF SAURON

Conditions

Mordor and all of Sauron's allies are mobilized if any Hobbit is *spotted* by Nazgûl search *or spotted* due to use of a Palantir *or* brought (captured) to Mordor by Orcs. In any event, Mordor and all allies are automatically mobilized on Game-Turn Seven.

Effect

Starting with the Game-Turn after mobilization, the Dark Power Player receives Mordor reinforcements.

Schedule of Reinforcements

M+1	15-4 and 5-5 (Trolls) at Mona (W2716) 10-4 and 2-5 at Dol Guldur (W3218) 20-4 and 4-5 in Nûrn 15-4 and 5-5 at Minas Morgul (E0729) 50-7, 15-5, and 5-6 in Far Harad 25-5 in Khand 25-5 in Rhun.
M+2	10-4 and 2-5 at Dol Guldur 20-4 and 4-5 in Nûrn 15-4 and 5-5 at Minas Morgul 50-7, 15-5, and 5-6 in Far Harad 25-5 in Khand 25-5 in Rhun.
M+3	10-4 and 2-5 at Dol Guldur 20-4 and 4-5 in Nûrn 15-4 and 5-5 at Minas Morgul 50-7, 15-5, and 5-6 in Far Harad 25-5 in Khand.
M+4	20-4 and 4-5 in Nûrn 15-4 and 5-5 at Minas Morgul 50-7, 15-5, and 5-6 in Far Harad 25-5 in Khand.
M+5	20-4 and 4-5 in Nûrn 15-4 and 5-5 at Minas Morgul.

[U] WINNING THE CAMPAIGN GAME

Fellowship Victory

The Fellowship Player can win the game by destroying the Ring (as in the *Character Game* - see O.1) or through a *military victory*, by holding all the Dark Power Player's objectives for a military victory *and* capturing Barad-dûr and Isengard

Dark Power Victory

The Dark Power Player can win a *Ring Victory* by getting the Ring to Barad-dûr (as in the *Character Game*, see O.2) or a *military victory* by controlling the Citadels Barad- dûr, Isengard, Minas Tirith, Dol Amroth, and Helm's Deep, as well as E0509 (Thranduïl's Palace) and W1412 (Hobbiton). The Dark Power Player also wins the game automatically, should Gandalf or Aragorn become Semi-Ringwraiths (see M.4).

THE THREE-PLAYER GAME

[V] PLAYING THE GAME

Overview

The Three-Player version of *War of the Ring* enables the Saruman Character to have a major say in the course of the action. That Saruman was intent on controlling Middle-Earth by himself is an integral part of the novel; whether or not he could have done this is a different story. The Three-Player game hypothesizes that Saruman was capable of putting force behind his purpose - whatever his purpose was. There are several minor changes to the basic rules, changes which are noted below. Players should be aware that the Three-Player version is possible only if the full Campaign Game is played.

V.1 RING PHASE

The Dark Power Player rolls for Gollum's allegiance. The Fellowship Player may roll for an attempt by a Character to remove the Ring.

V.2 EVENTS PHASE

The order of draw for Events Cards is as follows: Saruman, then the Fellowship Player, then the Dark Power Player. Rules for use of Events Cards are as in the Campaign Game. In addition, in this phase Alliances between Saruman and either the Fellowship Player or the Dark Power Player may be formed.

V.3 SEARCH PHASE

Both the Saruman and Dark Power Player may attempt Searches for Fellowship Characters, much the same as in the standard game.

V.4 SARUMAN PLAYER-TURN

V.5 FELLOWSHIP PLAYER-TURN

V.6 DARK POWER PLAYER-TURN

V.7 END PHASE

Note that V.4-7 are performed in the same fashion as the Campaign Game, the Saruman Player simply doing with his units what the other Players may do with theirs.

[W] THE RING

Saruman and the Ring

In the Three-Player version Saruman may wear the Ring and use it. However, in the three-player version he does *not* become a Ringwraith for wearing the ring too long. He may take the Ring off at will (although there is no reason for him to do so). Once Saruman has the Ring on he may be challenged to combat, in an attempt to seize the Ring, by Gandalf, a Sauron-controlled Lord of the Nazgûl, Boromir, or Gollum (the last two by card only).

W.2 CONTROLLING NAZGÛL

The Nazgûl were beholden to Sauron because of the Ring. Therefore, if Saruman were to get the Ring there is good cause to believe that they would gradually come over to his side. During each Ring Phase that Saruman is wearing the Ring (it has to be on his hand prior to the phase) he may gain control of one Nazgûl. He gains control of Nr. 9 Nazgûl first, then Nr. 8, and so on down to the Lord of the Nazgûl (if a Nazgûl has been eliminated, it is skipped over).

The Nazgûl that Saruman gains control of is immediately placed in the same hex as Saruman. If Saruman loses the Ring, the Nazgûl that he controls remain with him. Players should note that only the Nazgûl fly to Saruman's side; any troops they control remain where they are. In addition, if Saruman has the Ring *he* rolls for Gollum's allegiance and *he* - not Sauron - may control Gollum.

Nazgûl vs Nazgûl Combat

Nazgûl controlled by opposing Players may engage in individual Combat. They are considered deadly to each other (*i.e.*, the wounds they inflict are equivalent to wounds inflicted by Elven Swords and Sorcery).

[X] POLITICAL CONSIDERATIONS

X.1 ALLIANCES

Overview

With three Players there is the possibility that two will decide to gang up on the third. This may be done within certain restrictions.

Restrictions

First of all, the Dark Power Player may never ally with the Fellowship Player. Any other combination is possible. Alliances are declared during the Events Phase and remain in effect until the next Events Phase. They may be cancelled by either party at any time, but they still remain in effect until the next Events Phase. During the Events Phase, the Players in the Alliance decide who is to control which units. This decision remains in effect until the next Events Phase, regardless of what happens in between. No unit may be moved more than once per Game-Turn.

Dissolution

If an Alliance is dissolved, and both Players have units in the same hex, the Player who moves first can take whatever steps he feels are necessary - be it combat, movement or simply standing still. All rules concerning search and capture pertain here, but note that Characters under such circumstances are considered spotted by the other Player. Characters that may not be captured should be moved to the nearest unoccupied hex.

X.2 EXCHANGING CARDS

Players who are in Alliance with each other may exchange Events and/or Magic Cards under certain circumstances. Events Cards may be exchanged at any time between the two. Players simply agree to what they want to exchange and do it. If they feel like lying, they may do so. Anything goes. Magic Cards may also be traded, with the exception that they may be traded from one Character to another, and both Characters must be in the same hex at the time of the exchange. Captives may be exchanged in the same way and the standard rules of trading - "let the buyer beware" - also apply here. The Ring may *never* be exchanged. The Players should note that the only way for Saruman to obtain Magic Cards is to persuade a Fellowship Character to give it to him. See Y.3.

[Y] SPECIAL RULES

Y.1 SEARCH

In the Search Phase both Saruman and the Dark Power Player pick a Search Card, with the Dark Power Player picking - and searching - first (unless Saruman has the Ring, in which case he goes first). If Saruman's card says Hand Orcs, he may search with them; if it says Eye Orcs, he may not search. If it is a Nazgûl Search Card Saruman may search with Nazgûl if he has any - up to three per Search Card. For Sauron the rules are the same, with the exception that Sauron may not search with Hand Orcs. He may also not search with Nazgûl if he no longer controls any.

Moving Captives

Saruman will usually bring his captives to Isengard, but he may bring them to any other place he wishes.

Dark Allies

If Saruman and Sauron are Allied, both may search with Nazgûl.

Search Deck

Once the entire Search Deck is used, Players should shuffle all the Search Cards and use them again, as needed.

Y.2 SARUMAN AND COMBAT

Refusing Combat

Saruman may *refuse* Individual Combat at any time, unless he is the Ringbearer. In that case he may be attacked by either Gandalf, Lord of the Nazgul, Gollum, or Bormir (the latter two by card only). If Saruman chooses to avoid combat he is placed in the nearest Citadel that he controls or, if no such Citadel is available, any unoccupied clear terrain hex within five hexes of where he was challenged.

Note that he may not retreat from a Citadel hex.

Army Combat

Saruman may *not* be killed in Army Combat and, if he is the *losing* (i.e. retreating) commander, Saruman (the Character only) may retreat as above.

Y.3 POWER OF PERSUASION

Persuading Fellowship Characters

Saruman had great powers of vocal persuasion, and he may use these to pry information and items from captured Fellowship Characters. During the Saruman Player-Turn, prior to any movement or combat, Saruman may try to persuade any one captive Fellowship Character to give him either an Event Card or a Magic Card. To do so he must be in the same hex as the captive Character. He then states whether he wants a Magic or an Event Card (remember, he may not hold more than three at any one time so he may have to discard at this time) and rolls a die. If the die roll is equal to or higher than the present Endurance Level (minus any wounds) of the captive Character, the Saruman Player may then choose one Event or Magic card (whichever he has designated) from those possessed by the Character (if he has any). The Saruman Player chooses blindly. Characters are considered to have the owning Player's Event Cards for purposes of persuasion.

Limitations

If the Saruman Player uses his persuasion powers, he may not move the Saruman Character in the Game-Turn. Furthermore, persuasion may not be used on Gandalf or the Ringbearer.

Y.4 MIND BATTLE

Challenging Sauron

Saruman was considered the premier wizard in Middle-Earth. Though his power was nowhere near that of Sauron, there is the possibility he would wish to divert Sauron's "gaze" by challenging him to a duel of the mind - through the use of the Palantiri. Thus, in any turn in which Saruman is in the same hex as a Palantir that he possesses, he may challenge Sauron to a Mind Battle. This occurs in the Saruman Player-Turn, before any movement or combat. In any turn in which Saruman uses Mind Battle, the Saruman Player may not move any of his units, nor may Saruman use Persuasion.

The Duel

To engage in Mind Battle the Saruman Player rolls one die; the result of the die is the number of Shadow Points that the Dark Power Player must subtract from those available to him that Game-Turn.

Y.5 DARK POWER RESTRICTIONS

Alliance

The Dark Power Player may not attack the Saruman Player until the Saruman Player commits a belligerent act against the Dark Power Player. A belligerent act would be Individual Combat, Mind Battle, Army Combat with Dark Power units, forming an alliance with the Fellowship Player (this must be discovered by or announced to the Dark Power Player as being in-existence), entering the Eastern portion of the game-map, or possessing the Ring.

Y.6 CARD CHANGES

Saruman (#34)

Saruman's Combat is considered to be a **3** and his Morale Value **4** for Individual Combat, while a **3** for Army Combat. His Endurance Level is considered to be **5** and his Sorcery Rating **A**. While all of these changes are not exactly "realistic" in light of *The Lord of the Rings*, they are necessary for play-balancing purposes.

Killing Saruman

If Saruman is killed, he returns on the first Game-Turn that Isengard is unoccupied by enemy combat units at his original values on his Character Card. The only change is that his Morale Value is now considered to be **2**. This is a change much like Gandalf the Grey to Gandalf the White, except Saruman regresses rather than progresses.

Chief of the Dunlendings (#35)

Ring Rating

The Chief of the Dunlendings Ring Rating is **3** for the Three-Player Campaign Game.

Saruman Summons Gandalf (#70)

Changes

If this Event Card is played and a 3 is rolled on the die when determining the result of the Event, the Saruman Players troops do *not* remain neutral. Instead the result is treated as a "Gandalf Ignores Summons," and nothing happens to the Movement or Combat ability of Saruman's troops.

Gandalf's Magic Cards

Gandalf does *not* escape with any Magic Cards; he must give them all to Saruman if captured this way.

Saruman "Resurrects" Orcs at Isengard (#88)

This Card is used only in the Three-Player Game, and its operation is relatively self-explanatory. Note that the units to be resurrected must be ones that have been previously eliminated, and this is further limited by the number of counters available. This Card may be played by the Saruman Player or by one of the other two Players if the Saruman Player consents.

Ents Vent Rage Event Card (#87)

Though the Dark Power Player may use this Card in the Three-Player Game, he may not use it against Fellowship Player units.

[Z] VICTORY CONDITIONS

Dark Power Player

To win the game, the Dark Power Player must have the Ring brought to the Barad-dûr hex (E1128). Or, he may win a military victory by controlling the Citadels of Barad-dûr , Durthang, Minas Morgul, Dol Guldur, Minas Tirith, Dol Amroth, Helm's Deep and Isengard, plus the hexes containing Hobbiton and Thranduïl's Palace.

Fellowship Player

The Fellowship Player must destroy the Ring (see Section M) to win the game.

Saruman Player

The Saruman Player must Control all existing Nazgûl plus the Citadels of Isengard and Helm's Deep and the town of Edoras.

Special Conditions

Note that if either Aragorn or Gandalf becomes a Semi-Ringwraith, the Dark Power Player automatically wins, unless Saruman has worn the Ring and is still in existence, in which case the Saruman Player wins.

More than One Winner

More than one Player may win the Three-Player Game, but it is unlikely that this will occur.

PLAYER'S NOTES

Introduction

The following hints and notes on general strategy are meant as a guide for the Players of *War of the Ring*. They embody all the tricks and overall strategy that the play-testers of the game have discovered in the course of playtesting and are in no way intended to discourage the individual Players from using whatever strategies best suit them. These hints and notes simply represent the general experience of those who have already played the game, and they may prove helpful to those who are unsure of how to approach the game.

THE CHARACTER GAME

Dark Power Player

The Dark Power Player must devote most of his resources (*i.e.*, Shadow Points) to the discovery-through-Search of the Fellowship Characters, and (hopefully) the subsequent Capture or death-by-Duel of those Characters. To this end, Mouth of Sauron and Saruman should always be used to pursue Fellowship Characters, as it costs no Shadow Points to move or engage them in Combat.

The movement of the Nazgûl is a trickier problem. Obviously, the first six Game-Turns should be spent in attempting to ensnare the Fellowship Characters, and one of the best tactics is to try to place Nazgûl or other Dark Power Characters directly in the path of Fellowship Characters, so that the exact dispositions of the latter may be discovered. If the Dark Power Player is lucky, he will also be able to eliminate some of the Fellowship Characters and reduce the guesswork as to where the Fellowship Characters are. Remember that, much like Sauron in *Lord of the Rings*, the Dark Power Player wishes to delay the progress of the Fellowship and to split them up, so that the Fellowship Characters may be dealt with individually when they are much weaker.

After Game-Turn Seven, the Dark Power Player has an option on what to do with his Nazgûl, as Citadel Reduction becomes an inviting task to send the Nazgûl on. However, the odds are against the Dark Power Player winning a Military Victory before the Ringbearer reaches Orodruin. Therefore, the Dark Power Player would be wise to spend little time and few Shadow Points on Citadel Reduction, and to make sure that the Lord of the Nazgûl and Gothmog are always able to be called to Orodruin on short notice should a battle develop there. The Dark Power Player should spend just enough Shadow Points on Citadel Reduction to keep the Fellowship Player worried. Who knows the Ringbearer may be delayed long enough for Military Victory to become a viable alternative.

Fellowship Player

The Fellowship Player has what seems to be quite a simple task: take the Ring from Point A (Rivendell) to Point B (Orodruin), and from there drop the Ring into the bowels of the earth, never to be seen again. Unfortunately, Sauron does not want this to happen, and he has the resources to stop the Fellowship. However, the Fellowship Player may maximize his chances of winning by employing certain strategems.

On the first Game-Turn, the Fellowship Player should attempt to kill Gandalf the Grey. This may startle the average Player of *War of the Ring*, but remember that he will come back as Gandalf the White. So send him against the first Servant of Sauron met. Another object of the Fellowship Player is to send Boromir away from the Ringbearer, preferably to a Citadel, from which he may defend against Citadel Reduction. Finally, the Fellowship Player should split up into several stacks, one of which contains Aragorn, Legolas or Gimli, Frodo and Sam, and send the other Fellowship Characters to obtain Magic Cards and to lead the minions of Sauron on a wild goose chase. Try to use Lorien as a haven from the Nazgûl and be careful about coming too close to the Mouth of Sauron and Saruman. If possible, avoid moving through a hex containing Nazgûl. Of course, this will become unavoidable as Mordor is approached, but a prudent Fellowship Player can preserve his plans from going awry by judicious play before the climactic Game-Turn.

THE CAMPAIGN GAME

Dark Power Player

Much as in the Character Game, the Dark Power Player must concentrate on destroying the Fellowship. This version of *War of the Ring* graphically details the problems that faced Sauron at the end of the Third Age. There are Nazgûl to be sent Searching, but there are also Armies to be used in the conquest of Middle Earth. Saruman must be used judiciously, as he does not have the strength of Sauron, and the Dark Lord must constantly be on the watch for the roadblocks that the Fellowship Player will place in his path. Aragorn may Challenge the Dark Lord, Elrond and Galadriel may do Mind Battle, etc.; these threats to the Dark Power Player must be anticipated, or else the Fellowship Player may weaken the Dark Power Player to the point that a Fellowship Victory may be achieved.

Again, Military Victory is difficult to gain, but the Dark Power Player *must* seek to capture Minas Tirith and Helm's Deep, at the very least; for if he can enslave the lands of Rohan and Gondor, he will not only be on the way to Military Victory, but will (more importantly) limit the Ringbearer's access to Mordor. The key to a Dark Power Player Victory is to refrain from extending his resources, utilizing them to maximum effect against the Fellowship Player.

Fellowship Player

Just because the Dark Power Player's task has become more difficult does not mean that the Fellowship Player's is any easier. The Fellowship Player's tactics have not changed that much from the Character Game, but the changes are significant.

First, the question of what to do with Gandalf presents itself on the first Game-Turn. Though he will be useful as Gandalf the White, he will not be able to mobilize the forces of the Free Peoples if he is "dead" during the beginning Game-Turns. Another key to play is the use of the Event Cards. Though it may seem that the Event Cards favor Sauron, they can actually be used to thwart his designs rather

effectively. Of course, a bit of the luck of the draw is involved here, but the Fellowship Player that pays attention to his cardplay will invariably fare well. The third major concern of the Fellowship Player is the deployment of his Armies. While he will usually not be able to mount an offensive against the Dark Power Player (Mordor being what it is), an able defense against the Dark Power juggernaut will stymie Sauron's military forces long enough for the Ringbearer to enter Mordor.

The Fellowship Player should take especial care in dealing with Saruman. His military might makes the southern route well nigh impossible for the Fellowship to traverse, but he also causes considerable problems for the Rohirrim and can also block passage in Provinces as far north as Rhovanion. Saruman is a double threat as he can secure Hobbiton and Dol Amroth, normally inaccessible to the Dark Power Player.

THREE-PLAYER GAME

Dark Power Player

The Dark Power Player's strategy is much the same as in the Campaign Game, but he now has to deal with Saruman. Not only are Saruman's forces removed from his control, thus depriving the Dark Lord of much of his strength and position, but he now has to deal with the treacherous Ally who can gain Victory only by destroying the Dark Power Player's leadership. Occasionally the Dark Power Player will find himself aiding the Fellowship Player if the Saruman Player is successful, which will do all sorts of strange things to Sauron's plan.

At the beginning of the game it is best to try for temporary Alliance with Saruman, so that the Fellowship Player will not profit too greatly from a rift between Saruman and Sauron.

Fellowship Player

The Fellowship Player cannot afford to have Saruman and Sauron working hand-in-hand, for the two can at least destroy the Armies of the Fellowship Player, and will almost certainly make the Ringbearer's position untenable. An Alliance with

Saruman is best, but one cannot trust the master of guile for too long, for the Saruman Player wants what is most precious to the Fellowship Player.

In summation, the Fellowship Player that plays the Dark Power Player off against the Saruman Player will profit greatly, even though the Rohirrim will probably be lost to him.

Saruman Player

The Saruman Player is at the same time the strongest and weakest player in the game. Once the Saruman Player realizes that he has little chance to win, his play will greatly improve. The Saruman Player must cast himself in the role of the cunning Wizard of Middle Earth, and, if he is successful and somewhat lucky, he can win the game. This places quite a burden on the Saruman Player, as the tone of the game is often set by his play.

Generally, the Saruman Player should attempt to obtain the Ring in the early going, as the Ringbearer will probably move away from the immediate vicinity of Isengard, and Sauron's Armies will come forth in great force as the game progresses. If this task proves impossible, then the Saruman Player should seek to play the Fellowship and Dark Power Players off against each other, using his unique abilities for (primarily) the Saruman Player's own benefit. The Saruman Player's objective should be to make the game interesting, and, if he should win it, so much the better.

A Note on the Play of the Three-Player Game

Two rules introduced in this game may be a little confusing or (in the opinion of some Players) a bit "unfair." The Alliance and Trading rules are *intended* to allow Players to team up against each other and to try and cheat or use other Players for personal gain. They are *not* intended to start fights; in other words, it is advised that Players not take the game too seriously if odd events occur. The rules were specifically designed to allow Players to be dishonest with each other, but Players will find that the game requires co-operation between Players to some extent.

DESIGNER'S NOTES

Overview

As expected there are a number of problems in doing a “simulation” on a well-known story. When creating a simulation on historical subject matter one can check his facts and figures through various primary and secondary sources to reconstruct the course of the conflict and even hypothesize alternative courses of strategy and outcomes. In constructing a simulation on *Lord of the Rings* it becomes obvious that Tolkien’s novel, or for that matter any novel, addresses itself to a continuous story line with only hints of possible alternative outcomes. Proceeding on that line of thought we had to postulate what *could* happen and give the players the option of exploring the various paths of alternate actions. Would you really want the Balrog to appear consistently in Moria? That latitude was taken to insure that the game becomes a game not just a replay of the book.

Lord of the Rings is distinguished by the fact that it is not only widely read but almost committed to memory by many Tolkien devotees. Obviously many trained eyes would be scrutinizing the game for flaws and so the research was of paramount importance. Again we ran into the problem that there is only one book - *LOTR*, but fortunately we did run across two important secondary sources that were extremely helpful: *The Guide to Middle Earth* and *The Tolkien Companion*, both of which are a type of encyclopedic glossaries of the Tolkien works.

The essence of the book is in its characters, and we had to in. integrate as many of them as possible, but we also knew that not all would make it without cluttering up the game. Our regrets to Radagast the Brown, Ghanburighan, Treebeard, etc. Since the characters would be the focal point of the game, it was an obvious decision from the start to individualize the characters, giving them all their attributes so that we could develop the character confrontations, the classic ones and the “what would happen if” ones (Aragorn vs. Balrog, etc.).

The power of the author in a novel is supreme, for he can create disasters for his protagonists and just as suddenly deliver them from the jaws of certain death. That power had to be transmitted into the game in order for the players to relive all the excitement and drama of the story. This has been conveyed through the use of the Event Cards. But it was left in the hands of the players to use them judiciously throughout the game to help themselves or to harry their opponents. The Event Cards rely heavily on the adventures and escapades that are sprinkled through the course of the overall story. The Misty Mountain Passes, Boromir’s attempt to Seize the Ring, the Ents, the Dead Men of Dunharrow - all have an important role in the story, and their place in the game had to be secured. Again latitude was taken both in the incorporation of additional events and the timing of the play of the events. This was done for play value. The recurring thought was not to make the game a carbon copy of the book, otherwise it would not become a game nor a true simulation where various strategies or options could be taken. And again that was the intention - create the framework of Tolkien and allow the Players to follow the book exactly (or as closely as possibly - like any historical simulation) but also to explore the alternatives.

DESIGN CREDITS

Game Design

Howard Barasch, Richard Berg

Electronic Conversion

Me!!

Physical Systems and Graphic Design

Redmond A. Simonsen

Game Development

B.E. Hessel, Eric Goldberg

Cover and Character Illustrations

Tim Kirk

Acknowledgements

Scott Rosenberg, The Mythopoeic Society

Playtesting

John Butterfield, Gary Christiansen, Gilbert Colgate, Marty Goldherger, Ben Grossman, Edward Woods

Production:

Bill Bauer, Larry Catalano, Manfred F. Milkuhn, Steve Parsons, Norman Pearl, Bob Ryer

FINIS