

Rivendell
(W2812)

AT START

Character Game

Aragorn
4-5

Gandalf the Grey
4-5

Boromir
2-5

Gimli
(2)5

Legolas
(2)5

Frodo
(3)5

Samwise
(3)5

Pippin
(2)5

Merry
(2)5

Elrond
(3)0

Lothlorien
(W2918)

Celeborn
3-5

Gabriel
(3)0

Lorien
10-5

Lorien
5-5

Thanduil's Palace
(E0509)

Thanduil
3-5

Mirkwood
10-5

Iron Hills
(E1406)

Dain II
2-5

Iron Hills
10-5

Erid Luin
(W0807) (W0815)

Erid Luin
5-5

Erid Luin
2-5

Dale
(E0808)

Brand
2-5

Dale
10-5

Esgaroth
(E0810)

Esgaroth
3-5

The Shire
(W1412)

Hobbits
5-5

Rangers
(W1510)

Rangers
1-5

Bree
(W1812)

Bree
3-5

Mirkwood
(E0213)

Woodmen
1-5

Dimrill Dale
(W3112)

Anduin
5-5

Edoras
(W2624)

Théodén
3-7

Éowyn
(3)7

Edoras
8-7

Edoras
3-5

Helm's Deep
(W2524)

Théodred
2-7

Hornburg
7-5

East Emnet
(W3022)

Éomer
3-7

Guards
5-7

Minas Tirith
(E0428)

Denethor
1-5

Minas Tirith
20-5

Minas Tirith
5-7

Dol Amroth
(W2631)

Imrahil
2-7

Dol Amroth
5-5

Dol Amroth
5-7

South I thilien
(E0630)

Faramir
3-7

Guards
5-7

Reinforcements:

M+1

Lebennin

Lebennin
20-5

Lebennin
4-7

Lamedon

Lamedon
15-5

Lamedon
4-7

Anfalas

Anfalas
10-5

Anfalas
4-7

Belfalas

Belfalas
10-5

Anorien

Anorien
15-5

M+2

Lebennin

Lebennin
20-5

Lebennin
4-7

Lamedon

Lamedon
15-5

Lamedon
4-7

Anfalas

Anfalas
10-5

Anfalas
4-7

Belfalas

Belfalas
10-5

M+1

Rohan

West Mark
15-7

West Mark
5-5

East Emnet

East Mark
20-7

East Mark
3-5

M+2

Rohan

West Mark
15-7

West Mark
5-5

East Emnet

East Mark
20-7

East Mark
3-5

M+1

Mirkwood

Mirkwood
10-5

Lorien

Lorien
20-5

M+2

Mirkwood

Mirkwood
10-5

AT START
Minas Morgul
(E0725)

Lord of
Nazgûl
4△

Goth-
mog
3△

Nazgûl 3
(2)△

Cirith
Ungul
5 - 4

Dol Guldur
(W3218)

Nazgûl 4
(2)△

Nazgûl 5
(2)△

Nazgûl 6
(2)△

Mirkwood
20 - 4

Uruk-hai
4 - 5

Barrad-dûr
(E1128)

Mouth Of
Sauron
2 - 7

Morannon
(E0826)

Cirith
Ungul
10 - 4

Uruk-hai
5 - 5

Durthang
(E0727)

Nazgûl 7
(2)△

Nazgûl 8
(2)△

Nazgûl 9
(2)△

Minas
Morgul
10 - 4

Mordor
(E0829)

Minas
Morgul
25 - 4

(E1529)

Barrad-
dûr
10 - 4

Uruk-hai
5 - 5

(E1032)

Cirith
Ungul
10 - 4

(E1028)

Olog-hai
5 - 5

Olog-hai
5 - 5

Olog-hai
5 - 5

Reinforcements:

M+1

Num

Barrd-dûr
20 - 4

Uruk-hai
4 - 5

Minas Morgul (E0725)

Minas
Morgul
15 - 4

Uruk-hai
5 - 5

Dol Guldur (W3218)

Mirkwood
10 - 4

Uruk-hai
2 - 5

Moria (W2716)

Misty Mts
15 - 4

Olog-hai
5 - 5

Far Harad

Haradrim
50 - 7

Haradrim
15 - 5

Mûmak
5 - 6

Khand

Variags
25 - 5

Rhun

Easterlings
25 - 5

M+2

Num

Barrd-dûr
20 - 4

Uruk-hai
4 - 5

Minas Morgul (E0725)

Minas
Morgul
15 - 4

Uruk-hai
5 - 5

Dol Guldur (W3218)

Mirkwood
10 - 4

Uruk-hai
2 - 5

Far Harad

Haradrim
50 - 7

Haradrim
15 - 5

Mûmak
5 - 6

Khand

Variags
25 - 5

Rhun

Easterlings
25 - 5

M+3

Num

Barrd-dûr
20 - 4

Uruk-hai
4 - 5

Minas Morgul (E0725)

Minas
Morgul
15 - 4

Uruk-hai
5 - 5

Dol Guldur (W3218)

Mirkwood
10 - 4

Uruk-hai
2 - 5

Far Harad

Haradrim
50 - 7

Haradrim
15 - 5

Mûmak
5 - 6

Khand

Variags
25 - 5

M+4

Num

Barrd-dûr
20 - 4

Uruk-hai
4 - 5

Minas Morgul (E0725)

Minas
Morgul
15 - 4

Uruk-hai
5 - 5

Far Harad

Haradrim
50 - 7

Haradrim
15 - 5

Mûmak
5 - 6

Khand

Variags
25 - 5

M+5

Num

Barrd-dûr
20 - 4

Uruk-hai
4 - 5

Minas Morgul (E0725)

Minas
Morgul
15 - 4

Uruk-hai
5 - 5

AT START

I sengard

(W2421)

Character Game

Saruman 1 - 5	Isengard 30 - 4	Uruk-hai 6 - 5
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Saruman:	
Combat	4 [3]
Morale	3 [2]
Endurance	5
Sorcery	A

Reinforcements:

M+1

I sengard

Isengard 15 - 4	Uruk-hai 3 - 5
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Dunland

Chief of Dunlendings 3 - 5	Dunlendings 15 - 5
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M+2

I sengard

Isengard 15 - 4	Uruk-hai 3 - 5
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Dunland

Dunlendings 15 - 5

M+3

I sengard

Isengard 15 - 4	Uruk-hai 3 - 5
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M+4

I sengard

Isengard 15 - 4	Uruk-hai 3 - 5
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M+5

I sengard

Isengard 15 - 4	Uruk-hai 3 - 5
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Sequence of Play

Ring Phase

- Check Gollum's Allegiance
- Attempt To Remove *The Ring*

Events Phase

- Fellowship Draws an *Event Card*
- Saruman Draws an *Event Card*
- Dark Power Draws an *Event Card*
- Form Alliances

Search Phase

- Dark Power Determines *Shadow Points*
- Dark Power Conducts *Search*
- Saruman Conducts *Search*

Saruman Player - Turn

- Move Characters and Armies
- Resolve Individual Combat
- Resolve Army Combat

Fellowship Player - Turn

- Resolve Escape Attempts
- Move Characters and Armies
- Resolve Search when Moving
- Resolve Individual Combat
- Resolve Army Combat

Dark Power Player - Turn

- Move Characters And Armies Expending *Shadow Points*
- Resolve Individual Combat
- Resolve Army Combat

End of Turn

- Verify Available *Shadow Points*
- Advance *Turn Marker*

Victory Conditions

Sauron

- Bring *The Ring* to **Barad-dûr**
- Or
- Capture / Control
- Minas Tirith**
- Dol Amroth**
- Helm's Deep**
- Isengard**
- Thranduil's Palace**
- Hobbiton**
- Barad-dûr**

Fellowship

- Bring *The Ring* to **Orodruin**
- Or
- Capture / Control
- Barad-dûr**
- Minas Tirith**
- Dol Amroth**
- Helm's Deep**
- Isengard**
- Thranduil's Palace**
- Hobbiton**

Saruman

- Capture / Control
- All existing *Nazgûl*
- Helm's Deep**
- Edoras**
- Isengard**

Addendum

- ❑ The results of being spotted remain in effect until the end of the game turn in which the the search occurred.
- ❑ Search in *Gorgoroth* and *Nurn* is automatic in that the Sauron player need not draw a card to search in *Mordor*.
- ❑ Search Modifiers:
 - 1 DRM to Search rolls on character groups that used a road during movement.
 - +1 DRM to Capture rolls on character groups in a rough or forest hex.
- ❑ The '*Misty Passes Open*' card opens the *Misty Passes* and the hexsides marked *Carhadras* and *Mount Gundabad*. Only characters may move through, counting them as 'pass' hexsides and paying all normal movement costs.

Errata

- ❑ It is not possible to Escape from *Barad-dûr*.
- ❑ Escape from *Isengard* is possible only by using '*Eagles!*'.
 - +1 DRM to Escape rolls for characters held at a citadel.
- ❑ ***Denethor*** may not leave *Minas Tirith* unless it is overrun.
- ❑ ***Celeborn*** and ***Thuranduil*** both have elven swords, i.e., inflict real wounds to Nazgûl.
- ❑ '*Paths of the Dead*' may only be traversed once.
- ❑ Shadowfax may not enter *Mordor*.
- ❑ Leaders stacked with cavalry have a movement allowance of 7.
- ❑ Rohan is not mobilized by strength 10 or less Orcs moving through its territory.
- ❑ Two Nazgûl plus a leader shift the combat odds up one column when attacking. All nine Nazgûl together shift the combat odds up two columns when attacking.