The cover art features a dramatic scene from the movie 'The Lord of the Rings: The Two Towers'. In the center, Gandalf the White stands with a long white beard and a tall black hat, holding a wooden staff. To his left, Aragorn, Legolas, Gimli, and Samwise Gamgee are visible. To his right, two Orcs are shown in a cowering or aggressive posture. The background is a dark, stormy sky with gnarled tree branches and flying creatures. A large, glowing green Ring of Power is positioned at the top left, partially overlapping the title. A large, red, diamond-shaped graphic with a black border and a repeating pattern of the Ring's script is superimposed over the scene. The title 'LORD of the RINGS' is written in a large, white, serif font, with 'of the' in a smaller font between 'LORD' and 'RINGS'.

LORD of the RINGS

THE CONFRONTATIONTM
Rules of Play

The time has come for the final confrontation in Middle-earth between the free people of the west and the dark lord Sauron. Will the Hobbit Frodo and his companions bring the One Ring to Mount Doom deep in the land of Mordor? Or will their fellowship fall to Sauron's forces and lose Middle-earth to eternal darkness?

Only one side can win!

WELCOME

With this copy of *Lord of the Rings: The Confrontation*, you can relive the epic struggle between the Fellowship of the Ring and the minions of Sauron as told in J.R.R. Tolkien's classic fantasy trilogy *The Lord of the Rings*.

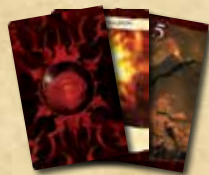
If you are ready to guide the Fellowship in their dangerous journey to reach Mount Doom, or if you are ready to control the forces of Sauron in their hunt for the One Ring, then read on; adventure and excitement await.

GAME COMPONENTS

18 Combat Cards



Fellowship
Combat Cards



Sauron
Combat Cards

8 Special Cards



18 Character Stands



18 Character Cards



18 Character Tiles



2 Reference Sheets



Game Board



1. Mountain Regions
2. Region

PLAYING THE CLASSIC GAME

The rules for playing *Lord of the Rings: The Confrontation* are explained assuming that players are playing the CLASSIC GAME. Rules for playing either the VARIANT GAME or the DRAFT GAME are found towards the end of this rulebook.

When playing the classic game, make sure that you are using the side of the character tiles and character cards that **display the ring symbol** (the characters showing the star symbol—are **not** used in the classic game).



RING SYMBOL
(CLASSIC GAME)



STAR SYMBOL
(VARIANT GAME)

Lord of the Rings: The Confrontation is a two-player game in which one player controls the nine companions of the Fellowship as the **FELLOWSHIP**. The other player controls nine of Sauron's evil minions as **SAURON**. Before the game begins, players should familiarize themselves with both their own and their opponent's cards and characters. The special abilities of each card and every character are described in detail on pages 10 through 15.

Setup

Before playing the game for the first time, carefully unpack the cards and separate the cardboard counters from their frames.

- The Fellowship slides the nine Fellowship character tiles (with the gold numbers) into the light plastic stands. Sauron slides the nine Sauron character tiles (with the red numbers) into the dark plastic stands. Now both players each have nine game pieces called **CHARACTERS**.

Remember, in the classic game, the outward facing characters must all show the ring symbol.

- Each player takes his nine combat cards into his hand. The Fellowship takes the Fellowship cards and Sauron takes the Sauron cards. (The eight Special Cards are only used with the game variant described on page 9.)
- The game board is placed between the two players so that the corner with the Shire is pointing at the Fellowship and the corner with Mordor points towards Sauron.

- The Fellowship chooses any four of its characters and places them in the Shire and then places its remaining five characters in the five regions in front of the Shire (Arthedain, Cardolan, Enedwaith, Eregion, and Rhudaur) so that each of those five regions contains one Fellowship character.
- Sauron proceeds likewise: He chooses and places any four of his characters in Mordor, then places his remaining five characters in the five regions in front of Mordor (Gondor, Dagorlad, Fangorn, Mirkwood, and Rohan), so that each of those five regions contains one Sauron character.
- No characters are placed on any of the mountain regions at the beginning of the game.
- Each player places his nine character cards in his play area, serving as reminders of character names and abilities.
- Each player takes the reference sheet summarizing the opposing player's characters and cards.

Each character must be placed on the board so that its hidden (opaque) side is facing the opposing player. In this way players see only the identities of their own characters.



Setup Diagram



1. Fellowship Reference Sheet

2. Sauron Combat Cards

3. Sauron Character Cards

4. Sauron Characters

5. Game Board

6. Fellowship Character Cards

7. Fellowship Combat Cards

8. Fellowship Characters


9. Sauron Reference Sheet

CHARACTER CARD & CHARACTER TILE ANATOMY



- | | |
|--|----------------------|
| 1. Strength Value | 3. Character Name |
| 2. Affiliation Color
(gold for Fellowship;
red for Sauron) | 4. Character Ability |
| | 5. Game Version Icon |

- Each player cannot have more than four of his characters in the Shire or Mordor.
- Each player can only have one character in each mountain region.
- Each player can have two characters in every other region.
- The number of characters each player is allowed to have in any one region is indicated by the **CHARACTER LIMIT INDICATOR** printed on the game board.



**CHARACTER
LIMIT
INDICATOR**
- Some characters have special movement abilities as described in their character text. Such special movement and other special abilities are described in detail for each character on pages 11 through 14.
- **The River Anduin:** The Fellowship can use the river to move Fellowship characters from Mirkwood to Fangorn, or from Fangorn to Rohan (as indicated by yellow arrows). Even though this move is sideways, it does qualify as the Fellowship's forward move for that turn. Movement in the opposite direction (from Rohan to Fangorn, or Fangorn to Mirkwood) is not allowed, except by a character or card ability (such as a sideways retreat).
- **The Tunnel of Moria:** The Fellowship can move Fellowship characters forward through the Tunnel of Moria (as indicated by the yellow arrow) in one move (from Eregion into Fangorn), but never in the opposite direction (from Fangorn to Eregion) even if a character is retreating. The tunnel may be used even if there is a Sauron character in Caradhras.

PLAYING THE GAME

Sauron takes the first turn. Play then alternates between the two players for the rest of the game.

MOVEMENT

During a player's turn, **he must move one** of his characters **forward** using the following rules:

- A character can only move *forward to an adjacent region*. Characters cannot move sideways or backwards unless otherwise stated on their character text or allowed by card play or special rules.
- Characters cannot move sideways while in the mountains (not even by the use of cards or special abilities, unless specifically stated).

When a character is defeated, the character piece is removed from the game board and set aside.



MOVEMENT EXAMPLES



1. When moving forward, unless moving into Mordor, the Shire, or along a yellow movement arrow (Fellowship only), a character must always move into one of the two adjacent regions before him.



2. A character cannot move or retreat sideways in the mountains. In the above example, Frodo cannot use his ability to retreat sideways because he is in a battle taking place in a mountain region.



3. Only the Fellowship may move its characters forward directly from Eregion to Fangorn using the Tunnel of Moria. No movement or retreats are allowed in the opposite direction (from Fangorn to Eregion).



4. A character cannot move or retreat into a region that already contains the maximum number of characters of its own side.



5. Only the Fellowship may move its characters forward along the Anduin river in the direction of the yellow arrows.

BATTLE

If a character is moved into a region occupied by one or more enemy characters, a **BATTLE** occurs. The moving piece is **ATTACKING**. The opposing piece is **DEFENDING**. Moving a character into a region containing one or more opposing characters is called an **ATTACK**.

If there are two or more unrevealed opposing characters in the contested region, the attacking player **randomly** chooses which unrevealed opposing character will be his opponent for the battle (the defending player may shuffle his unrevealed characters prior to the selection). Alternatively, an attacking player may always choose to attack an enemy character that is already revealed in the contested region.

A battle is resolved in four steps:

1. REVEAL CHARACTERS

Both players reveal their character to their opponent.

2. RESOLVE CHARACTER ABILITIES

The Fellowship reads and resolves any relevant text ability on the character card that corresponds to its battling character **first**, followed by Sauron. (Exception: If the Warg is battling, the Fellowship character's ability has no effect.)

Many character abilities (such as Aragorn's) have no effect in battle, and are ignored during this step.

RETREATS

Several Fellowship characters (as directed by their character ability) may **RETREAT** at the start of the battle before the Sauron character's ability text is read and resolved (except when battling the Warg, who prevents the Fellowship retreating by character ability). After such a character has been revealed and its character ability read aloud, the character has the opportunity to retreat if directed by its character ability.

A character **cannot** retreat into a region occupied by an enemy character or a region containing the maximum number of characters. Also, a character **cannot retreat sideways in the mountains** or backward through the Tunnel of Moria.

If a Fellowship character successfully retreats, any effect of the opposing Sauron character's text is ignored.

If a character in the battle retreats, or a character (or both characters) are defeated by character abilities, the battle is over (no cards are played).

3. PLAY CARDS

Each player now **secretly** selects one of his remaining **COMBAT CARDS** from his hand. After both players have selected a card, they reveal their chosen cards simultaneously. Some cards are **TEXT CARDS** and feature a text ability, while other cards are **STRENGTH CARDS** and feature a single strength number.

Text cards **always** take effect before strength cards. If both players reveal text cards, Sauron's text card is always read and resolved **first**, followed by the Fellowship's text card.

If a character retreats, or a character (or both characters) are defeated by a text card, the battle ends. Both cards are always discarded, even if a card had no effect in the battle.

4. COMPARE STRENGTHS

The **STRENGTH NUMBER** of each player's strength card (if one was played) is now added to the **STRENGTH VALUE** of his character.

After the total strength value of each character has been determined, **the character with the lowest total strength is defeated**. If the total strength of the two characters is equal, then *both* characters are defeated. The battle is now over.



After a battle, the two used cards are discarded and placed faceup beside the game board. When all nine cards have been used (which always happens simultaneously) both players return all nine of their cards back into their hands.

After a battle, if there are additional enemy characters in the contested region, another battle begins. Continue to resolve battles in the contested region until only Fellowship or Sauron characters (or none at all) occupy the contested region.

CONCEAL CHARACTERS

At the end of a player's turn, all revealed characters are concealed and thus hidden from the opponent once more (unless specified otherwise, such as by the "Crebain of Dunland" Special Card ability).

SHUFFLING CHARACTERS

A player may, at any time, shuffle his characters in the same region in order to confuse his opponent. (By shuffling, a player picks up his characters in a region, shuffles them behind his back or under the table, and places them back into the same region.) This is always helpful when your opponent knows the identity of one of your characters in a specific region. Characters from different regions cannot be mixed together in this way. Players cannot shuffle characters that are currently revealed.

GAME END

These are the possible ways for the game to end:

- The Fellowship wins immediately if Frodo enters Mordor, regardless of whether or not there are Sauron characters in Mordor (no battle is fought).
- Sauron wins immediately if he has three characters in the Shire, or if Frodo (classic version) is defeated.
- If a player is unable to move a character forward during his turn, he loses immediately.

It is recommended that players play two games. Each player taking the side of the Fellowship once and the side of Sauron once. The winner of each of these games receives one point for each of his characters that remain on the board at the end of each game (the loser receives no points). After two games, the player with the highest total number of points is the overall winner.

BATTLE EXAMPLE



The diagram illustrates a battle sequence in three steps:

- 1**: Aragorn (strength 4) attacks Shelob (strength 5). Sauron reveals the "Eye of Sauron" card.
- 2**: Both players reveal their combat cards. Aragorn reveals a "4" card, and Sauron reveals a "4" card.
- 3**: The Fellowship adds Aragorn's strength (4) to his combat card value (4), resulting in a total strength of 8. Since Sauron's combat card (4) is less than the Fellowship's total (8), Shelob is defeated and removed from the board.

The diagram also shows a "SAURON REFERENCE" table with the following entries:

SAURON REFERENCE	SAURON REFERENCE	SAURON REFERENCE
2	3	
5	5	

1. Aragorn just used his ability to attack a Sauron character in Fangorn from Mirkwood. Sauron reveals that Aragorn has attacked Shelob.
2. Neither characters' text abilities cause a retreat or defeat of the enemy character, so now players must secretly select a combat card, which are simultaneously revealed. The Fellowship reveals its "4" card, while Sauron reveals his "Eye of Sauron" card. Since the Fellowship did not reveal a text card, the "Eye of Sauron" card has no effect.
3. The Fellowship adds the value of its strength card to Aragorn's strength value, for a total of 8. Since Sauron's card did not have a strength value, Shelob's final strength value remains 5. Since Aragorn's total strength is higher than Shelob's, the Sauron character is defeated and removed from the game board.

The Variant Game

After playing the classic game and becoming accustomed to the strategies and nuances of playing *Lord of the Rings: The Confrontation*, players may wish to play the variant game.

The variant game is played exactly like the classic game, except the variant characters, found on the reverse side of the classic character tiles and character cards, are used instead.

Before starting the variant game, make sure that the variant characters are face out inside the plastic stand (every character belonging to the variant game has the star symbol instead of the ring symbol). Although some personalities are the same in both versions, all variant characters feature new abilities.

The classic game pitched the versatile, but weaker, nine members of the Fellowship of the Ring against the powerful minions of Sauron. This simulated the desperate nature of the Fellowship's journey to Mordor. The variant game, however, seeks to simulate the wider struggle between the free people of the west and the malign intent of Sauron. In the variant version, the Fellowship is given more strength with characters such as Elrond, Treebeard, and Theoden, while Sauron is now able to harness more cunning with such characters as Wormtongue and the new Witch-king.

When using the variant characters (in the variant or draft game), the following additional rules apply:

- Sauron wins immediately if the variant Witch-king enters the Shire, regardless of whether or not there are Fellowship characters in the Shire (no battle is fought).
- Variant Frodo starts the game as the "Ring-bearer." If defeated, Frodo makes Sam the new Ring-bearer (i.e., he passes the One Ring to Sam). The Fellowship must reveal Sam as he is made the new Ring-bearer (Sam does not have to be in the same region as Frodo to be named the Ring-bearer). If Sam has been defeated prior to Frodo's defeat, Sauron immediately wins the game. If Sam is defeated after being made the Ring-bearer, Sauron immediately wins the game.
- The Fellowship wins the game immediately if the Ring-bearer enters Mordor, regardless of whether or not there are Sauron characters in Mordor (no battle is fought).

The Draft Game

If players have played both the classic and variant versions of *Lord of the Rings: The Confrontation*, they may be ready for an entirely different game experience.

The draft game allows each player to decide whether he wishes to play with the classic characters, the variant characters, or any mix thereof.

Before the game begins, each player secretly places his character tiles into the nine plastic stands with the **face out character of his choosing**. In this way, a player can mix his nine classic and variant characters.

Example: During a draft game, Sauron must make nine decisions on which characters to field. One of these decisions is whether to use Shelob or Wormtongue (the variant character on the reverse side of Shelob).

After both players have chosen their characters, they place the corresponding character cards faceup in their play area, thus revealing the chosen characters to their opponent. Then the game begins as normal.

The Special Cards

Eight Special Cards are included in the game, four for the Fellowship and four for Sauron. These represent special powers and abilities that may be introduced to the game as an alternative game experience. A Special Card may only be **used once per game** and are returned to the game box after use. The Special Cards can be used in any game type: classic, variant, or draft.

When using this option, before the game begins, each player selects and reveals two of his four Special Cards for use in the coming game. The remaining 2 cards are returned to the game box.

Alternatively, Special Cards can be given (in a suitable proportion) to an inexperienced player when playing against a more experienced opponent.

The Special Cards are not subject to the same rules as a player's combat cards. All character and card text, when referring to "cards," refer to combat cards **only** and not to the Special Cards. The Special Card abilities are described in detail on pages 15 and 16.

The COMBAT CARDS

The card abilities of the combat text cards are described in detail below.

The FELLOWSHIP CARDS

The Fellowship has five strength cards, ranging in value from 1 through 5 and four text cards:

MAGIC

The Fellowship and Sauron each have one “Magic” text card at their disposal. When played, the card’s player exchanges it with one of his discarded cards (of his choice). If the chosen card is a text card, it is resolved immediately. If a player has no discarded cards, then “Magic” has no effect. If both players play their “Magic” cards in the same battle, Sauron chooses and resolves his replacement card first.



NOBLE SACRIFICE



When this card is resolved, both characters in the battle are defeated—unless Sauron successfully used his “Retreat” card first, in which case neither character is defeated (but both cards are still discarded).

ELVEN CLOAK

If the Fellowship plays this card and Sauron plays one of his strength cards, then the strength value of Sauron’s strength card is ignored (i.e. will not contribute to the Sauron character’s strength). If Sauron played his “Magic” card and replaced it with a strength card, that strength card is likewise ignored.



RETREAT



When played, the Fellowship must retreat its character **backward** to an adjacent region, as long as that region contains no Sauron characters or is not occupied by the maximum number of Fellowship characters (in which case there can be no retreat, and the battle proceeds). If a legal retreat is possible, the Fellowship character must retreat.

The SAURON CARDS

Sauron has six strength cards, ranging in value from 1 through 6 and three text cards:

MAGIC

See the explanation under the Fellowship’s “Magic” card.



The Eye of SAURON

If Sauron plays this card and the Fellowship plays a Text Card, then the text on the Fellowship’s card has no effect.



RETREAT

When played, Sauron must immediately retreat his character **sideways** to an adjacent region, as long as this region is not a mountain region, contains no Fellowship characters, and is not occupied by the maximum number of Sauron characters (in which case there can be no retreat, and the battle proceeds). If a legal retreat is possible, the Sauron character must retreat.



The Characters

The abilities of all characters are described below. The number in parentheses by every character indicates his strength.

The Fellowship Characters: Classic Version:

Frodo (1):

When defending, Frodo may retreat sideways to an adjacent region. Frodo can only use his ability to retreat at the beginning of a battle, and not after cards are played. Frodo cannot retreat sideways in the mountains.



Sam (2):

If Sam is in the same region as Frodo, and Frodo is attacked first, Sam may be revealed to take Frodo's place in the battle (this must be done before resolving Frodo's character ability).



In addition, Sam's strength is 5 when in the same region as Frodo. The Fellowship must reveal Frodo (before cards are chosen) in order to prove Sam's strength. Alternatively, the Fellowship may choose to not reveal Frodo and keep Sam's strength at 2.

If Frodo is battling the Warg, Sam cannot replace him. If Sam is battling the Warg, his strength remains at 2, even if Frodo is in the same region. If the Orcs (classic) attack Frodo as their first attack, a switch to Sam will result in the Orcs defeating Sam.

Reminder: As the character limit in mountain regions is one, Sam cannot accompany Frodo in the mountains.

Pippin (1):

When attacking, Pippin may retreat backward to an adjacent region. Pippin can only use his ability to retreat at the beginning of a battle, and not after cards are played.



Merry (2):

When in battle with the Witch-king, Merry automatically defeats the Witch-king before cards are chosen. In battle against any other Sauron character, Merry's character ability has no effect.



Gandalf (5):

In a battle against Gandalf, should the battle come to playing cards, Sauron must choose and reveal his card to the Fellowship first. After Sauron has revealed his card, the Fellowship then chooses its card (the Fellowship must play a card, even if Sauron reveals his "Retreat" card) after which both cards are resolved as normal (with Sauron resolving text cards first).



If Sauron reveals his "Magic" card (see page 10), he must completely resolve it and reveal his new chosen card before the Fellowship chooses and reveals its card (if Sauron's chosen card is a text card, do not resolve it until after the Fellowship has revealed its card choice).

Aragorn (4):

When moving, Aragorn can move into any adjacent region—forward, sideways, or backward—if he attacks at least one Sauron character by doing so. Otherwise, Aragorn can only move forward into an adjacent region as normal. Aragorn can attack the Warg using his special ability, since he uses his ability before he enters the region with the Warg. Aragorn cannot move sideways in the mountains.



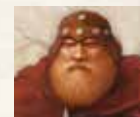
Legolas (3):

When in battle with the Flying Nazgûl, Legolas defeats the Flying Nazgûl before cards are played. In battle against any other Sauron character, Legolas' character ability has no effect.



Gimli (3):

When in battle with the Orcs, Gimli defeats the Orcs before the Orcs' character ability is resolved. In battle against any other Sauron character, Gimli's character ability has no effect.



Boromir (0):

When Boromir is in battle, both Boromir and the opposing Sauron character are defeated before the Sauron characters' ability is resolved. The only exception is in a battle against the Warg where Boromir's character ability has no effect and the battle continues to playing cards.



The SAURON CHARACTERS: CLASSIC VERSION:

BALROG (5):

If the Balrog is in the Caradhras region when a Fellowship character uses the Tunnel of Moria (moving from Eregion directly to Fangorn), Sauron **may** reveal the Balrog to immediately defeat the Fellowship character (even Frodo) without a battle. The Balrog itself remains unharmed (even Boromir does not defeat the Balrog in this situation). A Fellowship character that is defeated by the Balrog when traveling through the Tunnel of Moria never reaches Fangorn, so no Sauron character in Fangorn is revealed in battle.



Shelob (5):

If Shelob defeats a Fellowship character in battle, she is immediately placed in Gondor (unless the battle took place in Gondor, in which case Shelob remains where she is). If there are already two other Sauron characters in Gondor, or if there are one or more Fellowship characters in Gondor, Shelob is instead defeated and removed from the game.



WITCH-KING (5):

When moving, the Witch-king can move sideways into an adjacent region if he attacks at least one Fellowship character by doing so. Otherwise, the Witch-king must use the normal movement rules. The Witch-king cannot move sideways in the mountains. If the Witch-king encounters Frodo in a sideways attack, Frodo may retreat sideways to the region previously occupied by the Witch-king, as long as no other Sauron character is there.



FLYING NAZGÛL (3):

When moving, the Flying Nazgûl may move to **any** region on the board as long as that region is occupied by a **single** Fellowship character (and so attacks the Fellowship character). Otherwise, the Flying Nazgûl must use the normal movement rules. The Flying Nazgûl's ability allows it to move sideways into an adjacent mountain region as long as that mountain region is occupied by a Fellowship character.



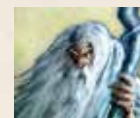
BLACK RIDER (3):

When moving, the Black Rider can move forward any number of regions as long as he attacks a region with at least one Fellowship character by doing so. Otherwise, the Black Rider must use the normal movement rules. The Black Rider cannot move into or through a region already containing the maximum number of Sauron characters, nor can he move through a region occupied by one or more Fellowship characters.



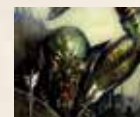
SARUMAN (4):

In a battle with Saruman, if the Fellowship character does not retreat using its character ability, Sauron **may** declare that no cards are to be played, and that the battle is decided by the character strength values alone. All other normal rules for battle apply.



ORCS (2):

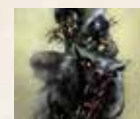
When attacking, the Orcs defeat the first Fellowship character attacked in a region before cards are played. If there are additional Fellowship characters in the region, the Orcs' character ability has no effect in those subsequent battles.



A Fellowship character with a retreat character ability, may retreat before the Orcs' character ability is resolved. If the Fellowship character retreats, ending the battle, the battle is still considered the Orcs' first attack (unless the Orcs were defending).

WARG (2):

In battle against the Warg, the opposing Fellowship character ability has no effect.



CAVE TROLL (9):

In a battle with the Cave Troll, Sauron's card has no effect and no strength. Sauron must still play and discard a card, even if that card has no benefit in the battle.



The Fellowship Characters: Variant Version:

FRODO (1):

In battle with Frodo, any text card played by Sauron has no effect.



If Frodo is defeated, Sam is revealed and becomes the new Ring-bearer (see page 9 for more information about the “Ring-bearer”). If the Warg defeats Frodo, or if Frodo loses a battle after Sam has already been defeated, Sauron immediately wins the game.

SAM (1):

If defending, the strength value on Sam’s character is equal to that of the attacking Sauron character. Combat cards and character special abilities such as Gandalf’s (variant version) are added to Sam’s strength value normally. If Sam is attacked by the Orcs (variant version), his strength is 6.



ELROND (3):

In battle with Elrond, Sauron’s “Eye of Sauron” and “Magic” cards have no effect.



ARAGORN (4):

If defending, Aragorn **may** declare that no cards are to be played, and that the battle will be decided by the character strength values alone. All other normal rules for battle apply. In battle against Saruman (classic version), if Aragorn declines to use his ability, Saruman may then decide that no cards are to be played instead.



GANDALF (5):

After cards have been resolved during a battle taking place in a region adjacent to Gandalf’s (even a mountain region) or in Gandalf’s own region, the Fellowship may reveal Gandalf to add 1 to the Strength of the battling Fellowship character. Gandalf may use his special ability even if no cards have been played due to Aragorn’s (variant) or Saruman’s (classic) ability. Gandalf cannot use his ability if the battle is against the Warg, nor if he is the attacker or defender.



TREEBEARD (4):

Treebeard’s strength value is increased to 6 while he is in Fangorn. When moving, Treebeard may move from any region on the board to Fangorn, as long as Fangorn is occupied by a **single** Sauron character (and so attacks the Sauron character). Otherwise, Treebeard must use the normal movement rules.



Treebeard can use his ability to attack the Warg in Fangorn, since he uses his ability before he enters the region with the Warg. Treebeard’s strength value, however, is not increased to 6 when in battle against the Warg in Fangorn.

FARAMIR (3):

When attacking, Faramir may retreat sideways to an adjacent region. Faramir can only use his ability to retreat at the beginning of a battle, and not after cards have been played. Faramir cannot retreat sideways in the mountains.



SMÉAGOL (0):

If Sméagol is defending, and there are no other Fellowship characters in his region, he may switch positions with a Fellowship character in an adjacent region. Sméagol cannot make a **sideways** switch with an adjacent character in the mountains. Sméagol can only use his ability at the beginning of a battle, and not after cards have already been played.



If Sméagol switches with an adjacent character, the new character takes his place in the battle. Resolve the new Fellowship character’s ability text as if he had been attacked.

If the Orcs (classic) attack Sméagol, he may make the switch before he is defeated. In this case, no battle is considered to have been fought, and the Orcs attack the new character as if that was their first attack.

THÉODEN (2):

Théoden’s strength value is increased to 4 while he is in a battle in Rohan or Gondor.



The SAURON CHARACTERS: VARIANT VERSION:

URUK-HAI (4):

When moving, Sauron may reveal the Uruk-Hai to move them forward any number of regions as long as they end their movement in an empty region. When doing so, the Uruk-Hai cannot move into or through a region already containing the maximum number of Sauron characters, nor move into or through a region occupied by one or more Fellowship characters. Otherwise, the Uruk-Hai must use the normal movement rules.



WITCH-KING (2):

Sauron wins immediately if the Witch-king enters the Shire, regardless of whether or not there are any Fellowship characters in the Shire (no battle is fought).



SARUMAN (3):

When in battle with Gandalf, Saruman defeats Gandalf before any cards are played.



In a battle with Saruman against a Fellowship character other than Gandalf, after the Fellowship has revealed its card, Saruman may force the Fellowship to reveal and resolve a different card. Saruman cannot use this ability if Aragorn (variant) decides that no cards are played, or if the Fellowship has only one remaining card in hand. When Saruman forces the Fellowship to reveal a new card, the Fellowship's initial card is placed back into its hand.

WORMTONGUE (-1):

When defeated, instead of being removed from the game, Wormtongue may retreat backward into an empty, adjacent region (even when defeated by Boromir or the "Noble Sacrifice" card). If a defeated Wormtongue is unable to retreat, he is removed from the game.



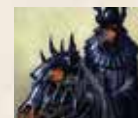
ORCS (3):

When attacking, the Orc's strength value is increased to 6.



MOUTH OF SAURON (3):

After both players have revealed their cards in battle (before they are resolved), Sauron may replace his played card with his "4" strength card (even if the "4" card is in the discard pile). If the "4" card is taken from the discard pile, the original card played must be placed among the discarded cards. If the "4" card is taken from Sauron's hand, the original card played is returned to Sauron's hand.



The Mouth of Sauron cannot use his ability if Aragorn (variant version) decides that no cards are played.

When the Mouth of Sauron battles Gandalf (classic version) Sauron chooses whether or not he replaces his played card **after** the Fellowship has chosen and revealed its card (i.e. Gandalf's ability does not allow the Fellowship to preview the Mouth of Sauron's choice).

The Watcher (6):

After The Watcher has been revealed, it remains revealed for the remainder of the game and cannot move normally.



The Watcher may retreat sideways with Sauron's "Retreat" card or be placed back in Mordor with the "Recall to Mordor" Special Card (but remains revealed in both instances).

FLYING NAZGÛL (5):

When moving, the Flying Nazgûl may move forward, skipping over one region to attack. It may even skip over a region that contains the maximum number of Sauron characters or a region occupied by one or more Fellowship characters. Otherwise, the Flying Nazgûl must use the normal movement rules.



GOLLUM (1):

When in battle, Gollum may retreat **forward**. Gollum can only use his ability to retreat at the beginning of a battle, and not after cards have already been played.



Gollum cannot retreat if the Fellowship character has already retreated.

Fellowship Special Cards

Shadowfax

Before moving, the Fellowship may use “Shadowfax” to move a Fellowship character forward to an adjacent region containing no Sauron characters or a region containing less than the maximum number of Fellowship characters. Moving along a yellow arrow is permitted, but a character moving through the Tunnel of Moria with “Shadowfax” is still defeated if Sauron reveals the Balrog in Caradhras. After using “Shadowfax,” the Fellowship must then move **that same** character normally. A character that is unable to move forward with “Shadowfax” and then resolve a normal move cannot be used with “Shadowfax.”



Gandalf the White

The Fellowship may skip its entire turn to instead use “Gandalf the White.” After doing so, the Fellowship may return its defeated Gandalf character to Fangorn. “Gandalf the White” cannot be used if Fangorn is occupied by any Sauron character or two Fellowship characters. “Gandalf the White” cannot be used unless the Gandalf character has been defeated earlier in the game.



A King Revealed

The Fellowship may skip its entire turn to instead use “A King Revealed.” After doing so, it reveals Aragorn and chooses a Sauron character piece. During his coming turn, Sauron must move the chosen character (i.e., he cannot skip his next turn to play a Special Card). If Sauron is unable to move the chosen character, he must prove why he is unable to do so, after which he must move another character as normal. The Fellowship cannot use “A King Revealed” if Aragorn has been defeated.



Gwaihir the Windlord

The Fellowship may play “Gwaihir the Windlord” at the beginning of a battle before character abilities are resolved. After doing so, the battling Fellowship character gains the ability “May retreat sideways or backward” (replacing the character’s normal character ability) for the duration of that battle only. The ability follows the normal rules for retreating on page 7. The Fellowship cannot use “Gwaihir the Windlord” in a battle against the Warg.



Sauron Special Cards

Recall to Mordor

Sauron may skip his entire turn to instead use “Recall to Mordor.” After doing so, he may take one Sauron character anywhere on the board and place it back in Mordor. “Recall to Mordor” cannot be played if Mordor is occupied by any Fellowship character, or four Sauron characters.



The Dark of Mordor

Before moving, Sauron may use the “Dark of Mordor” to move a Sauron character forward to an adjacent region as long as there are no Fellowship characters in that region and it does not contain the maximum number of Sauron characters. Then, Sauron must move a **different** Sauron character as normal. This card cannot be used to move a revealed The Watcher.



Crebain of Dunland

Sauron may skip his entire turn to instead play “Crebain of Dunland.” After doing so, he chooses a Fellowship character piece and reveals it. The chosen Fellowship character must remain revealed for the remainder of the game (but otherwise plays normally). If Gandalf is chosen, but later defeated and returned to play with the “Gandalf the White” Special Card, he is no longer affected by the “Crebain of Dunland.”



Palantír

Sauron may use the “Palantír” at any point during his turn to reveal all Fellowship characters in one region, **except in the Shire.**



CLARIFICATIONS

- A **CONCEALED** character is one whose back (opaque) side is facing the opponent. A **REVEALED** character is laid on its back (facing upward) in its region, so both players can see its identity.
- When required to “choose a character,” the chosen character must be on the game board (revealed or concealed). The act of choosing a character (such as with the “A King Revealed” Special Card) does not reveal the chosen character unless specifically stated.
- A revealed character may still be “revealed” if needed (it simply remains revealed). For example, Gandalf (variant version) may still use his ability even if affected by the “Crebain of Dunland” Special Card.
- Defeated characters, Special Cards, and the content of players’ discard piles are always open information to both players.
- Retreating characters are not considered defeated.
- An “empty” region is one that contains no characters.
- The timing steps of a battle are as follows:
 1. Reveal characters
 2. Resolve relevant character abilities (if any)
 - a. Fellowship character
 - b. Sauron character
 3. Resolve combat text cards (if any)
 - a. Sauron text card
 - b. Fellowship text card
 4. Compare strengths
 5. Defeat lowest strength character (both, if tied)

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Reiner Knizia was born in Germany. Today the doctor of mathematics lives in England and dedicates himself entirely to game design. Reiner Knizia is regarded as one of the best and most prolific game designers in the world and has received numerous honors worldwide for his games.

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