



LO RD of the RING S

THE CONFRONTATION

DELUXE EDITION

The time has come for the final confrontation between the Fellowship and Sauron in Middle Earth. Will the Hobbit Frodo and his companions bring the One Ring to Mount Doom deep in the land of Mordor? Or will they fall to the forces of the dark lord Sauron and lose Middle Earth to eternal darkness?

Only one side can win!

WELCOME

With this copy of LORD OF THE RINGS: THE CONFRONTATION Deluxe Edition, you will be able to relive the epic struggle between the Fellowship and the minions of Sauron in J.R.R. Tolkien's classic fantasy trilogy *The Lord of the Rings*.

If you are ready to help the Fellowship of the Ring in their dangerous journey to help Frodo 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.

COMPONENTS

In addition to this rules booklet, below is a list of the game components:

18 Fellowship and Sauron Combat

Cards: These cards, nine for each player, are played when two characters enter into battle against one another.

8 Special Cards:

These cards represent special powers that players may use when playing with the Special Cards variant rule.

18 Plastic Character

Stands: The detailed plastic stands, nine for each player, are used to hide your character tiles from the other player while on the game board.

1 Game Board: The game board is the central area upon which the action and adventure takes place.

18 Character Tiles: These double-sided cardboard pieces, nine for each player, represent the characters controlled by the Fellowship player and the Sauron player. In the classic game, only the side of the tiles showing the small ring symbol are used. The other side of the character tiles (showing a white star) are used in the two variant games described later.

18 Character Tokens: These small double-sided tokens matching the character tiles are used in the "Draft" variant game on page 6.

2 Reference Sheets: These sheets are helpful references that players may use to familiarize themselves with their, and their opponent's, characters and cards.

PLAYING THE CLASSIC GAME

The rules for playing THE CONFRONTATION will be explained assuming that you are playing the **classic game**. Rules for playing either the variant game or the draft game are found towards the end of this rules booklet.

When playing the classic game, make sure that you are using the side of the character tiles that **display the One Ring symbol** (The character on the reverse side of the tile – showing the Star symbol – is **not** used in the classic game).

*Ring Symbol
(Classic Game)*



*Star Symbol
(Variant Game)*



SETUP

Before playing the game for the first time, carefully unpack the cards and separate the cardboard counters from their frames so that they do not tear.

One player controls the nine companions of the Fellowship and is the **Fellowship player**. The other player controls the nine evil characters and is the **Sauron player**. 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 7 through 11.

• The Fellowship player slides the nine Fellowship character tiles (with the green scroll graphics) into the light plastic wall pieces so that the picture and text is facing him (and not his opponent). The Sauron player slides the

WHAT IS NEW IN THE DELUXE EDITION?

In this edition you will not only be able to play the original classic game, but also play an entirely new variant game with new characters found on the reverse side of the character tiles. Furthermore, you will also be able to play a "draft" version of the game in which players may select characters from either the original version or the variant game. Finally, the Deluxe Edition also includes four new Special Cards in addition to the four Special Cards found in the original release.

In summary these are the new elements of this edition:

- A variant game using the 18 new characters found on the reverse side of the classic character tiles.
- Rules for playing a draft game. The included character tokens may be used as visual reminders for which declared mix of characters your opponent is using in the draft game.
- Four new Special Cards, for use with either the classic game, the variant game, or the draft game.
- Larger character tiles and plastic stands, sculpted to identify either the Sauron or the Fellowship player.
- Some new terms in the game rules and regions are used. For example, the "Moria" region from the original game is now called "Caradhras."
- Common questions that arose from the original rules have been addressed in these rules.
- Brand new artwork on all components.

GAME COMPONENTS

Fellowship Combat Cards



Sauron Combat Cards

Fellowship Special Cards



Sauron Special Cards



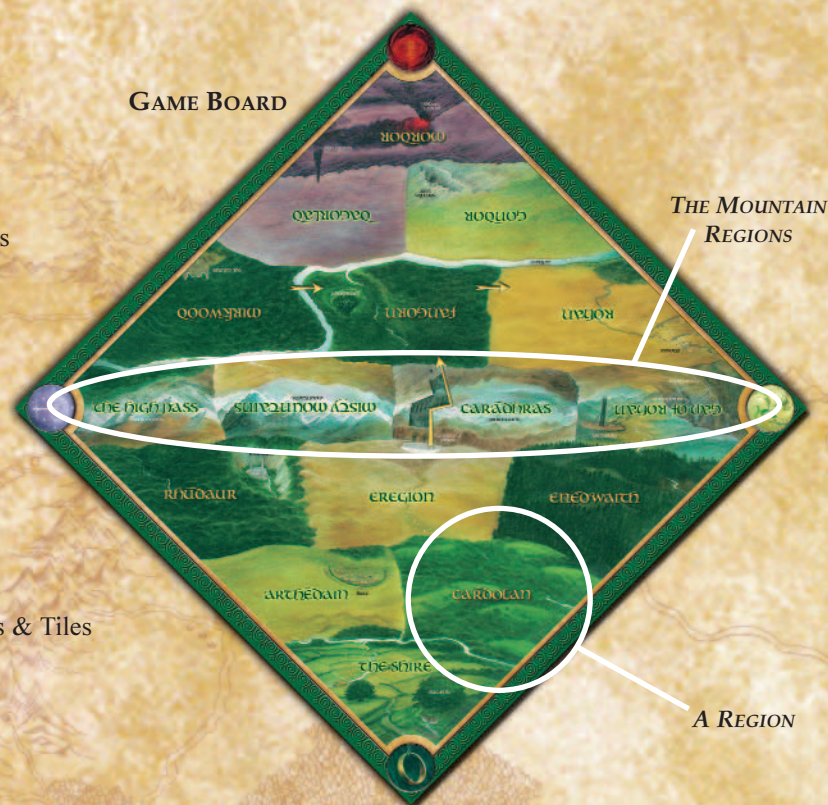
Character Tokens (Draft Game)



Character Stands & Tiles



GAME BOARD



nine Sauron Character tiles (with the red scroll graphic) into the dark plastic wall pieces. Now both players each have nine game pieces which we call **characters**. (Note: Your opponent should not see which of your characters goes into which wall piece.) Remember, in the classic game, the faceout side of the characters should all show the One Ring symbol.

• Each player takes his nine Combat Cards into his hand. The Fellowship player takes the Fellowship cards and the Sauron player takes the Sauron cards. (The eight Special Cards are only used with the game variant described on page 10-11.)

• The board is placed between the two players so that the corner with the Shire is pointing at the Fellowship player, and the corner with Mordor is pointing towards the Sauron player.

• The Fellowship player chooses four of his characters and places them in the Shire. He then places his 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.

• The Sauron player proceeds likewise: He chooses and places 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 may be placed on any of the mountain regions at the beginning of the game.

Note: Each character should be placed so that its hidden side is facing the opponent. In this way each player only sees the identities of his own characters.

PLAYING THE GAME

The Sauron player 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 can never move sideways or backwards unless otherwise stated on their character text or allowed by card play or special rules. (Example: Frodo's text allows him to retreat sideways if he is attacked.)

• Characters can never move sideways while in the mountains (*not even by the use of cards or special abilities, unless specifically stated*).

• Each player may never have more than four characters each in either the Shire or Mordor.

• Each player can only have one character in each mountain region.

• Each player can have two characters in all other regions.

• A player can never move a character into (or through) a region that already holds the maximum number of his own characters (*not even through the use of cards or character text, unless specifically stated*).

Movement Examples



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



- 2 A character is never allowed to 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 player may move his characters forward 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 may never move or retreat into a region that already contains the maximum number of characters of its own side.

- 5 Only the Fellowship player may move his characters forward along the downstream Anduin river in the direction of the yellow arrows. Normal movement in the upstream direction is not allowed.



- 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 can never be mixed together in this way. You may never shuffle characters that are currently revealed.

- 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 7 through 10.

- **The River Anduin:** The Fellowship player can use the downstream river to move his characters from Mirkwood to Fangorn, or from Fangorn to Rohan. Any movement along the river Anduin arrows on the game board is considered a **forward move**. Forward movement in the opposite direction is not allowed (from Rohan to Fangorn, or Fangorn to Mirkwood). The Sauron player may never use the river.

- **The Tunnel of Moria:** The Fellowship player can move his characters forward through the Tunnel of Moria (from Eregion into Fangorn), but never in the opposite direction (from Fangorn to Eregion) even if a character is retreating. If the Sauron player reveals the Balrog in the Caradhras region while a character is traveling through the tunnel, that character is instantly defeated without a battle. The Sauron player cannot use the Tunnel of Moria for movement or retreats.

BATTLE

If a character is moved into a region occupied by one or more enemy characters, a **battle** occurs. The moving piece is considered to be **attacking**. The opposing piece is considered to be **attacked**. Moving a character into a region containing one or more opposing characters is also 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. Alternatively, an attacking player may always choose to attack a specific enemy character that is already revealed in the region.

A battle is resolved in three steps:

1. REVEAL CHARACTERS

Both players reveal their character to their opponent.

2. RESOLVE CHARACTER ABILITIES

The Fellowship player now reads and resolves any text ability on his character **first**, followed by the Sauron player. (Exception: If the Warg is participating in the battle, then the text of the Fellowship character is ignored.)

Several Fellowship characters (as indicated by their character text) may **retreat** at the start of the battle before the Sauron character's text is read and resolved (with the exception of the Warg). After such a character has been revealed and its text has been read aloud, the character then has the opportunity to retreat sideways or backwards into an adjacent region.

A character **can never** retreat into a region occupied by an enemy character or a region with the maximum number of characters in it. Also, a character can *never retreat sideways in the mountains* or backwards through the Tunnel of Moria or upstream against the Anduin river.

If a Fellowship character successfully retreats, any effect of the Sauron character's text (except for the Warg) is ignored.

If neither character in the battle retreats, one or both of the characters may be defeated based on the characters' text. If a character is defeated, that character is removed from the board and set aside, ending the battle.

3. PLAY CARDS

If neither of the characters has retreated or been defeated after resolving character texts, then each player must **secretly** select one of the remaining Combat Cards from his hand. After both players have selected a card, they reveal their card choice simultaneously faceup on the table. Some Combat Cards are considered **Text Cards** and have text on them, while other Combat Cards are considered **Strength Cards** and are represented by a single number.



Text Cards **always** take effect before Strength Cards. If both players reveal Text Cards, the Sauron player's card is read and resolved **first**, followed by the Fellowship player's Text Card.

4. COMPARE STRENGTHS

If the battle isn't over after the Text Cards have been resolved, then the **Strength number** of each player's Strength Card (if any) is added to the **Strength value** of his character. The character with the lowest total strength is **defeated**. If the total strength of the two characters is equal, then *both* characters are defeated.

When a character is defeated, it is removed from the game board and placed **faceup** by its opponent's side of the table. A character that has retreated from a battle is **not** considered defeated.

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

Note that used Combat Cards are always kept faceup and are always considered open information. Players may at any time investigate their opponent's used Combat Card pile so that they may know which cards the opponent has remaining in his hand.

After a battle, if there are still additional enemy characters in the contested region, another battle begins. The new battle is resolved as described above. (Note that there may be up to four opposing characters in the Shire, up to four opposing characters in Mordor, one opposing character in the mountains, and up to two opposing characters in all other regions.)

A player's turn does not end until all battles are resolved and only Fellowship or Sauron characters (or none at all) occupy each region.

At the end of a battle – also after a retreat – any revealed non-defeated characters are concealed and thus hidden from the opponent once more (unless specified otherwise, such as by the “Crebain of Dunland” Special Card).

GAME END

These are the possible ways for the game to end:

- The Fellowship player wins **immediately** if Frodo enters Mordor, regardless of whether or not there are Sauron characters in Mordor (no battle is fought).
- The Sauron player wins **immediately** if he has either a) three characters in the Shire, or b) if Frodo (classic version) is defeated.

Battle Example



Aragorn has used his ability to attack a Sauron character in Fangorn from Mirkwood. The Sauron player reveals that Aragorn has attacked Shelob.



Neither characters' text abilities defeat their opponent, so players must now secretly select a Combat Card, which is simultaneously revealed. The Fellowship player reveals his “4” card, while the Sauron player reveals his “Eye of Sauron” card. Since the Fellowship player did not play a Text Card, the “Eye of Sauron” has no effect.



The Fellowship player adds the value of his Strength card to Aragorn's Strength value, for a total of 8. Since the Sauron player's Combat 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 board.

• If a player is unable to move a character forward during his turn, he **loses immediately**.

We recommend that you play two games. Each player should play the Fellowship player once and the Sauron player 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 the game (the loser receives no points). After two games, the player who has the highest total number of points is the overall winner.

THE VARIANT GAME

After you have played the classic game and become accustomed to the strategies and nuances of playing LORD OF THE RINGS: THE CONFRONTATION, you may wish to play the variant game that is included in this Deluxe Edition.

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

Before starting the variant game, make sure that the variant character side is showing face out in the plastic stand. Every character belonging to the variant game has the Star symbol instead of the One Ring symbol printed below the artwork. After you have switched to the variant characters, you will notice that some of the tiles represent the same character as the classic version, while others represent entirely new characters from *The Lord of the Rings* trilogy. Although some of the characters are the same in both version, all 18 variant characters feature new abilities.

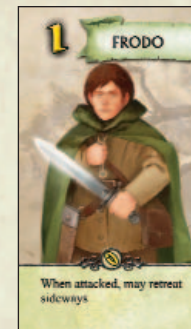
The classic game pitched the versatile, but weaker, nine members of the Fellowship of the Ring against the overpowering minions of Sauron. This effectively simulated the desperate nature of the Fellowship's journey to Mordor. The variant game, however, seeks to simulate the greater struggle between the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

• In the variant game, the Sauron player wins **immediately** if the Witch King enters the Shire, regardless of whether there are any Fellowship characters in the Shire (no battle is fought).

• In the variant game, a defeated Frodo can make Sam the new "Ringbearer" (by passing the One Ring to Sam). The Fellowship player must reveal Sam when he is made the new Ringbearer. If Sam is not on the board when Frodo is defeated, then the Sauron player **immediately** wins the game.

When Sam is the Ringbearer, the Fellowship player wins the game **immediately** if Sam enters Mordor, regardless of whether or not there are Sauron characters in Mordor (no battle is fought). If Sam as the Ringbearer is defeated, the Sauron player **immediately** wins the game.

Frodo
Classic Version



Frodo
Variant Version



THE DRAFT GAME

If you have played both the classic and variant versions of THE CONFRONTATION, you may be ready for an entirely different game experience.

This edition of the game allows you to play a "draft" game, in which each player may 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 each with the **face out side of his choosing**. In this way, the player can have any mix of the nine (classic or variant) characters.

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

After both players have chosen their characters and placed them in their plastic stands, the chosen characters are then revealed to the opponent. This allows each player to see which characters the opponent is fielding, and to use the included character tokens as visual reminders as to which character versions the opponent has chosen.

OTHER VARIANT: If both players agree, do **not** reveal the character choices before the game begins, letting their identities become apparent as they are revealed throughout the game.

OTHER RULES

CHOOSING A CHARACTER

When you are asked to choose a character, such as with the “Crebain of Dunland” or “A King Revealed” Special Cards, you must choose a character piece on the game board (hidden or revealed).

REVEALED CHARACTERS

Characters may use abilities that require them to be revealed, even if they are already revealed. For example, if Gandalf (variant version) has already been revealed with the “Crebain of Dunland” Special Card, you may still reveal Gandalf to add strength to another Fellowship character.

THE COMBAT CARDS

The card abilities of the combat Text Cards are described in detail below.

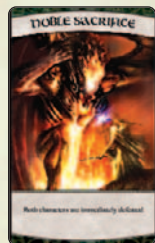
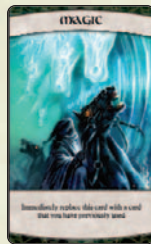
THE FELLOWSHIP CARDS

The Fellowship player has five Strength Cards, ranging in values from 1 through 5. The Fellowship’s Text Cards are described below:

Note that if the Sauron player has played his “Eye of Sauron” card, the effect of a Fellowship Text Card will be ignored for that battle.

MAGIC

Both sides have one “Magic” Text Card at their disposal. A player who plays this card during a battle must immediately replace it with any one of his discarded (previously played) cards. If a player has no previously played cards, this card has no strength value or effect. If both players play their “Magic” card simultaneously, the Sauron player chooses his replacement card first.

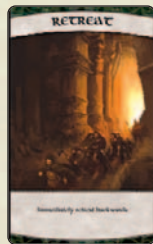


NOBLE SACRIFICE

If this card is played, both characters involved in the battle are defeated – unless the Sauron player has played his “Retreat” card, in which case neither character is defeated (but both cards are still discarded).

ELVEN CLOAK

If the Fellowship player has played this card and the Sauron player has played any of his Strength Cards, the strength value of the Sauron player’s Strength Card is ignored. If the Sauron player has played his “Magic” card and replaced it with a Strength Card, that Strength Card is likewise ignored.



RETREAT (BACKWARDS)

The Fellowship player moves his character backwards to an adjacent region, as long as this region contains no Sauron characters and isn’t occupied by the maximum number of Fellowship characters (in which case there can be no retreat, and the battle proceeds).

THE SAURON CARDS

The Sauron player has six Strength Cards, ranging in values from 1 through 6. The Sauron player’s Text Cards work as described below:

MAGIC

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

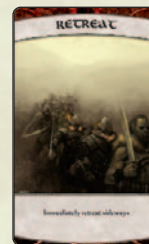


THE EYE OF SAURON

When the Sauron player plays this card and the Fellowship player has played a Text Card, the text on the Fellowship player’s card is ignored. If the Fellowship player has played a Strength Card, then “The Eye of Sauron” card has no effect.

RETREAT (SIDEWAYS)

The Sauron player immediately moves his character sideways into an adjacent region, as long as this region is not a mountain region, contains no Fellowship characters, and isn’t occupied by the maximum number of Sauron characters. When the Sauron player uses this card to retreat from a battle, the Fellowship player’s “Noble Sacrifice” card has no effect in that battle.



THE CHARACTERS

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

THE FELLOWSHIP CHARACTERS

– CLASSIC VERSION:



FRODO (1):

Frodo can retreat sideways when attacked, but not if he himself is the attacker. Frodo can only use his ability to retreat at the beginning of a battle, and not after cards have already been played. The retreat does not count as a normal move. Frodo can never retreat sideways in the mountains.



SAM (2):

If Sam is in the same region as Frodo, and Frodo is attacked first, the Fellowship player may reveal Sam and replace Frodo in the battle. If Sam replaces Frodo in battle with the Orcs (classic version), the Orcs immediately defeat Sam. Sam is strength 5 when in the same region as Frodo, but the Fellowship player must reveal both Frodo and Sam at the beginning of a battle in order to prove Sam’s strength. In battle against the Warg, the text on the Fellowship characters (and therefore also Sam’s special ability, including his ability to replace Frodo) is ignored. Since the character limit in mountain regions is one, Sam can never accompany Frodo in the mountains.

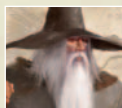


**PIPPIN (1):**

When Pippin attacks, he can retreat backwards to an adjacent region after both characters have been revealed for battle. Pippin can only use his ability to retreat at the beginning of battle, and not after cards have already been played. The retreat does not count as a normal move.

**MERRY (2):**

Merry defeats the Witch King immediately before any cards are played. In battles against all other enemies, the usual rules apply.

**GANDALF (5):**

In a battle against Gandalf, should the battle come to playing cards, the Sauron player must choose and play his card first. After the Sauron player has revealed his card, the Fellowship player chooses and plays his card (the Fellowship player must play a card, even if the Sauron player played his “Retreat” card). If the Sauron player plays his “Magic” card (see above), he must completely resolve it and reveal his new card before the Fellowship player must choose and play a card.

**ARAGORN (4):**

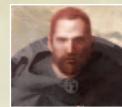
Aragorn can move into any adjacent region – forwards, sideways, or backwards – if he attacks at least one enemy character by doing so. Otherwise, Aragorn can only move forward into an adjacent region like the other characters. Aragorn can attack the Warg using his special ability, since he uses his ability before he enters the region with the Warg. Aragorn cannot attack sideways in the mountains.

**LEGOLAS (3):**

Legolas defeats the Flying Nazgûl immediately, before any cards are played. In battles against all other enemies, the usual rules apply.

**GIMLI (3):**

Gimli defeats the Orcs immediately, before any cards are played. In battles against all other enemies, the usual rules apply.

**BOROMIR (0):**

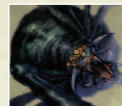
If Boromir is in a battle, both characters are defeated immediately. The only exceptions are the Warg (in which case Boromir’s ability is ignored for that battle) and when Boromir uses the Tunnel of Moria while the Balrog occupies Caradhras (in which case Boromir is defeated without a battle).

THE SAURON CHARACTERS

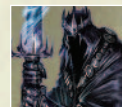
– CLASSIC VERSION:

**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), the Sauron player **may** reveal the Balrog to instantly defeat the Fellowship character without a battle (even Frodo). The Balrog itself remains unharmed. Even Boromir cannot harm 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 any Sauron character in Fangorn is **not** revealed.

**SHELOB (5):**

If not in Gondor, and Shelob defeats a Fellowship character, she is immediately returned to Gondor. Upon returning, if there are already two other Sauron characters in Gondor, or if there are one or more Fellowship characters in Gondor, she is immediately defeated and removed from the game.

**WITCH KING (5):**

The Witch King can move sideways into an adjacent region if he attacks at least one Fellowship character by doing so. Otherwise he can only move forward into an adjacent region like the other characters. He can never attack 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 NAZGUL (3):**

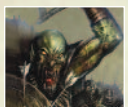
The Flying Nazgûl can move to **any region** on the board, as long as that region is occupied by a **single** Fellowship character. This can potentially allow a Flying Nazgûl to attack an adjacent mountain region. Otherwise, for moving into any other region, the Flying Nazgûl is restricted to the normal movement rules.

**BLACK RIDER (3):**

The Black Rider can move forward any number of regions if he attacks at least one Fellowship character by doing so. If the Black Rider does not want to attack, then he can only move forward into an adjacent region following the normal movement rules. The Black Rider may never move into or through a region already containing the maximum number of Sauron characters, nor may he move through a region occupied by one or more Fellowship characters.

**SARUMAN (4):**

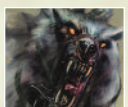
Saruman can decide that no cards shall be used in a battle in which he participates. If no characters are defeated (or retreat) before Combat Cards are played, then the Sauron player may choose that the battle will be decided by the character's Strength values only. All other normal rules for battle apply. If Aragorn (variant version) decides not to use his ability, Saruman may then decide that no cards shall be used instead.

**ORCS (2):**

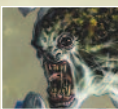
When the Orcs attack, they immediately defeat the first Fellowship character attacked in the region. Gimli immediately defeats the Orcs and is therefore unharmed in any battle against them. If the Orcs attack Boromir, both characters are defeated. If there are additional Fellowship characters in the region, the Orc's special ability is ignored for those subsequent battles. The Orcs have no special ability if attacked by a Fellowship character.

If the Orcs attack Frodo first, Frodo may retreat sideways before the Orcs can defeat him. In this particular case, this is still considered the first attack by the Orcs, and they will have no special ability for the remainder of the turn (this is also the case if the Fellowship player uses his "Gwaihir the Windlord" Special Card on the first character).

If the Orcs attack Smeagol and there are no other Fellowship characters in his region, Smeagol may switch position with an adjacent Fellowship character, before the Orcs can defeat him. In this particular case, no battle is considered to have been fought, and the Orcs will attack the new character as if that was their first attack.

**WARG (2):**

In battle against the Warg, the Fellowship character's **text** has no effect. Aragorn can use his ability since he uses his ability in the adjacent region, before the battle against the Warg. Treebeard can use his ability to attack into Fangorn since he uses his ability before the battle against the Warg. Treebeard's Strength value is not increased to 6 in Fangorn when in battle against the Warg there.

**CAVE TROLL (9):**

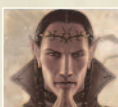
When it comes to playing cards in a battle with the Cave Troll, the Sauron player's card is ignored. The Sauron player must still play and discard a card, even though that card has no effect in the battle.

THE FELLOWSHIP CHARACTERS**– VARIANT VERSION:****FRODO (1):**

When in battle against Frodo, the Sauron player's Text Card is ignored. If Frodo is defeated, Sam is the new Ringbearer. If the Warg defeats Frodo, or if Sam has already been defeated, the Sauron player immediately wins the game (see page 6 for more information about the "Ringbearer" and winning the game with the variant Frodo).

**SAM (1):**

If attacked, the Strength value on Sam's character is equal to that of the 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):**

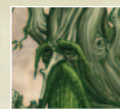
When in battle against Elrond, the Sauron Player's "Eye of Sauron" and "Magic" cards are ignored during that battle.

**GANDALF (5):**

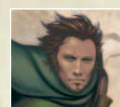
After Combat Cards have been revealed during a battle taking place in a region adjacent to Gandalf's (even a mountain region) or in Gandalf's own region, the Fellowship player may reveal Gandalf to add 1 to the Strength of the engaged Fellowship character. Gandalf may use his special ability even if no cards have been played due to Aragorn's (variant) or Saruman's (classic) ability. Gandalf may not use his ability if the battle is against the Warg. Gandalf may not use his ability if he attacks or is attacked himself.

**ARAGORN (4):**

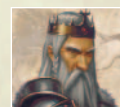
If attacked, Aragorn may decide that no Combat Cards shall be used in the battle.

**TREEBEARD (4):**

Treebeard's Strength value is increased to 6 while he is in Fangorn. Treebeard may move from any region on the board to Fangorn, as long as Fangorn is occupied by a **single** Sauron character. Otherwise, for moving into any other region, Treebeard is restricted to the normal movement rules.

**FARAMIR (3):**

When attacking, Faramir may retreat sideways. Faramir can only use his ability to retreat at the beginning of a battle, and not after cards have already been played. The retreat does not count as a normal move.

**THEODEN (2):**

Theoden's Strength value increases to 4 while he is in Rohan or Gondor, even if he attacks into Rohan or Gondor.



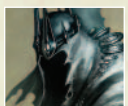
**SMEAGOL (0):**

If Smeagol is attacked, and there are no other Fellowship characters in his region, he may switch positions with an adjacent Fellowship character. Smeagol may not make a **sideways** switch with an adjacent character in the mountains. Smeagol can only use his ability at the beginning of a battle, and not after cards have already been played. The switch does not count as a normal move. If the Orcs (classic) attack Smeagol, he may make the switch before he is defeated.

If Smeagol switches with an adjacent character, the new character will take his place in the battle. Resolve the new Fellowship character's text as if he had been attacked.

THE SAURON CHARACTERS**– VARIANT VERSION:****URUK-HAI (4):**

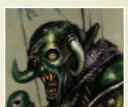
The Uruk-Hai can reveal themselves to move forward any number of regions as long as they end their movement in an empty region. When doing so, the Uruk-Hai may never move into or through a region already containing the maximum number of Sauron characters, nor move through a region occupied by one or more Fellowship characters. Otherwise, the Uruk-Hai are restricted to the normal movement rules.

**WITCH KING (2):**

The Sauron player wins immediately if the Witch King enters the Shire (regardless of whether or not there are any enemy characters in the region).

**SARUMAN (3):**

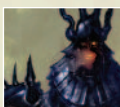
Saruman defeats Gandalf immediately before any cards are played. After the Fellowship player reveals his card in a battle against Saruman, Saruman may force him to reveal a different card. Saruman may not use his ability if Aragorn (variant) decides that no cards are played, or if the Fellowship player only has one remaining Combat Card. If Saruman forces the Fellowship player to reveal a new card, the Fellowship player's original card is placed back into his hand.

**ORCS (3):**

When the Orcs attack, their Strength value is increased to 6.

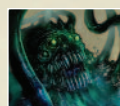
**WORMTONGUE (-1):**

If defeated, Wormtongue may retreat backwards into an empty, adjacent region. Wormtongue may even retreat if he was defeated by Boromir or the "Noble Sacrifice" card. If Wormtongue is unable to retreat, he is removed from the game.

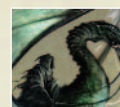
**MOUTH OF SAURON (3):**

After cards are revealed in battle, the Sauron player 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 the Sauron player's hand, then the original card played is returned to the Sauron player's hand.

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

**THE WATCHER (6):**

Once revealed, the Watcher remains revealed for the remainder of the game and may not move forward. The Watcher may retreat sideways with the Sauron player's "Retreat" card or be placed back in Mordor with the "Recall to Mordor" Special Cards (but remains revealed in both instances).

**FLYING NAZGUL (5):**

The Flying Nazgul may move forward, skipping over one region to attack. It may even skip over a region that contains the maximum number of Shadow characters or a region occupied by one or more Fellowship characters. Otherwise, the Flying Nazgul is restricted to 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. The retreat does not count as a normal move. Gollum may not retreat if the Fellowship character has already retreated.

THE SPECIAL CARDS

Eight Special Cards are included in the game, four for the Fellowship player and four for the Sauron player. These represent special powers and abilities that may be introduced as a variant game experience. Each Special Card may only be **used once per game** and should be returned to the game box after use.

These are a few options for how the Special Cards can be used:

- Before the game begins, each player selects two of his four Spacial Cards to use throughout the game, or

- Before the game begins, the Fellowship player announces a number between 0 and 4. Each player then picks that number of his **opponent's** Special Cards that the opponent may use throughout the game.

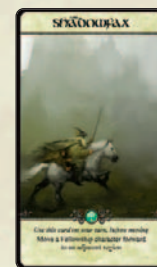
Alternatively, these cards can be given (in a suitable proportion) to inexperienced players when playing against a more experienced opponent.

Note that the Special Cards are not subject to the same rules as a player's Combat Cards. The Saruman (classic version) character, for example, may not prevent the "Gwaihir the Windlord" Special Card from being played during a battle against him.

All character and card text, when referring to "cards," refers to Combat Cards **only** and not to these Special Cards.

FELLOWSHIP SPECIAL CARDS**SHADOWFAX (CLASSIC GAME):**

During the Fellowship player's turn, before he moves a character, the Fellowship player can use the Shadowfax card to move a Fellowship character forward to an adjacent region as long as there are no Sauron characters in that region and that region does not contain the maximum number of Fellowship characters. (The character can move along the Anduin, and through the Tunnel of Moria – and is defeated normally if the Sauron player reveals the Balrog in Caradhras.) The Fellowship player must then move this same character normally during his turn.

**GANDALF THE WHITE (CLASSIC GAME):**

This card can be played after the Sauron player has finished his turn. The Fellowship player must skip his entire turn to use this card. When played, the Fellowship player may bring a defeated Gandalf back into play (the same version – classic or variant), by placing the Gandalf character in Fangorn. The Fellowship player may not play this card if Fangorn is occupied by any Sauron character, or if two other Fellowship characters are in Fangorn. This card may not be used unless Gandalf has already been defeated.



A KING REVEALED

This card can be played after the Sauron player has finished his turn. The Fellowship player must skip his entire turn to use this card. When played, the Fellowship player must reveal Aragorn to choose a Sauron character piece. The Sauron player must move that character piece during his next turn (the Sauron player may therefore not skip his next

turn to play a Special Card). The Fellowship player may not choose The Watcher if that character has already been revealed. The Fellowship player may not play “A King Revealed” if Aragorn has been defeated.

GWAIHIR THE WINDLORD

This card can be played at the beginning of a battle, before character texts are resolved. The Fellowship character gains the ability “Immediately retreat sideways or backwards” (replacing the character’s normal text) for the duration of that battle only. The Fellowship player may not play Gwaihir the Windlord in a battle against the Warg.



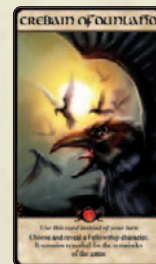
THE DARK OF MORDOR

During the Sauron player’s turn, before he moves a character, he can use this card 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, the Sauron player must move a **different** Sauron character as normal. This card may not be used to move a revealed The Watcher character forward.

CREBAIN OF DUNLAND

This card can be played after the Fellowship player has finished his turn. The Sauron player must skip his entire turn to use this card. When played, the Sauron player may choose and reveal a Fellowship character. That character must remain revealed for the remainder of the game. If Gandalf is chosen, then later defeated, but returned to play with the “Gandalf the White” Special Card, the new Gandalf is no longer affected by the “Crebain of Dunland”.



SAURON SPECIAL CARDS



PALANTIR (CLASSIC GAME)

The Sauron player can play this card at any point during his turn to reveal all Fellowship characters in one region, **except in The Shire**. The Fellowship player may not shuffle the characters in this region until the Sauron player’s turn is completely over.

RECALL TO MORDOR (CLASSIC GAME)

This card can be played after the Fellowship player has finished his turn. The Sauron player must skip his entire turn to use this card. When played, the Sauron player may take one of the Sauron characters anywhere on the board and place it back in Mordor. The Sauron player may not do this if Mordor is occupied by any Fellowship characters, or four Sauron characters.



THE DESIGNER:

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.

The Designer would like to thank:

David Farquhar for his contributions to the development of the game and also all the game testers, especially Matthew Dodkins, Kevin Jacklin, Chris Lawson, and Les Murrell.

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Design of Variant Game Characters and new Special

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WAR OF THE RING

Based on The Lord Of The Rings trilogy by
J.R.R. Tolkien

War of the Ring LTR07



From the land of Mordor, the dark Lord Sauron seeks to conquer Middle Earth and its people. To be sure of domination, he lacks only the One Ring, the master ring.

The War of the Ring board is an epic board game that allows its players to immerse themselves in J.R.R. Tolkien's classic story and experience the epic action, dramatic conflict, the memorable characters of THE LORD OF THE RINGS.



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