

A GAME BY R. DI MEGLIO, M. MAGGI & F. NEPITELLO

WAR OF THE RING™

based on The Lord of the Rings™ Trilogy by J.R.R. Tolkien

EXPANSION

WARRIORS OF MIDDLE-EARTH™

FRES

CHAPTER I: INTRODUCTION

W*arriors of Middle-earth* is the second expansion for the *War of the Ring Second Edition* boardgame. It introduces a new feature into the game: Factions. Factions include several groups and creatures that, during the War of the Ring, supported either the Free Peoples — Dead Men of Dunharrow, Ents of Fangorn, and Great Eagles of the Misty Mountains — or the Shadow — Corsairs of Umbar, Dunlendings, and Great Spiders.

COMPONENTS

The *Warriors of Middle-earth* expansion includes the following components:

- This Rulebook
- 1 Free Peoples Special Action Die (Green)
- 1 Shadow Special Action Die (Orange)
- 48 new plastic figures (8 per faction)
 - 8 figures representing the Dead Men of Dunharrow
 - 8 figures representing the Eagles of the Misty Mountains
 - 8 figures representing the Ents of Fangorn
 - 8 figures representing the Corsairs of Umbar
 - 8 figures representing the Hillmen of Dunland
 - 8 figures representing the Broods of Shelob (Spiders)
- 6 Faction Reference Cards
- 2 Faction Action Dice Reference Sheets
- 62 game cards
 - 20 Free Peoples Faction Event Cards
 - 20 Shadow Faction Event Cards
 - 6 Free Peoples Call to Battle Cards
 - 6 Shadow Call to Battle Cards
 - 6 Free Peoples Event Cards
 - 3 Shadow Event Cards
 - 1 Free Peoples Character Card (Treebeard)

SETTING UP THE GAME

To start the game, use the normal *War of the Ring* setup, with the following additions:

- Remove the following Event cards from the Free Peoples Character Event deck: “Gwaihir the Windlord” (#15), “The Eagles are Coming!” (#18), “The Ents Awake: Treebeard” (#19), “The Ents Awake: Huorns” (#20), “The Ents Awake: Entmoot” (#21), “Dead Men of Dunharrow” (#22). These cards are replaced by the new Free Peoples Event cards included with this expansion.
- Remove the following Event cards: from the Shadow Strategy Event deck, “Corsairs of Umbar” (#10), “Rage of the Dunlendings” (#11); from the Shadow Character Event deck, “Shelob’s Lair” (#1). These cards are replaced by the new Shadow Event cards included with this expansion.
- Add the new Event cards to the appropriate Event decks.
- In addition to the two usual Event decks, each player has a third deck at his disposal from the beginning of the game: the Faction Event deck. Each player shuffles his Faction Event deck and sets it beside his other Event decks.
- Set aside the Faction dice, the Faction figures, and the Call to Battle cards for later use.
- Each player takes the three Faction reference cards of his factions, and places them on the table, image side up, so the entry requirements of the Faction are visible.
- Each player takes a Faction Action Dice reference sheet.

Note: You can play this expansion with the base game alone, or together with *Lords of Middle-earth*. In the latter case, all setup instructions of *Lords of Middle-earth* also apply.

If you use the *Treebeard* promotional figure in your game, replace its Character card with the Treebeard card included in this expansion. The Treebeard figure is not included in this expansion.

PLASTIC FIGURES

Free Peoples Faction Figures (24)



Dead Men (8)



Eagles (8)



Ents (8)

Shadow Faction Figures (24)



Corsairs (8)



Dunlendings (8)



Spiders (8)

FACTION DICE



Free Peoples



Shadow

REFERENCE CARDS



Free Peoples (3)



Shadow (3)

CARDS

Faction Event Cards (40)



Free Peoples (20)



Shadow (20)

Call to Battle Cards (12)



Free Peoples (6)



Shadow (6)

Event Cards (9)



Free Peoples (6)



Shadow (3)

Character Card (1)



Treebeard

CHAPTER II: NEW RULES

NEW TERMINOLOGY

UNCONQUERED

The adjective **unconquered** is introduced to indicate a Settlement controlled by the same player who controlled it at the beginning of the game.

A Settlement which was captured by the opponent, and then recaptured by its original owner, is considered to be “unconquered” once again.

A Stronghold under siege is considered unconquered if the besieged Army belongs to the original owner.

THE FACTIONS

The Free Peoples armies of Men, Elves, and Dwarves fighting during the War of the Ring were not alone, but were supported by many allies. Similarly, the armies of Sauron did not just include Orcs, Southrons, Easterlings, and Trolls. These allies are represented in the game as **Factions**, introduced in this expansion.

The gameplay of Factions is driven by two new game components: **Faction Event cards** and **Faction dice**.

FACTION EVENT CARDS

When playing *Warriors of Middle-earth*, in addition to the two usual Event decks (Character and Strategy), each player has a third deck: the **Faction Event deck**, composed of twenty **Faction Event cards**.

One Faction Event card is drawn from the Faction Event deck at the beginning of each turn, including the first.

As a general rule, a Faction Event card *is* considered to be an Event card, and is subject to the same rules and effects as any other Event card; the Faction Event deck is subject to the same rules and effects as any other Event deck.

For example, Gandalf the Grey’s ability as Guide applies to *any type* of Event card, so it also affects Faction Event cards and the Faction Event deck.

On the other hand, abilities referring to cards from a *specific* deck (for example, The Witch-king – Chief of the Ringwraiths’ “Spear of Terror” ability, or the discard condition of the Free Peoples Event card “A Power too Great”) do not apply to Faction cards.

There are some important differences, however, indicated below:

- Faction Event cards are not counted against the hand limit of six.
- There is a limit of **four** Faction Event cards in the player’s hand. Any excess cards must be immediately discarded to the discard pile.
- Faction Event decks *are* immediately reshuffled if they run out of cards.

Important: A normal “Event” Action die result can be used to draw from the Faction Event deck or play any Faction Event card. The appropriate Action die result indicated on each card (Character, Army, Muster) can also be used to play a Faction Event card.

FACTION RECRUITMENT CARDS

Certain Faction Event cards are used to recruit additional figures of a faction. These cards work differently from normal Event cards recruiting Army units, as noted below:

- If a player plays a Faction Event card on a Faction not yet in play, the card has no effect, unless it allows a player to “add figures to the starting setup.” In this case, the player places the recruited figures on the Faction card. These figures will enter the game when the Faction is brought in play, together with the figures indicated in the setup of that Faction, in any starting region of that Faction.
- If a player plays a Faction Event card on a Faction that has been eliminated from play, the card has no effect.
- Certain Faction Event cards allow the owner to place figures on the card, then recruit figures from the card. Figures on the card are not considered to be in play and, if the card is discarded for any reason, they are returned to the reinforcement pool.

FACTION DICE

When playing *Warriors of Middle-earth*, each player receives a special Faction die. When the first Faction of a player enters play, that player adds the Faction die to his Action Dice pool at the beginning of the following turn.

Note: If, during the game, a player has no more Factions in play, he must remove the Faction die from his Action Dice pool at the beginning of the following turn. The die may be recovered if a new Faction for that player enters play.

Use of a Faction die requires an action, and it counts as a normal Action die only for the purpose of the “Pass” rule. It is NOT a normal action die for any other purpose (such as Events requiring the use of “Any Action Die”, or the influence of Elven rings), unless otherwise stated.

The results of a Faction die are specific to Factions, and can only be used on Faction cards and Faction figures — the result cannot be used as a normal Action result (with the exception of the “Eye of Sauron” result, see below). If more than one Faction is in play, the player chooses the Faction affected by the action allowed by the Faction die.

DIE RESULTS						
Free Peoples						
						
Recruit Faction	Recruit Faction	Play/Draw Faction Event	Play/Draw Faction Event	Recruit/Play Faction Event	Recruit/Draw Faction Event	
Shadow						
						
Recruit Faction	Play/Draw Faction Event	Recruit/Play Faction Event	Recruit/Draw Faction Event	Eye of Sauron	Wild Die	

The specific effect of the action on each Faction is listed in the rules for each Faction. General usage is:

- **Recruit Faction:** Adds figures(s) to one Faction in play, following the rules of that Faction; or bring a new Faction into play.
- **Play Faction Event:** Play a Faction Event card from your hand.
- **Draw Faction Event:** Draw a Faction Event card.
- **Eye of Sauron:** Placed in the Hunt Box, just like the same result of a normal Action Die, and with the same effects.
- **Wild Die:** Choose either Recruit Faction, Play Faction Event, or Draw Faction Event.

Note: The results of normal Action dice cannot be applied to Faction figures — for example, to recruit or move them. However, the appropriate Action dice results may be used to draw and play Faction Event cards, as previously indicated.

PLAYING WITH FACTIONS

BRINGING FACTIONS INTO PLAY

No Faction is in play at the start of the game. Before each Faction may enter play, a specific **condition** must be fulfilled.

When this condition is fulfilled, a **Muster** result of a normal Action die (or a Recruit Faction result of the Faction die) can be used to bring the Faction into play.

The conditions are:

- **Dead Men of Dunharrow:** Aragorn (or Strider) is in, or within one region from, Erech (including regions across the mountains: Edoras, Helm's Deep, Westemnet).
- **Eagles of the Misty Mountains:** The Fellowship's last known position is not in Rivendell; or Gandalf the White is in play.
- **Ents of Fangorn:** Saruman is in play and a Companion or the Fellowship is in Fangorn.
- **Corsairs of Umbar:** Southrons and Easterlings are "At War".
- **Hillmen of Dunland:** Saruman is in play.
- **Broods of Shelob:** The Fellowship's last known position is not in Rivendell.

As soon as a Faction enters play, flip the reference sheet of that Faction to show its rules summary. Starting figures are placed for each faction as indicated below:

- **Dead Men of Dunharrow:** 2 in Erech.
- **Eagles of the Misty Mountains:** 2 in Eagle's Eyrie.
- **Ents of Fangorn:** 2 in Fangorn.
- **Corsairs of Umbar:** 3 in Umbar.
- **Hillmen of Dunland:** 2 in North Dunland, 2 in South Dunland.
- **Broods of Shelob:** 1 in Dol Guldur, 1 in Minas Morgul.

As noted before, additional figures may be available if a player plays certain Faction Event cards, adding figures to the starting setup.

FACTION FIGURES

Faction figures are *not* Army units, and they are best kept separate from other units occupying the same region.

They have no Combat Strength, cannot be attacked by enemy units, do not affect enemy movement, and do not count for stacking purposes, unless otherwise specified by their rules and/or events.

Faction figures (unless differently indicated by their specific rules) are also unaffected by the presence of a friendly Army in the same region. For example, they do not retreat, if a friendly Army in the same region retreats, and they are unaffected, if that Army is eliminated.

The presence of Faction figures in a region does not give control of the region to the player, and does not affect the Political Track.

The maximum number of figures of a Faction in play is limited by those available in its figure pool (eight per Faction). However, note that:

- Free Peoples Factions are limited by the figure pool, so eliminated Free Peoples Faction figures are out of the game.
- Shadow Factions are not so limited, and any figure of a Shadow Faction is returned to the reinforcement pool when eliminated.

FACTIONS IN BATTLE

A player may **call to battle** figures of a Faction in play, using the effect of their Call to Battle cards.

Each player may receive up to six Call to Battle cards before a battle: two cards (one Character Call to Battle card and one Strategy Call to Battle card) for each Faction in play that satisfies the requisite conditions to be called to that battle.

The player adds these cards to his hand at the start of the battle.

Note: Even if marked with a Character symbol or Strategy symbol on the back to conceal their identity, Call to Battle cards do *not* belong to the Character deck or Strategy deck. For this reason, The Witch-King's "Sorcerer" ability does not apply to Call to Battle cards.

At the beginning of each round, each player may choose to play one of these cards, instead of playing an Event card from his hand for its Combat Card effect.

Call to Battle cards can be reused as long as the necessary requirements to play them are fulfilled, and they are taken back by the players at the end of each round.

Note: Whenever you are prevented from playing a Combat card (e.g. "Grond, Hammer of the Underworld", "Denethor's Folly"), you are prevented from playing Call to Battle cards as well. Similarly, cards that cancel the effects of a Combat Card (for example, "Swarm of Bats") also cancel the effects of a Call to Battle card.

Discard the Call to Battle cards from your hand at the end of the battle, and set them aside for later use.

MULTI-PLAYER GAMES

The following rules apply to a multi-player game of *Warriors of Middle-earth*:

- Each player in a team has a limit of 3 Faction cards in hand, instead of 4.
- Only the Leading player in a team draws a Faction card at the beginning of a turn. The Leading player may then decide to give one Faction card to his teammate.
- Either player in a team may use the Faction die, at any time he could use a normal Action die.
- Either player in a team may spend an Action die to play Faction Event Cards from his own hand.
- Either player in a team may Call to Battle a Faction in a battle involving an Army he controls.
- A player may use a Faction Event card for any faction, regardless of which nations he controls. However, a player may only play a Faction Event card referring to a "Shadow Army" to use an Army he controls.

CHAPTER III: THE FACTIONS

THE DEAD MEN OF DUNHARROW (DEAD MEN)

“The hour is come at last. Now I go to Pelargir upon Anduin, and ye shall come after me. And when all this land is clean of the servants of Sauron, I will hold the oath fulfilled, and ye shall have peace and depart for ever. For I am Elessar, Isildur’s heir of Gondor.”



The Dead Men of Dunharrow are the ghosts of a savage people, oathbreakers to the Lords of Gondor. To redeem themselves and have peace, they must fulfill their ancient oath by serving the rightful Heir of Isildur.

CONDITION TO ENTER PLAY

Dead Men may enter play when Strider (or Aragorn) is in, or within one region from, Erech, including regions across the mountains — Helm’s Deep, Westemnet, Edoras.

When the Dead Men faction enters play, immediately move Strider/ Aragorn (and any number of Companions in the same region, even if they are in a Stronghold under siege) to Erech, to join the Army of the Dead.

Note: Companions may only join the Army of the Dead when it enters play.

STARTING SETUP AND RECRUITMENT

The Free Peoples player places two Dead Men figures in Erech when they enter play.

When a Recruit Faction action is used, the Free Peoples player places one Dead Men figure in the Army of the Dead.

STACKING LIMIT

Dead Men have no stacking limit.

RESTRICTIONS

Dead Men of Dunharrow are always together in one region (initially, Erech), forming the **Army of the Dead**. The Army of the Dead is not considered to be a Free Peoples Army for any purpose.

Note: When Strider/Aragorn, and any Companions with him, are with the Army of the Dead, they are not considered to be with a Free Peoples Army in the same region. Companions may only leave the Army of the Dead when Strider/Aragorn does.

USING THE DEAD MEN

The use of the Dead Men is explained by the relevant Faction Event cards. The Army of the Dead can move and attack when the Free Peoples player plays a “Wraiths of Fear” Faction Event card. Some effects are summarized on the cards, and explained here in detail.

Movement

The Army of the Dead can move more than once in the same action, each time to an adjacent region, as long as the Free Peoples player eliminates one Dead Men figure from the Army of the Dead each time it is moved. The region must be free of enemy units (to attack enemy Armies, see *Attack*, below). The Free Peoples player can repeat this process as long as there is more than one Dead Men figure in the Army of the Dead.

Attack

After the Army of the Dead ends its movement, the Free Peoples player can use it to attack a Shadow Army in an adjacent region.

An Army of the Dead attack is not a normal battle: the Shadow player cannot respond to the attack in any way, no Call to Battle or Combat cards are played by either player, and no terrain features affect the roll.

To attack, the Free Peoples player eliminates one Dead Men figure from the Army of the Dead, then rolls three dice, scoring hits on rolls of 4+.

He can repeat this process, removing an additional figure to attack the same Shadow Army again, as long as there are Dead Men in the Army.

If the attack eliminates all units in the Shadow Army, any Nazgûl or Minions with that Army are also eliminated.

When the attack ends, any surviving units in the attacked Shadow Army must retreat together to an adjacent region — different from the one the attack comes from — following the normal rules for retreat. If the Shadow Army cannot retreat (because it is under siege, or there is no available region) it does not.

Any Minions or Nazgûl in the retreating Army may remain with it or be left behind, at the Shadow player's discretion.

If the attacked Shadow Army is either eliminated or retreats, the Army of the Dead may then advance into the now empty region (without removing one Dead Men figure).

Note: As the Shadow player may move his Armies into the region containing the Army of the Dead, sometimes the Army of the Dead can be in the same region as a Shadow Army. In this case, the Free Peoples player can attack such an Army normally with the Dead Men, as if the region were simply adjacent to the Army of the Dead (i.e., by removing one Dead Men figure from the Army and rolling three dice); or he can choose to ignore the Shadow Army and move the Army of the Dead out of the region.

CALL TO BATTLE

If the Army of the Dead is in the same region as, or in a region adjacent to, the defending Army, the Free Peoples player may decide to call to battle the Dead Men, instead of using a Combat card.

The effect of the call to battle is fully explained by the cards.

ELIMINATION

- At the beginning of any Action taken by either player, the Free Peoples player may declare that Strider/Aragorn, and any Companions with him, leaves the Army of the Dead (for example, to join a Free Peoples Army in the same region, or to move away). The Army of the Dead is immediately disbanded and the Faction is out of the game.
- If, at any moment, there are no more Dead Men in the Army of the Dead, the Dead Men faction is immediately out of the game.

EXAMPLE

Dead Men of Dunharrow have been recruited multiple times, so there are 5 figures in Erech with Strider. The Free Peoples player plays a “Wraiths of Fear” card to activate them.



- 1) First, the Free Peoples player eliminates one figure to move the Army of the Dead to unoccupied Lamedon.
- 2) The Free Peoples player then eliminates a second figure to move to unoccupied Pelargir.
- 3) The Army of the Dead has now 3 figures left. A Shadow Army is in West Harondor, and one Dead Men figure is eliminated to attack it.

The Free Peoples player rolls 3 dice and scores 2 hits. There are now two Dead Men figures left in the Army of the Dead.

- 4) The Free Peoples player decides to end the attack, and the Shadow player retreats his Army, from West Harondor to South Ithilien.

The Free Peoples player could advance the Army of the Dead to West Harondor, but he decides to leave it in Pelargir.

THE EAGLES OF THE MISTY MOUNTAINS (EAGLES)

“There came Gwaihir the Windlord, and Landroval his brother, greatest of all the Eagles of the North, mightiest of the descendants of old Thorondor, who built his eyries in the inaccessible peaks of the Encircling Mountains when Middle-earth was young. Behind them in long swift lines came all their vassals from the northern mountains, speeding on a gathering wind. Straight down upon the Nazgûl they bore, stooping suddenly out of the high airs, and the rush of their wide wings as they passed over was like a gale.”



The Eagles of the Misty Mountains are the greatest birds of Middle-earth. Servants of the Valar and fierce enemies of Sauron and all the despicable creatures serving him, the Eagles are valiant and independent creatures of the air, with a strong bond to Gandalf and Radagast.

CONDITION TO ENTER PLAY

Eagles may enter play when the Fellowship's last known position is not in Rivendell, or Gandalf the White is in play.

STARTING SETUP AND RECRUITMENT

The Free Peoples player places two Eagle figures in Eagles' Eyrie when they enter play.

When a Recruit Faction action is used, the Free Peoples player places one Eagle figure in Eagles' Eyrie.

STACKING LIMIT

Eagles have no stacking limit.

USING THE EAGLES

The use of the Eagles is explained by the relevant Faction Event cards. Some effects are summarized on the cards, and explained here in detail.

Movement

When the effect of a card specifies “move all Eagles,” the Free Peoples player may move each Eagle figure in play to any region on the board, without restrictions.

CALL TO BATTLE

If there are one or more Eagle figures within a distance of four regions from the defending Army, the Free Peoples player may decide to call to battle the Eagles, instead of using a Combat card. When calculating distance for the Eagles, ignore any limitation for mountain borders. Move some or all of the Eagles within range to the region with the battle.

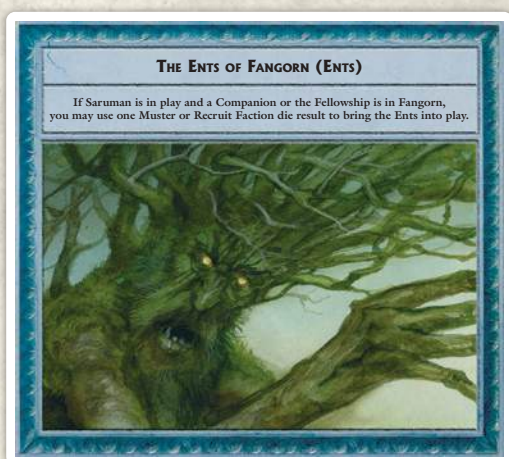
The effect of the call to battle is fully explained by the cards.

ELIMINATION

If, at any moment, there are no Eagle figures in play, the Eagle Faction is immediately out of the game.

THE ENTS OF FANGORN (ENTS)

“We are stronger than Trolls. We are made of the bones of the earth. We can split stone like the roots of trees, only quicker, far quicker, if our minds are roused! If we are not hewn down, or destroyed by fire or blast of sorcery, we could split Isengard into splinters and crack its walls into rubble.”



The “Shepherds of the Trees” of Fangorn are the last members of an ancient race. Enraged by the actions of the Wizard Saruman, they finally decided to enter the fray. Ents are powerful and relentless in their fury, but the Companions of the Ring must rouse them in time, in order for the Ents’ intervention to be fruitful.

CONDITION TO ENTER PLAY

Ents may enter play when Saruman is in play, and a Companion or the Fellowship is in Fangorn.

STARTING SETUP AND RECRUITMENT

The Free Peoples player places two Ent figures in Fangorn when they enter play, to form the Entwood.

When a Recruit Faction action is used, the Free Peoples player places one Ent figure in the Entwood.

STACKING LIMIT

Ents have no stacking limit.

RESTRICTIONS

At least one Ent must always be in Fangorn, together with a Companion or the Fellowship, to form the Entwood.

USING THE ENTS

The use of the Ents is explained by the relevant Faction Event cards. Ents can move and attack when the Free Peoples player plays a “March of the Ents” Faction Event card. The rules of the “March of the Ents” are summarized on the card, and explained here in detail.

The March of the Ents

If there are Ent figures in the Entwood, the Free Peoples player can use these figures to move or attack with the Ents, one or more times during the same action. This means that a series of movements and attacks can be made during the same action, in any desired order, as long as there are Ent figures to take or eliminate from the Entwood.

Movement

To move the Ents, the Free Peoples player takes one Ent figure from the Entwood and places it in a region adjacent to a region already containing an Ent. The region must be free of enemy units (to attack enemy Armies, see *Attack*, below). The Free Peoples player can repeat this process as long as there is more than one Ent figure in the Entwood. Following these instructions, the Ents will form an uninterrupted chain originating from and including the Entwood.

Attack

The Free Peoples player can attack a Shadow Army in a region adjacent to an Ent. The Free Peoples player eliminates one Ent figure from the Entwood and rolls three dice, scoring hits on rolls of 4+. He can repeat this process as long as there are Ents in the Entwood.

An Ent attack is not a normal battle: the Shadow player cannot respond to the attack in any way, no Call to Battle or Combat cards are played by either player, and no terrain features affect the roll. If the attack eliminates all units in the Shadow Army, any Nazgûl or Minions with that Army are also eliminated.

Note: As the Shadow player may move his Armies into a region containing Ents, sometimes an Ent figure can be in the same region as a Shadow Army. The Free Peoples player can attack such an Army normally with the Ents, as if the region was simply adjacent to an Ent (i.e. by removing one Ent from the Entwood and rolling three dice).

Razing Orthanc and Eliminating Saruman

If an Ent attack eliminates all Shadow units in Orthanc, or if Orthanc is free of enemy units and an Ent is moved there, eliminate Saruman.

CALL TO BATTLE

If an Ent figure is in the same region as, or in a region adjacent to, the defending Army, the Free Peoples player may decide to call to battle the Ents, instead of using a Combat card.

The effect of the call to battle is fully explained by the cards.

ELIMINATION

If, at any moment, there are no Ent figures in Fangorn — or if there is no Companion (or the Fellowship) in Fangorn — the Ent Faction is immediately out of the game.

EXAMPLE

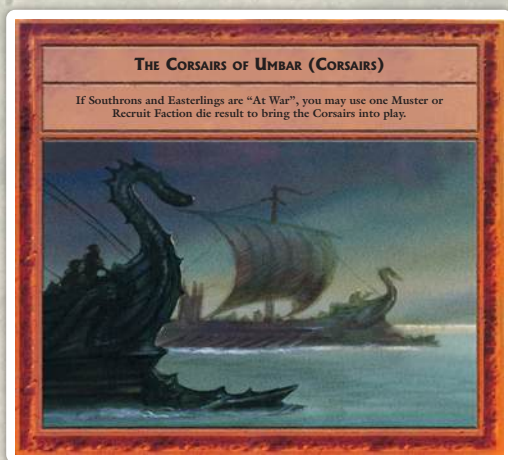
There are four Ents in Fangorn, and a Shadow Army comprised of three Isengard Regular units occupies the Fords of Isen. The Free Peoples player plays a “March of the Ents” Faction card, and he decides to attack the Shadow Army in the Fords of Isen.



- 1) *The Free Peoples player eliminates one Ent from the Entwood and rolls three dice; each die hits on a result of 4+. Two hits are scored, and two Shadow units are eliminated.*
- 2) *Since the Army is not destroyed yet, the Free Peoples player keeps attacking and eliminates another Ent from the Entwood. The new attack scores only one hit, enough to destroy the last Shadow unit. Two Ents now remain in the Entwood.*
- 3) *Since there are no enemy Armies adjacent to Fangorn at the moment, the Free Peoples player takes one of the last two remaining Ents from the Entwood and places it into the Fords of Isen, to get closer to Orthanc. The Ents' action is now over.*

THE CORSAIRS OF UMBAR (CORSAIRS)

“There is a great fleet drawing near to the mouths of Anduin, manned by the corsairs of Umbar in the South. They have long ceased to fear the might of Gondor, and they have allied them with the Enemy, and now make a heavy stroke in his cause.”



The menace of the Corsairs, sailing their great ships out of the Harad city of Umbar, plagued Gondor for many years.

During the War of the Ring, the fear of their black sails made the Southern Fiefs reluctant to help Minas Tirith, and they could have done great harm, had Aragorn not defeated them in Pelargir.

The Corsairs are a powerful ally for Sauron, as they can raid along the coasts of Middle-earth and on the Anduin river, and they can swiftly transport Shadow armies to distant shores.

CONDITION TO ENTER PLAY

Corsairs may enter play when Southrons and Easterlings are “At War”.

STARTING SETUP AND RECRUITMENT

The Shadow player places three Corsairs figures in Umbar when they enter play.

When a Recruit Faction action is used, the Shadow player places one Corsairs figure in Umbar.

STACKING LIMIT

A maximum of five Corsairs figures can be in a region. These figures are not counted against the normal stacking limit of 10 units.

RESTRICTIONS

Corsairs figures are not Shadow Army units. However, they may move together with a Shadow Army in the same region, when that Army moves.

When they move (alone, using a Faction Event card; or with a Shadow Army) they are limited to moving to the following regions:

- Coastal regions on the Western Sea;
- Any Gondor region except Erech;
- Osgiliath.

If a Shadow Army including Corsairs moves to any other region, Corsairs must be left behind.

Corsairs in a region with a Shadow Army advancing or retreating after combat may move with such an Army, as long as the region is one they are allowed to move into; otherwise, they must be left behind.

Note: If Corsairs are in the same region as a besieged Shadow Army, they are never considered to be inside the besieged Stronghold.

USING CORSAIRS

The use of Corsairs is explained by the relevant Faction Event cards. Corsairs can **move** when the Shadow player plays a “A Great Fleet” card, and they can **transport** Shadow Army units when he plays a “Ships of Great Draught” card. Some effects are summarized on the cards, and explained here in detail.

Moving Corsairs

Whenever Corsairs are **moved**, the Shadow player can move Corsairs figures up to four regions (within the restrictions previously indicated), individually or together. They can move into or through a region occupied by an enemy Army.

Transporting an Army

If Shadow Army units are in a region with Corsairs, they can be **transported** by Corsairs. **Each Corsairs figure may transport up to two Shadow units and any number of Minions or Nazgûl.** The Corsairs and the Army can move together up to four regions (adhering to the normal restrictions applicable to Armies as well as those applicable to Corsairs), ending its movement in a free region, or an unoccupied enemy-controlled Settlement.

Transporting an Army to Attack

If Shadow Army units are in a region with Corsairs, they can be transported to attack by Corsairs. **Each Corsairs figure may transport up to two Shadow units and any number of Minions or Nazgûl to attack.** The Corsairs and the Army can move together up to two regions (adhering to the normal restrictions applicable to Armies as well as those applicable to Corsairs), then attack into an adjacent region (or a besieged enemy-controlled Stronghold in the same region).

Note: If there is a Shadow Army in the destination region, the transported Army may merge with that Army (immediately checking the stacking limit) before attacking.

CALL TO BATTLE

If there are one or more Corsairs figures in the same region as the Shadow Army, and the Shadow Army is not under siege, the Shadow player may decide to call to battle Corsairs, instead of using a combat card. The effect of the call to battle is fully explained by the cards.

Note: If new Shadow units are moved into the battle as an effect of the “Borne up on the Wind” Call to Battle card, these units are added to the Shadow Army after casualties are applied, but before the end of the round. For this reason, they cannot be used to absorb casualties from the current round; however, if all units in the Army were eliminated, the battle may continue thanks to the new units, and any Minions or Nazgûl in the Army are not eliminated.

ELIMINATION

If the Free Peoples player controls Umbar, the Corsairs Faction is immediately out of the game.

THE HILLMEN OF DUNLAND (DUNLENDINGS)

“Not in half a thousand years have they forgotten their grievance [...]. That old hatred Saruman has inflamed. They are fierce folk when roused. They will not give way now for dusk or dawn, until Théoden is taken, or they themselves are slain.”



The wild men of Dunland considered the Horse-lords of Rohan to be usurpers of their rightful homeland, and it was easy for Saruman to exploit this enmity to his advantage. While resolute in their hatred, the Dunlendings fear their enemies deeply and, therefore, are not very reliable in battle.

CONDITION TO ENTER PLAY

Dunlendings may enter play when Saruman is in play.

STARTING SETUP AND RECRUITMENT

The Shadow player places two Dunlending figures in each Dunland Settlement controlled by the Shadow when they enter play.

When a Recruit Faction action is used, the Shadow player places:

- one Dunlending figure in each Dunland Settlement controlled by the Shadow; *or*
- one Dunlending figure in an Isengard or Rohan region containing a Shadow Army, unless that Army is inside a Stronghold under siege.

STACKING LIMIT

A maximum of three Dunlending figures can be in a region. These figures are not counted against the normal stacking limit of 10 units.

RESTRICTIONS

Dunlending figures are not Shadow Army units. However, they may move together with a Shadow Army in the same region, when that Army moves. When they move with a Shadow Army, they follow the normal rules.

When moving without a Shadow Army (using a Faction Event card), they cannot enter a region with a Free Peoples Army or an unconquered Free Peoples Stronghold (unless it is under siege by the Shadow player).

USING THE DUNLENDINGS

The use of the Dunlendings is explained by the relevant Faction Event cards. Some effects are summarized on the cards, and explained here in detail.

Dunlendings without an Army

When Dunlendings move alone — as an effect of a Faction Event card — they move up to two regions, within the restrictions indicated before, individually or together.

They cannot enter or exit a Stronghold under siege; however, they may move into a region where a Shadow Army is besieging a Free Peoples Stronghold.

Dunlendings with an Army

Dunlendings do not form a Shadow Army by themselves, but if they are in the same region with a Shadow Army, they can move and attack with that Army. Similarly to Characters, Dunlendings with a Shadow Army may advance with, or must retreat with, that Army, and if the Army is completely eliminated they are also eliminated.

CALL TO BATTLE

If there are Dunlendings in the same region as the Shadow Army, and the Shadow Army is not under siege, the Shadow player may decide to call to battle the Dunlendings, instead of using a combat card. The effect of the call to battle is fully explained by the cards.

ELIMINATION

If the Free Peoples player controls both Dunland Settlements, the Dunlending Faction is immediately out of the game.

THE BROODS OF SHELOB (SPIDERS)

“Far and wide her lesser broods, bastards of the miserable mates, her own offspring, that she slew, spread from glen to glen, from the Ephel Dúath to the eastern hills, to Dol Guldur and the fastnesses of Mirkwood. But none could rival her, Shelob the Great, last child of Ungoliant to trouble the unhappy world.”



Shelob the Great, last Child of Ungoliant, almost brought an end to the hopes of the Free Peoples, when she captured the Ring-bearer. At the same time, the evil presence of giant Spiders plagued many of the darkest corners of Middle-earth, and their role in the War of the Ring could have been different than the stories tell...

CONDITION TO ENTER PLAY

Spiders may enter play when the Fellowship's last known position is not in Rivendell.

STARTING SETUP AND RECRUITMENT

The Shadow player places one Spider figure in Dol Guldur and one in Minas Morgul when they enter play.

When a Recruit Faction action is used, the Shadow player places one Spider figure in Dol Guldur and one in Minas Morgul.

STACKING LIMIT

Spiders have no stacking limit, unless the “Huge and Horrible” Faction Event card is in play. When this card is in play, Spiders in a Shadow Army count against the stacking limit of that Army.

RESTRICTIONS

Spider figures are not Shadow Army units. However, they may move together with a Shadow Army in the same region, when that Army moves. When they move with a Shadow Army, they follow the normal rules.

When moving without a Shadow Army (using a Faction Event card), they cannot enter a region with a Free Peoples Army or an unconquered Free Peoples Settlement (unless it is a Stronghold under siege by the Shadow player).

USING THE SPIDERS

The use of the Spiders is explained by the relevant Faction Event cards. Some effects are summarized on the cards, and explained here in detail.

Spiders without an Army

When Spiders move alone — as an effect of a Faction Event card — they move up to two regions, within the restrictions indicated before, individually or together.

They cannot enter or exit a Stronghold under siege; however, they may move into a region where a Shadow Army is besieging a Free Peoples Stronghold.

Spiders with an Army

Spiders do not form a Shadow Army by themselves, but if they are in the same region with a Shadow Army, they can move and attack with that Army. Similarly to Characters, Spiders with a Shadow Army may advance with, or must retreat with, that Army, and if the Army is completely eliminated they are also eliminated.

CALL TO BATTLE

If there are Spiders in the same region as the Shadow Army, the Shadow player may decide to call to battle the Spiders, instead of using a combat card.

The effect of the call to battle is fully explained by the cards.

ELIMINATION

If, at any moment, there are no Spider figures in play, the Spider Faction is immediately out of the game.

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WARRIORS OF MIDDLE-EARTH™

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