

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

WAR OF THE RING™

Based on the "Lords of the Rings" Groups by J.R.R. Tolkien
EXPANSION



LORDS OF MIDDLE-EARTH™



CHAPTER I: INTRODUCTION

L*ords of Middle-earth* is an expansion for the *War of the Ring Second Edition* boardgame. It presents new game mechanics designed to introduce fresh gaming opportunities, inspired by events and characters not fully explored in Tolkien's novels.

Important personalities from *The Lord of the Rings*, previously featured in the game only through the use of Event Cards, are now represented by specific figures and rules. Alternate portrayals of some of the main characters are also included.

COMPONENTS

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

- This Rulebook
- 3 Keepers of the Elven Rings Special Action Dice
- 2 Lesser Minions Special Action Dice
- 6 new plastic figures
 - 1 figure representing Lord Elrond
 - 1 figure representing Lady Galadriel
 - 1 figure representing The Balrog of Moria
 - 1 figure representing Gothmog
 - 1 figure representing the Mouth of Sauron, Black Númenórean
 - 1 figure representing the Witch-king, Chief of the Ringwraiths
- 2 bonus plastic figures
 - 1 figure representing Aragorn, Heir to Isildur
 - 1 figure representing Gandalf the White
- 11 cardboard counters and markers, including:
 - 4 Sméagol Hunt Tiles
 - 1 Sméagol Character counter
 - 1 Balrog Status counter
 - 3 Elven Ring counters
 - 2 Shadow Action tokens
- 1 Sméagol special Event Card “We Shall Get It”
- 3 new Companion Cards: Elrond, Galadriel, Sméagol
- 7 alternate Companion Cards: Boromir, Gandalf, Gimli, Legolas, Meriadoc, Peregrin, Strider
- 2 new Lesser Minion Cards: The Balrog and Gothmog

- 2 alternate Minion Cards: The Mouth of Sauron, Black Númenórean and The Witch-king, Chief of the Ringwraiths
- 13 new Event Cards (6 for the Free Peoples, 7 for the Shadow)

Note: two additional Sméagol Hunt Tiles are included in a larger size, for use by owners of the *War of the Ring Collector's Edition*.

For the purpose of game balance, all rules and game elements introduced in *Lords of Middle-earth* are meant to be added in their entirety to every *War of the Ring* game. Using separate elements is certainly possible, but can alter the game balance. Alternate Companions (see *The Council of Rivendell*, page 30) may be included in the game or not, at the players' discretion.

SETTING UP THE GAME

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

- Either Strider or Gandalf the Grey (either version) may be chosen as the starting Guide of the Fellowship.
- Use the new Elven Ring counters to replace the Elven Ring counters included in *War of the Ring*. The new counters show a portrait of the Character who is the Keeper of that Ring.
- Take the new Event Cards (six for the Free Peoples player and seven for the Shadow player). One of the Shadow Event Cards ("A Balrog is Come!") must *replace* the card with the same number (# 17, "Balrog of Moria") in the *War of the Ring* Shadow Character Event deck. The remaining twelve cards are simply added to the appropriate Event Decks (four cards each for the Free Peoples and Shadow Character Event decks, and two each for the Free Peoples and Shadow Strategy Event decks).
- At the beginning of the game, place two of the four Sméagol Tiles in the Hunt Pool, in addition to the Standard Hunt Tiles.
- Set aside all the other components for later use. The alternate Companion cards and Shadow Action Tokens are only used with the *Council of Rivendell* optional rules (see page 30), except Gandalf, Keeper of Narya (see page 19).
- The Gandalf the White and Aragorn figures are only provided for visual enhancement of the game and are used when the appropriate character enters play. No new rules are necessary to use them.

Note: for the sake of brevity, the rules refer to the "Recover Action Dice and Draw Event cards" phase simply as the "Recover Action Dice" phase.

COUNTER SUMMARY

Sméagol Hunt Tiles (4)



Front



Back

Sméagol Character Counter (1)

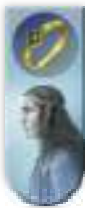


Front



Back

Elven Ring Counters (3)



Elrond (Vilya)



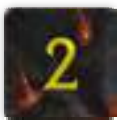
Galadriel (Nenya)



Gandalf (Narya)



Balrog Status Counter (1)



Front



Back

Shadow Action Tokens (2)



Front: Move Nazgûl and Minions



Front: Advance a Shadow Nation on the Political Track



Back

PLASTIC FIGURES

Free Peoples Characters



Aragorn



Elrond



Galadriel



Gandalf the
White

Shadow Characters



The Balrog



Gothmog



The Mouth
of Sauron



The Witch-king

ACTION DICE

Keepers of the Elven Rings



Elrond (Vilya)



Galadriel (Nenya)



Gandalf (Narya)

Lesser Minions



The Balrog



Gothmog

CHAPTER II: NEW RULES

NEW TERMINOLOGY

UNCONQUERED

The adjective **unconquered** is introduced to indicate a Settlement which is 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.

NON-FLYING MINION

Some of the new Minions of the Shadow (The Balrog, Gothmog) are not able to fly like the Nazgûl (and the Witch-king), and for this reason they are referred to by these rules as **Non-flying Minions**.

They move with the same limitations as the Mouth of Sauron, the only Minion of this type in *War of the Ring* (as the Witch-king flies like a Nazgûl and Saruman does not move at all), which are repeated here.

A Non-flying Minion:

- If moving without an Army, can move a number of regions up to his Level, and ignores any enemy Army.
- Cannot cross impassable terrain.
- Cannot leave or enter a region that contains a friendly Stronghold besieged by an enemy Army.
- If moving without an Army, cannot be moved into a Stronghold controlled by the Free Peoples, unless it is besieged by a Shadow Army.

NEW SPECIAL ACTION DICE

This expansion introduces new **Special Dice**, the **Keepers of the Elven Rings dice** (Keeper Dice for short) and the **Lesser Minion Dice**.

These Special Dice use similar rules, which are explained here, and have some differences which are explained immediately afterward.

NEW RULES FOR THE ACTION ROLL AND RECOVERY

When these Special Dice are in play, modify the rules for the Action Roll and Recover Action Dice phases as follows:

- When in play, these dice are rolled together with the Standard Action Dice.
- If a player rolls multiple Special Dice he must choose *one* of the rolled results and discard the others for this turn, before proceeding to the Action Resolution phase.
 - If one or more of a player's special action dice rolls is an Eye result, the choice must be an Eye.
 - In case both players have to choose which die to use, the player who rolls the highest total number of dice must choose first (in the case of a tie, the Free Peoples player must choose first).
- Dice which have not been chosen will be recovered during the Recover Action Dice phase of the following turn, together with the used dice.

NEW ACTION DICE RESULTS

The new special Action Dice include some new icons:



The **Card Draw** result allows a player to draw one Event Card from either one of his Event decks.



The **Use Balrog** result, appearing on the Balrog die, is fully explained under the rules for this character (see pages 23-25).



The **Remove** symbol ★ appears on some die faces together with another action symbol and means that, under the appropriate conditions, the die is permanently removed from the game after use. See *Recovering and Removing Keeper Dice* (page 10) and *Recovering and Removing Lesser Minion Dice* (page 11).



Note that the **Eye** symbol also appears on the Special Dice of the Free Peoples player. When this result is rolled, the Free Peoples player does not get an additional action, and in fact, improves the power of the Shadow in the Hunt for the Ring for the current turn.

CHOOSING A SPECIAL DIE RESULT

If a player rolls more than one Special Action Die during the Action Roll phase, he must select *one die result* among all those he produced with the roll and discard the others until next turn. The player will use the chosen result normally, during the Action Phase.

However, if any of the dice rolled produced an Eye result, the player must choose the Eye result and discard the other dice.

If more than one Eye is rolled, only one die is chosen, and the player may choose *which* die with an Eye result to use.

The chosen die is placed in the Hunt Box, and treated just like an Eye die result placed or rolled by the Shadow player.

USING A SPECIAL DIE RESULT

Unless the chosen result was an Eye, the selected die is used normally during the Action Phase and is counted as part of the Action Dice Pool for the purpose of deciding which player has more dice.

All the results are used in the way indicated by their icon.

Note: any special die result (except an Eye result, of course) may be used to fulfill the requirement of using “Any Action Die Result,” which appears on some Event Cards and Character abilities.

REMOVING SPECIAL ACTION DICE

A Special Action Die is removed during the Recover Action Dice phase, if the character associated with it was eliminated from the game during the previous turn. See *Recovering and Removing Keeper Dice* (page 10) and *Recovering and Removing Lesser Minion Dice* (page 11) for additional conditions about removing these dice.

THE KEEPER DICE

The Keepers of the three Elven Rings wielded hidden powers that, if activated, could aid the Free Peoples. Yet, they also ran the risk of drawing Sauron's attention to the fate of the One Ring. Such power, and the danger inherent in using it, is represented in the game by their Special Action Dice, as well as by their other abilities.

THE KEEPER DICE ICONS

Elrond (Vilya)



Army +
Remove



Muster



Event



Card
Draw



Card
Draw



Eye +
Remove

Galadriel (Nenya)



Character
+ Remove



Muster



Event



Card
Draw



Card
Draw



Eye +
Remove

Gandalf (Narya)



Character



Muster



Event



Card
Draw



Army



Eye

ADDING KEEPER DICE TO THE DICE POOL

When either Lord Elrond or Lady Galadriel is in play, or when Gandalf the Grey, Keeper of Narya is the Guide of the Fellowship, that character's specific die is added to the Dice Pool.

Elrond adds the **Vilya** die and Galadriel the **Nenya** die when each of these characters enters play (see the rules for these characters on page 16 and 18).

Each specific die is added to the Free Peoples' player Action Dice Pool at the start of the turn after either Elrond and Galadriel enters play.

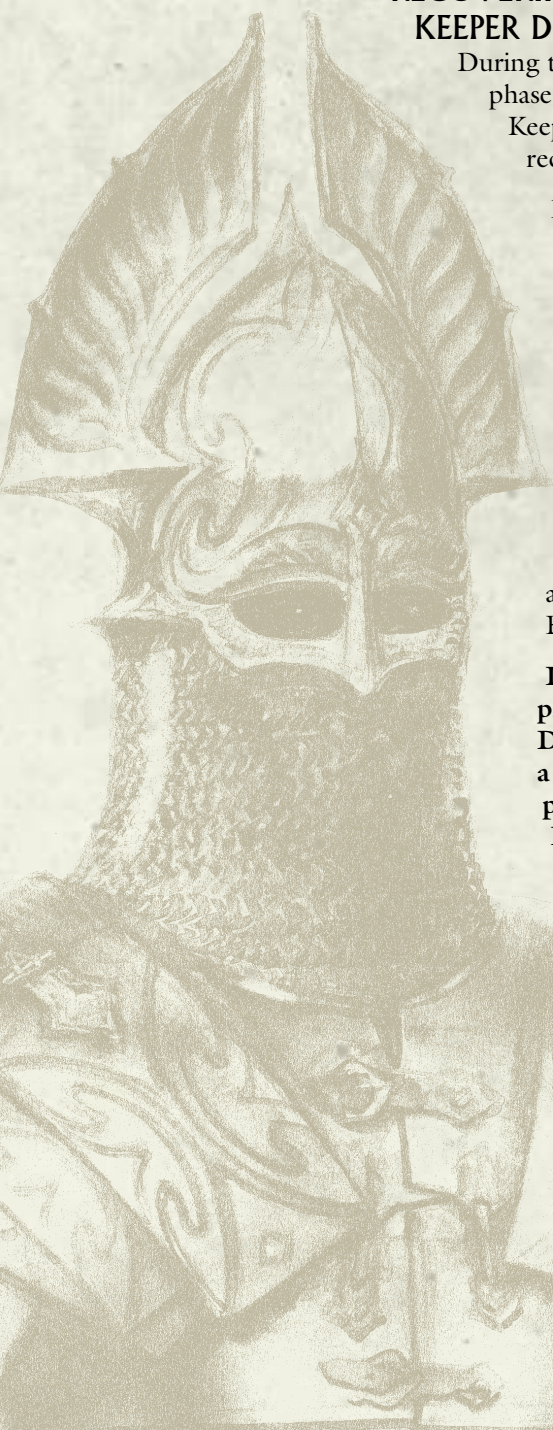
The **Narya** die is added to the Action Dice Pool if, during the Recover Action Dice phase, Gandalf the Grey, Keeper of Narya is the Guide of the Fellowship (see Gandalf the Grey, Keeper of Naria, pages 19-20).

RECOVERING AND REMOVING KEEPER DICE

During the Recover Action Dice phase, both used and unused Keeper Dice in play are recovered.

Rules that apply to the recovery of Free Peoples Action Dice from the Hunt Box (such as the mandatory allocation of one die to the Hunt for the Shadow Player; or the Guide ability of Gandalf, Keeper of Narya) do not apply if the die recovered from the Hunt Box is a Keeper's die that rolled an Eye result.

If Gandalf the White is in play when recovering Action Dice at the beginning of a new turn, eliminate the previous turn's chosen Keeper Die if its result has a ★ (Remove) symbol.



THE LESSER MINION DICE

While not as prominent as his other servants, the Balrog of Moria and Gothmog, the Lieutenant of Morgul, served well the purposes of the Dark Lord.

Their powers are represented in the expansion by the special Action Dice they add, as well as by their other character abilities.

THE LESSER MINION DICE ICONS

The Balrog



Character
+ Remove



Use
Balrog



Use
Balrog



Muster



Card
Draw



Eye +
Remove

Gothmog



Army +
Remove



Army



Muster



Muster



Card
Draw



Eye +
Remove

ADDING LESSER MINION DICE TO THE DICE POOL

When either The Balrog or Gothmog is in play, that character's specific die is added to the Dice Pool.

Each specific die is added to the Shadow player Action Dice Pool at the start of the turn after either The Balrog or Gothmog enters play.

RECOVERING AND REMOVING LESSER MINION DICE

During the Recover Action Dice phase, both used and unused Lesser Minion Dice in play are recovered.

If the Witch-king (any version) is in play when recovering Action Dice at the beginning of a new turn, eliminate the previous turn's chosen Lesser Minion Die if its result has a ★ (Remove) symbol.

EXAMPLES OF PLAY

Gandalf the Grey in play



On turn 1 the Free Peoples player selects Gandalf the Grey, Keeper of Narya as the Guide. He rolls the Narya die together with his four regular Action Dice: the result is a Card Draw, and the Free Peoples player has five actions to resolve on this turn.

If the roll was an Eye, the die would have been added to the Hunt Box, and the Free Peoples player would have only four actions.

Gandalf the Grey and Galadriel in play



At the beginning of the following turn, Gandalf the Grey, Keeper of Narya is the Guide and Lady Galadriel is in play. The Free Peoples player adds both the Narya and Nenya Keeper Dice to the Action Dice Pool.

The Narya die rolls an Army result and the Nenya die rolls an Event result. The Free Peoples player must now choose one die result before proceeding to the Action Resolution phase. He selects the Event result.

The Narya die is left unused, and is momentarily discarded. It will be rolled again next turn if the appropriate conditions are met (that is, Gandalf is still the Guide and at least one Free Peoples Action Die is recovered from the Hunt Box).

Elrond, Galadriel and Gandalf the White in play



On a later turn, Lady Galadriel and Lord Elrond are in play, and so is Gandalf the White. The Free Peoples player adds the NENYA and VILYA Keeper Dice to the Action Dice Pool and both roll Eye+Remove results. Only one Eye must be added to the Hunt Box, and the Free Peoples player must select which Keeper Die to use. The decision is important as both dice show remove symbols and, provided Gandalf the White is still in play during the next Recover Action Dice phase, his presence will cause the chosen die to be removed from play for the rest of the game.

The Free Peoples player decides to use Vilya. The unused NENYA die is set aside and will be rolled again next turn if Galadriel is still in play.

The Balrog, Gothmog and the Witch-king in play



Gothmog, the Balrog of Moria and the Witch-king, Chief of the Ringwraiths are all in play at the beginning of the turn. Gothmog's die rolls an Army+Remove result and the Balrog's rolls a Card Draw.

Although the Army result would be more useful, the Shadow player chooses the Card Draw result because it does not have a remove symbol, and adds the Balrog's die to his available actions for the turn. If he had chosen the Army result, Gothmog's die would be removed from the game during the next Recover Action Dice phase (provided the Witch-king remained in play).

THE ELVEN RINGS

Lords of Middle-earth introduces three new characters related to the Elven Rings: Lord Elrond, Lady Galadriel, and Gandalf the Grey, Keeper of Narya. The rules in this section describe how the use of the Elven Rings is modified by their introduction.

THE ELVEN RINGS COUNTERS

Lord Elrond, Keeper of Vilya; Lady Galadriel, Keeper of Nenya; and Gandalf the Grey, Keeper of Narya each have a special ability that makes use of the named Elven Ring specified in the character's title.

To make the three Rings easier to tell apart from each other, new Elven Ring counters are included in this box, which show both the image of the Ring and the image of the Keeper associated with it.

USING THE ELVEN RINGS

Each Elven Ring can be used as in the standard *War of the Ring* rules, or to activate an individual special Ring ability (see below). As far as the normal use of a Ring is concerned, once per turn the Free Peoples player may use a Ring to change the result of an Action Die.

This use of a Ring is always available, whether the character depicted on the Ring token is in play or not.

An Elven Ring cannot be used to change the result of a Keeper Die or a Lesser Minion Die.

Once used, a Ring token is flipped on its back side and given to the Shadow player (who is entitled to use it to change one of his Action Die results, following the standard rules).

When the Free Peoples player uses a Ring to change a die result, he must choose a specific Elven Ring token, as that Ring won't be available later to be used for its special ability.

Note: Any use of Elven Rings by the Free Peoples player to activate the special abilities of the Keepers is *in addition* to the limit of one normal Ring use per turn.

NEW SPECIAL RING ABILITIES

A Ring's special use is only available when the Character associated with it is in play and is indicated in the description of each of the three Keepers. When a Ring is used for its special ability, the corresponding token is flipped over to its "Flaming Eye" side and given to the Shadow player.

The "Three Rings for the Elven-Kings" Event Card allows the Free Peoples player to recover a Ring he used previously.

SPECIAL ABILITIES OF THE ELVEN RINGS



Lord Elrond (Vilya, Mightiest of the Three)

Use the Elven Ring Vilya to keep an Action Die you just used (except a Will of the West) among the available results. The used die is not discarded, or placed in the Hunt Box.



Lady Galadriel (Nenya, the Ring of Adamant)

Whenever a standard Eye tile is drawn, use the Elven Ring Nenya to cancel its effects and draw another tile in its place. The cancelled tile is removed from play for the remainder of the game.



Gandalf the Grey (Narya, the Great)

If Gandalf the Grey, Keeper of Narya is in an unconquered Settlement of a Free Peoples Nation, use the Elven Ring Narya and any one Action Die result to activate that Nation and move it directly to the “At War” step.

When this happens, he may choose the Ring(s) of his choice, as long as he first chooses from Rings which are out of the game, then from Rings in the possession of the Shadow player. In this case, the special Keeper ability becomes available again, if that Keeper is still in play.

MULTI-PLAYER RULES

When playing with multi-player rules:

- Lord Elrond and Lady Galadriel are controlled by the Gondor player, but the Leading Free Peoples Player chooses the result of the Elven Keeper Dice roll, and either player can use it.
- If either of the Free Peoples players uses an Elven Ring to change a die result, the Gondor player chooses which specific Ring to use.
- The Balrog of Moria and Gothmog are controlled by the Witch-king player, but the Leading Shadow Player chooses the result of the Lesser Minion Dice roll, and either player can use it.

CHAPTER III: NEW CHARACTERS

Lords of Middle-earth presents a number of new Characters. Six of them, alternate versions of Strider, Boromir, Gimli, Legolas, Merry and Pippin, are introduced in the game exclusively through the optional rules contained in the *The Council of Rivendell* chapter (see page 30).

The remaining Characters are presented here and should be added to all games using this expansion.

These Characters are:

- The three Keepers of the Elven Rings (Lady Galadriel; Lord Elrond; Gandalf the Grey, Keeper of Narya);
- Sméagol;
- The two Lesser Minions (The Balrog of Moria; Gothmog);
- The Mouth of Sauron, Black Númenórean;
- The Witch-king, Chief of the Ringwraiths.

Sméagol is included without a figure, since he is always part of the Fellowship of the Ring when he is in play.

The alternate versions of the Companions are also not represented by new figures, as the choice of using them or not must initially be kept secret from the Shadow player (see *The Council of Rivendell*, page 30).

All rules necessary to use these new Characters are explained here in detail and are summarized on each of the appropriate **Character Cards**.

LORD ELROND, KEEPER OF VILYA



Elrond, Lord of Rivendell, was once the herald of Gil-galad and is among the most stalwart opponents of the Dark Lord left in Middle-earth. He is the Keeper of Vilya, mightiest of the three Elven Rings, and can prove a dangerous enemy to the Shadow - but what is the price to pay for revealing a Ring of Power to the Eye of Sauron? The following rules explore this possibility.



Elrond's statistics are the following:

- **Level: 0** (Elrond cannot leave Rivendell)
- **Leadership: 2**
- **Nationality: Elves.**
- **Adds the Vilya Keeper's die to the Free Peoples Action Dice Pool.**

HOW ELROND ENTERS THE GAME

If Sauron or the Elves are “At War” and Rivendell is unconquered, the Free Peoples player may use a Muster Action Die result to play Lord Elrond in Rivendell.

ELROND IN PLAY



Elrond is one of the three Elven Ring Keepers, and he adds the Vilya Die to the Free Peoples Action Dice Pool while he is in play.

The Vilya Die is an Elven Ring Keeper Die, and is used according to the rules on page 9.

The Vilya Die is removed from the game during the Recover Action Dice phase, if:

- Elrond has been removed from play, *or*
- Either its Army result or its Eye result (which show the remove symbol) was chosen and Gandalf the White is in play.

Special Abilities

Vilya, Mightiest of the Three

The Free Peoples player may use the Vilya Elven Ring counter to keep an Action Die he just used (except a Will of the West) among the available results. The used die is not discarded or placed in the Hunt Box.

The Household of Elrond

Each Elven Elite unit in the same region with Elrond is considered to be a Leader as well as an Army unit for all combat purposes.

Additional Rules

- Elrond is considered a Level 3 Companion for all Combat Card effects purposes.
- Elrond can never leave Rivendell and is removed from play if Rivendell becomes controlled by the Shadow player.

LADY GALADRIEL, KEEPER OF NENYA



Lady Galadriel, Queen of the Golden Wood, is one of the most powerful Elves left in Middle-earth, but as the Keeper of Nenya, the Ring of Adamant, she decided a long time ago to hide from Sauron. What might have happened if Galadriel used her power more openly to help the Free Peoples, thus revealing herself to the Eye? The following rules explore this possibility.

Galadriel's statistics are the following:

- **Level: 0** (Galadriel cannot leave Lórien)
- **Leadership: 2**
- **Nationality: Elves.**
- **Adds the Nenya Keeper's die to the Free Peoples Action Dice Pool.**



HOW GALADRIEL ENTERS THE GAME

If Sauron or the Elves are “At War” and Lórien is unconquered, the Free Peoples player may use a Muster Action Die result to play Lady Galadriel in Lórien.

GALADRIEL IN PLAY



Galadriel is one of the three Elven Ring Keepers, and she adds the Nenya Die to the Free Peoples Action Dice Pool while she is in play.

The Nenya Die is an Elven Ring Keeper Die and is used according to the rules on page 9.

The Nenya Die is removed from the game during the Recover Action Dice phase, if:

- Galadriel has been removed from play, *or*
- Either its Character result or its Eye result (which show the remove symbol) was chosen and Gandalf the White is in play.

Special Abilities

Nenya, Ring of Adamant

Whenever a Standard Hunt Tile showing an Eye is drawn, the Free Peoples player may use the Nenya Elven Ring counter to cancel its effects and draw another tile instead. The cancelled tile is removed from play for the remainder of the game.

Valour of the Elven People

The Free Peoples player can recruit in Lórien even if the Stronghold is under siege.

Additional Rules

- Lady Galadriel is considered a Level 3 Companion for all Combat Card effect purposes.
- Lady Galadriel can never leave Lórien and is removed from play if Lórien becomes controlled by the Shadow player.

GANDALF THE GREY, KEEPER OF NARYA

Unknown to everyone but the Wise, Gandalf was the Keeper of an Elven Ring, Narya the Great. It was entrusted to his keeping by Círdan of the Grey Havens when the Wizard first came to Middle-earth.

In *The Lord of the Rings*, Gandalf appears to make subtle use of the Ring to give strength and courage to those around him, but what would have happened had he decided to wield its powers more openly? This alternate version of Gandalf the Grey explores such a possibility.



Note: Given the importance of this Character in *Lords of Middle-earth*, the Free Peoples player is given the option to use him even if *The Council of Rivendell* variant (see page 30) is not in use.

Gandalf the Grey, Keeper of Narya's statistics are the following:

- **Level:** 3
- **Leadership:** 1
- **Nationality:** Free Peoples.
- **Adds the Narya Keeper's die to the Free Peoples Action Dice Pool if he is the Guide of the Fellowship.**

HOW GANDALF THE GREY ENTERS THE GAME

At the beginning of the game, the Free Peoples player may choose to replace the standard version of Gandalf the Grey with Gandalf the Grey, Keeper of Narya. To do so, he adds the appropriate card in the Fellowship deck (without revealing his choice to the Shadow player, unless Gandalf is the starting Guide of the Fellowship).

Gandalf the Grey, Keeper of Narya may be separated from the Fellowship following the normal rules.

GANDALF THE GREY IN PLAY



When guiding the Fellowship, Gandalf the Grey, Keeper of Narya, is one of the three Elven Ring Keepers (see page 9, page 14, and the rules below).

Special Abilities

Guide.

If Gandalf the Grey, Keeper of Narya, is the Guide during the Recover Action Dice phase, and the Free Peoples player recovered at least one Free Peoples Action Die from the Hunt Box, add the Narya die to the Free Peoples Action Dice Pool.

This means that the additional die granted by Gandalf is only added to the Action Dice Pool if he is the Guide and the Fellowship moved at least once using a Character result in the previous turn. Narya is an Elven Keeper Die and is used according to the rules on page 9.

Note that if Gandalf becomes the Guide during the Fellowship Phase, the die will only be added the following turn, if he is still the Guide at that time.

Exception: If Gandalf is appointed Guide of the Fellowship at the beginning of the game, add the Narya die to Action Dice Pool in turn one.

Narya, the Great.

If Gandalf the Grey, Keeper of Narya, is in an unconquered Settlement of a Free Peoples Nation, the Free Peoples player may use the Narya Elven Ring counter and any one Action Die result to activate that Nation and move it directly to the “At War” step.

Emissary from the West.

If Gandalf the Grey, Keeper of Narya, is not in the Fellowship, he can be replaced by Gandalf the White in the same way as Gandalf the Grey, the Grey Wanderer.

SMÉAGOL, TAMED WRETCH

In *The Lord of the Rings*, Gollum is spotted following the Fellowship as the heroes leave the depths of Moria, but he joins the Ring-bearers only when Frodo and Sam are finally alone on their quest.

What might have happened if this wretched figure was tamed by the Companions of the Ring before the Breaking of the Fellowship? The following rules explore this possibility.

Sméagol's statistics have the following values, which have special meanings:

- **Level: X** (Sméagol's Level is equal to that of the highest-level Companion in the Fellowship.)
- **Leadership: 0** (Sméagol may never be used as an Army Leader.)



HOW SMÉAGOL ENTERS THE GAME



When a player draws a Sméagol Tile from the Hunt Pool, the Hunt Damage is 0 and Sméagol enters play as a special Companion, always serving as the Guide of the Fellowship.

Place the Sméagol Character Card in the Guide of the Fellowship box, and place the Sméagol Companion Counter with the other Companion Counters.

Remove the drawn Sméagol Tile from the game.

All of Sméagol's special abilities are immediately applied.

Note: Sméagol is *not* Gollum. Game events that require Gollum's presence or card effects that are modified if Gollum is in play are not affected by the presence of Sméagol.

If Gollum enters play before Sméagol (or if Sméagol has already been in play and subsequently discarded), Sméagol is not played when a Sméagol Tile is drawn. Discard the tile and draw another one.

SMÉAGOL IN PLAY

- Sméagol is considered a standard Companion, except that he is always the Guide. He adds one to the number of Companions for purposes of the number of Action Dice that

the Shadow player may place in the Hunt box and he may be taken as a Hunt casualty in the same way as any other Companion.

- Sméagol has “Level X”. This means that Sméagol’s Level is equal to that of the highest-level Companion in the Fellowship.
- Sméagol may be separated from the Fellowship as any other Companion, but he is discarded if this happens.
- Discard Sméagol if the Fellowship is declared in an unconquered Free Peoples City or Stronghold.
- If Sméagol is eliminated or discarded in any way, the “We Shall Get It” Shadow Event Card immediately enters play.
- If, at any time, Sméagol is the only Companion in the Fellowship, replace Sméagol with Gollum. “We Shall Get It” does not enter play when that occurs.
- If a Sméagol Tile is drawn after Sméagol leaves the game, discard the tile and draw another one.
- If Sméagol is no longer in play, Gollum can enter play normally.

Special Abilities

Guide

If a Sméagol Hunt Tile is drawn, the Hunt Damage is considered to be 0. Remove the drawn Sméagol Tile from the game.

Sméagol and Event Cards

Some of the new Event Cards included in this expansion modify the effects of the presence of Sméagol when they are played:

- “You Know the Way There” adds the third and fourth Sméagol Tiles to the Hunt Pool.
- “We Won’t Go Back” turns the presence of the Sméagol Tiles in the Hunt Pool into an advantage for the Shadow player.
- “Safe Paths in the Dark” allows the discard of “We Shall Get It” or “We Won’t Go Back,” avoiding the drawbacks of Sméagol.

THE BALROG OF MORIA, EVIL OF THE ANCIENT WORLD



The Balrog is a survivor of the ancient wars, a demon from a forgotten time hiding under the mountains. This slave of Morgoth could

have unleashed terror upon the land, but instead met its fate at the hands of Gandalf the Grey on the peak of Zirak-Zigil. What might have happened if this minion of evil had the time to fully spread its influence into the heart of Middle-earth? The following rules explore this possibility.



The Balrog's statistics are the following:

- **Level: 0** (The Balrog cannot leave Moria unless it is activated, see below)
- **Leadership: 3**
- **Adds the Balrog's Lesser Minion Die to the Shadow Action Dice Pool**

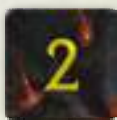
HOW THE BALROG ENTERS THE GAME

The Shadow player may use a Muster Action Die result to play the Balrog in Moria. If Moria is unconquered and not under siege, the Shadow player can also recruit one Sauron unit (Regular or Elite) there.

When the Balrog is played, the Elven and Dwarven Nations advance one step each on the Political Track.

Place the Balrog Status counter so that it shows its “Inactive” side.

Balrog Status Counter



Front: Active Back: Inactive

THE BALROG IN PLAY



The Balrog is a Lesser Minion and adds its specific Lesser Minion Die (see page 11) to the Shadow Action Dice Pool while it is in play.

The Balrog's die is removed from the game during the Recover Action Dice phase, if:

- The Balrog has been removed from play, *or*
- Either its Character result or its Eye result (which show the remove symbol) was chosen and the Witch-king (any version) is in play.

Special Abilities

Fire and Shadow

If the Fellowship is revealed or declared, and as a result moves through, moves from, moves into, or remains stationary in the region occupied by the Balrog, draw a Hunt Tile and apply its effects, ignoring any Reveal icon.

If the drawn tile is an Eye, eliminate the Balrog and the Guide of the Fellowship (but discard the Eye tile without either effect if Gollum is the Guide).

Flame of Udûn

If the Balrog is in a battle, add two to the Combat strength of the Shadow Army (you can still roll a maximum of 5 Combat dice).

Activating the Balrog



Initially, the Balrog is **inactive** – it is Level 0 and cannot leave Moria. However, if the Shadow player rolls and chooses the Use Balrog result of the Balrog's Lesser Minion Die, or the “A Balrog is Come!” Event Card is played, the Balrog becomes **active**. Flip the Balrog Status counter to the “Active” side as a reminder.

Effects of the Activation

The Level of the Balrog is considered to be 2 while the Balrog is active.

The Balrog *can* leave Moria when it is active, and moves as a non-flying Minion, with a movement of 2.

If the Balrog is already active, a new Use Balrog result may be used to perform ONE of the following actions:

- Move an Army with the Balrog, *or*
- Attack with an Army with the Balrog, *or*
- Move (only) the Balrog on the board.

Making the Balrog Inactive

Once the Balrog is activated, it remains active until the Free Peoples player makes it **inactive**.

The Free Peoples Player can make the Balrog **inactive** either by:

- Using a Will of the West Action Die result, *or*
- Using a Character Action Die result, if Gandalf (any version) is in the same region as the Balrog.

If the Balrog is made inactive when it is not in Moria it is eliminated. If made inactive while in Moria, its Level simply reverts to 0. Flip the Balrog Status counter to its “Inactive” side as a reminder.

Additional Rules

- The Balrog is not considered a Minion for the purpose of playing Gandalf the White.

GOTHMOG, LIEUTENANT OF MORGUL



The true nature of the Lieutenant of Morgul is never revealed in *The Lord of the Rings*. We know that he steps in as commander-in-chief of the Shadow armies after the Witch-

king is destroyed on the fields of Pelennor, so clearly he is among the most powerful of the servants of the Shadow. Had it not been for the timely arrival of Aragorn, he might have succeeded in turning the tide of the battle in the Shadow’s favor. What if Gothmog had been entrusted with the command of the armies of Mordor sooner, while the Witch-king was attempting to bring the One Ring back to its master? The following rules explore this possibility.



Gothmog’s statistics are the following:

- **Level: 3**
- **Leadership: 1**
- **Adds Gothmog's Lesser Minion Die to the Shadow Action Dice Pool**

HOW GOTHMOG ENTERS THE GAME

If Sauron is at War, Minas Morgul is unconquered, and The Witch-king, the Black Captain is not in play, the Shadow player may use a Muster Action Die result to play Gothmog in Minas Morgul.

GOTHMOG IN PLAY



Gothmog is a Lesser Minion and adds his specific Lesser Minion Die (see page 11) to the Shadow Action Dice Pool while he is in play.

Gothmog's die is removed from the game during the Recover Action Dice phase, if:

- Gothmog has been removed from play, *or*
- Either its Army result or its Eye result (which show the remove symbol) was chosen and the Witch-king (any version) is in play, *or*
- The Witch-king, The Black Captain is in play.

Fling them into the Fray

If Gothmog is with a Shadow Army in a free region, the Shadow player may use a Muster Action Die to recruit one Sauron Regular unit in that region or to replace one Sauron Regular unit with an Elite unit.

Additional Rules

- Gothmog is not considered a Minion for the purpose of playing Gandalf the White.
- Gothmog moves as a Non-flying Minion.

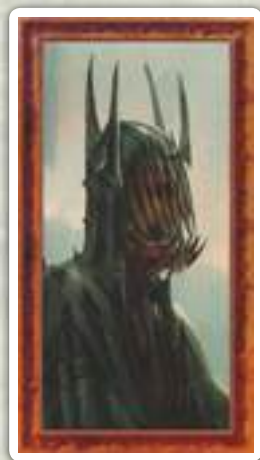
THE MOUTH OF SAURON, BLACK NÚMENÓREAN



In *The Lord of the Rings*, The Mouth of Sauron is an envoy and military leader, soon to become the tyrant of the Free Peoples, should Sauron win the war. But the Mouth of Sauron was a Black Númenórean sorcerer wielding great power – what could have happened if the Dark Lord had chosen to unleash this cruel general upon his enemies sooner? The following rules explore this possibility.

The Mouth of Sauron's statistics are the following:

- **Level:** 3
- **Leadership:** 2
- **Adds one Standard Action Die to the Shadow Action Dice Pool.**



HOW THE MOUTH OF SAURON ENTERS THE GAME

If the Free Peoples player has 1 or more Victory Points, the Shadow player may use one Muster Action Die to play the Mouth of Sauron, Black Númenórean in any region with an unconquered Sauron Stronghold.

The Shadow player may also decide to muster The Mouth of Sauron, Black Númenórean instead of The Mouth of Sauron, Lieutenant of Barad-dûr, when the Fellowship is on the Mordor Track.

Note: Either version of The Mouth of Sauron (Black Númenórean or Lieutenant of Barad-dûr) cannot be played if the other version of him is in play or was previously eliminated.

THE MOUTH OF SAURON IN PLAY

Special Abilities

Evil Knowledge

If the Black Númenórean is with a besieging Army, the Shadow player may extend the battle by one round, once per action, without reducing an Elite unit.

Great Sorcery

If the Black Númenórean is with a Shadow Army, once per turn the Shadow player may use a Muster Action Die to use that Army as if a Character die was used (that is, to move or attack with that Army).

THE WITCH-KING, CHIEF OF THE RINGWRAITHS



In *The Lord of the Rings*, after the defeat of the Nazgûl at the Fords of Bruinen, the Witch-

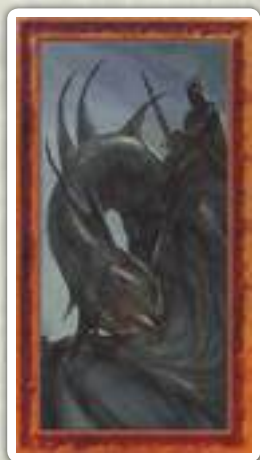
king is raised to a new

demonic stature and returns as the Black Captain of Sauron, guiding the main assault against Minas Tirith.

What could have happened if Sauron again assigned the Chief of the Ringwraiths to the task of searching for the One Ring, instead of conserving him for the war? The following rules explore this possibility.

The Witch-king's statistics are the following:

- **Level:** ∞ (The Witch-king moves as a Nazgûl)
- **Leadership:** 1
- **Adds one Standard Action Die to the Shadow Action Dice Pool.**



HOW THE WITCH-KING ENTERS THE GAME

If the Fellowship is *not* in a region which contains an unconquered Free Peoples Stronghold, the Shadow player may use a Muster Action Die result to play the Chief of the Ringwraiths.

If the Witch-king, the Black Captain is not in play, place the Chief of the Ringwraiths in the region containing the Fellowship. Otherwise, replace the Black Captain with the Chief of the Ringwraiths in the region that he occupies.

THE WITCH-KING IN PLAY

Mustering the Black Captain

If the Chief of the Ringwraiths is in play, the Shadow player may replace him with the Black Captain by spending a Muster Action Die result, if the pre-requisites for playing the Black Captain apply. The Black Captain is placed in the same region where the Chief of the Ringwraiths was located.

Note that the Witch-king may be replaced by an alternate version only *once per game*. If the Shadow player already replaced one version of the Witch-king with another version once, he cannot do so again, nor can he play the Witch-king if either version was eliminated previously.

Special Abilities

Spear of Terror

If the Chief of the Ringwraiths is in the region with the Fellowship, when the Shadow player plays a Character Event card, he may immediately draw another Character Event card.

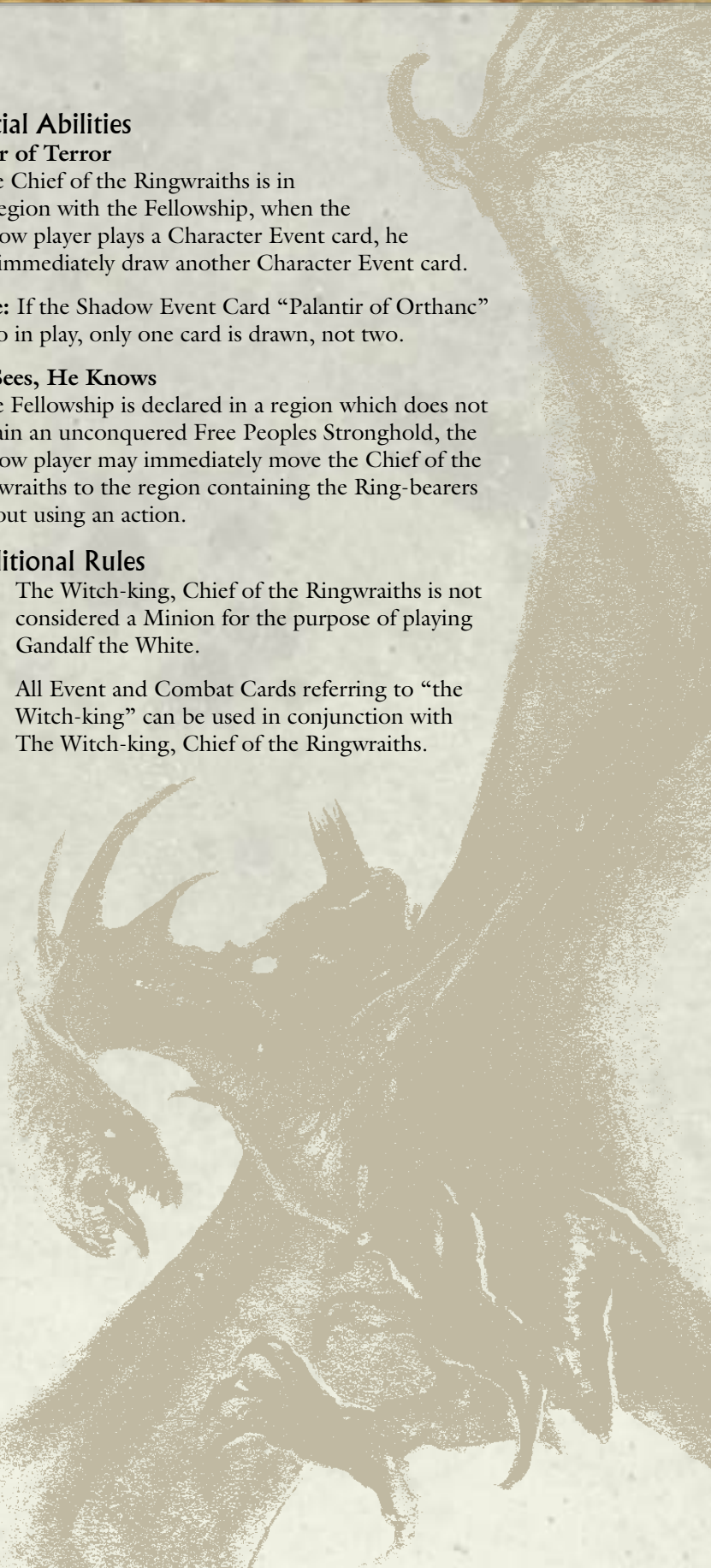
Note: If the Shadow Event Card “Palantir of Orthanc” is also in play, only one card is drawn, not two.

He Sees, He Knows

If the Fellowship is declared in a region which does not contain an unconquered Free Peoples Stronghold, the Shadow player may immediately move the Chief of the Ringwraiths to the region containing the Ring-bearers without using an action.

Additional Rules

- The Witch-king, Chief of the Ringwraiths is not considered a Minion for the purpose of playing Gandalf the White.
- All Event and Combat Cards referring to “the Witch-king” can be used in conjunction with The Witch-king, Chief of the Ringwraiths.



CHAPTER IV: THE COUNCIL OF RIVENDELL

The *Council of Rivendell* rules constitute a stronger departure from the Lord of the Rings story as we all know it. For this reason, they are presented as optional.

What would have been the course of the War of the Ring if the Council of Rivendell, instead of dispatching a Fellowship of nine Companions to accomplish the Quest for Mount Doom, sent one or more heroes back to their homelands?

The Council of Rivendell variant explores such a possibility.

ALTERNATE COMPANIONS

During setup, the Free Peoples player may replace any or all of the Fellowship Characters included in *War of the Ring* with the matching Character from this expansion. Place the chosen Companion Cards in the Fellowship deck.

The choice of Companions is not revealed to the Shadow player, except that the Guide is always visible. Any other character must be revealed if:

- he becomes the Guide, *or*
- he is selected as a Hunt casualty, *or*
- he is separated from the Fellowship.

ACTIVATION ABILITIES OF NEW COMPANIONS

Note that some of the new Companions do not have any Nation icon shown on their card. This is deliberate: the only way these Companions can activate a Nation is using the appropriate special ability.

COMPANIONS OUTSIDE THE FELLOWSHIP

Some of the new Companions (Meriadoc, Peregrin, Boromir, Gimli and Legolas) may start the game outside the Fellowship, in their respective homelands.

This represents the fact that they left Rivendell before the Ring-bearer, and were able to reach their homelands by the time the journey of Frodo and his Companions started.

During the Fellowship Phase of the first turn, the Free Peoples player may declare one or more of these Companions to be outside the Fellowship. Remove these Companions from the Fellowship and place them on the board in their starting locations, stated on their cards. For all game purposes, they are treated just like any Companion who separated from the Fellowship.

If these Companions are not declared to be outside the Fellowship, they travel with, and can be separated from, the Fellowship as usual.

SHADOW ACTION TOKENS

If any Companions start the game outside the Fellowship, the Shadow player receives:

- one Action Token of his choice, if only one Companion is outside the Fellowship;
- both Action Tokens, if more than one Companion is outside the Fellowship.

There are two Action Tokens the Shadow player may choose from:

- **Move Nazgûl and Minions** (same as the option allowed by a Shadow Character die result)
- **Advance a Shadow Nation on the Political Track** (same as the option allowed by a Shadow Muster die result)

Shadow Action Tokens



Front: Move Nazgûl and Minions



Front: Advance a Shadow Nation on the Political Track



Back

The Shadow player may use an Action Token during Action Resolution, in place of using an Action Die result.

Each Action Token can only be used once during the game and can only be used for its specific effect. It cannot be used as “Any Action Die result” (to activate Event Card or Character abilities) and cannot be modified by an Elven Ring.

Only one Action Token can be used in a turn.

Action Tokens are not counted among the number of actions available to the Shadow player for the purpose of deciding if he can pass an action.

In a multi-player game, either Shadow player may use an Action Token.

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MARCO MAGGI and **FRANCESCO NEPITELLO**

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