

Aragorn 4-5	Gandalf the Grey 4-5	Boromir 2-5	Gimli (2)5	Legolas (2)5	Frodo (3)5	Samwise (3)5	Pippin (2)5	Merry (2)5
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Eowyn (3)0

Lothlorien
(W2918)

Celborn 3-5	Gabriel (3)0	Lorien 10-5	Lorien 5-5
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Thanduil's Palace
(E0509)

Thanduil 3-5	Mirkwood 10-5
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Iron Hills
(E1409)

Dain II 2-5	Iron Hills 10-5
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Erid Luin
(W0807) (W0815)

Erid Luin 5-5	Erid Luin 2-5
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Dale
(E0808)

Dale 2-5	Dale 10-5
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Esgaroth
(E0810)

Esgaroth 3-5

The Shire
(W1412)

Hobbits 5-5

Rangers
(W1510)

Rangers 1-5

Bree
(W1812)

Bree 3-5

Mirkwood
(E0213)

Woodmen 1-5

Dimrill Dale
(W3112)

Anduin 5-5

Edoras
(W2624)

Théodred 3-7	Éowyn (3)7	Edoras 8-7	Edoras 3-5
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Helm's Deep
(W2524)

Théodred 2-7	Hornburg 7-5
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East Emnet
(W3022)

Éomer 3-7	Guards 5-7
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Minas Tirith
(E0428)

Denethor 1-5	Minas Tirith 20-5	Minas Tirith 5-7
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Dol Amroth
(W2631)

Imrahil 2-7	Dol Amroth 5-5	Dol Amroth 5-7
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South I thilien
(E0630)

Faramir 3-7	Guards 5-7
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Reinforcements:

M+1

L.ebennin	
Lebennin 20-5	Lebennin 4-7
L.amedon	
Lamedon 15-5	Lamedon 4-7
Anfalas	
Anfalas 10-5	Anfalas 4-7
Belfalas	
Belfalas 10-5	
Anorien	
Anorien 15-5	

M+2

L.ebennin	
Lebennin 20-5	Lebennin 4-7
L.amedon	
Lamedon 15-5	Lamedon 4-7
Anfalas	
Anfalas 10-5	Anfalas 4-7
Belfalas	
Belfalas 10-5	

M+1

Rohan	
West Mark 15-7	West Mark 5-5
East Emnet	
East Mark 20-7	East Mark 3-5

M+2

Rohan	
West Mark 15-7	West Mark 5-5
East Emnet	
East Mark 20-7	East Mark 3-5

M+1

Mirkwood	
Mirkwood 10-5	
L.orien	
Lorien 20-5	

M+2

Mirkwood	
Mirkwood 10-5	

AT START

Minas Morgul
(E0725)

Lord of Nazgûl 4Δ	Gothmog 3Δ	Nazgûl 3 (2)Δ	Cirith Ungul 5 - 4
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Durthang
(E0727)

Nazgûl 7 (2)Δ	Nazgûl 8 (2)Δ	Nazgûl 9 (2)Δ	Minas Morgul 10 - 4
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Dol Guldur
(W3218)

Nazgûl 4 (2)Δ	Nazgûl 5 (2)Δ	Nazgûl 6 (2)Δ	Mirkwood 20 - 4	Uruk-hai 4 - 5
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Mordor
(E0629)

Minas Morgul 25 - 4	Barrad-dûr 10 - 4	Uruk-hai 5 - 5
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Character Game

Barrad-dûr
(E1128)

Mouth Of Sauron 2 - 7

Morannon
(E0626)

Cirith Ungul 10 - 4	Uruk-hai 5 - 5
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Reinforcements:

M+1

Num	
Barrad-dûr 20 - 4	Uruk-hai 4 - 5
Minas Morgul (E0725)	
Minas Morgul 15 - 4	Uruk-hai 5 - 5
Dol Guldur (W3218)	
Mirkwood 10 - 4	Uruk-hai 2 - 5
Moria (W2716)	
Misty Mts 15 - 4	Olog-hai 5 - 5
Far Harad	
Haradrim 50 - 7	Haradrim 15 - 5
Mûmak 5 - 6	
Khand	
Variags 25 - 5	
Rhun	
Easterlings 25 - 5	

M+2

Num	
Barrad-dûr 20 - 4	Uruk-hai 4 - 5
Minas Morgul (E0725)	
Minas Morgul 15 - 4	Uruk-hai 5 - 5
Dol Guldur (W3218)	
Mirkwood 10 - 4	Uruk-hai 2 - 5
Far Harad	
Haradrim 50 - 7	Haradrim 15 - 5
Mûmak 5 - 6	
Khand	
Variags 25 - 5	
Rhun	
Easterlings 25 - 5	

M+3

Num	
Barrad-dûr 20 - 4	Uruk-hai 4 - 5
Minas Morgul (E0725)	
Minas Morgul 15 - 4	Uruk-hai 5 - 5
Dol Guldur (W3218)	
Mirkwood 10 - 4	Uruk-hai 2 - 5
Far Harad	
Haradrim 50 - 7	Haradrim 15 - 5
Mûmak 5 - 6	
Khand	
Variags 25 - 5	

M+4

Num	
Barrad-dûr 20 - 4	Uruk-hai 4 - 5
Minas Morgul (E0725)	
Minas Morgul 15 - 4	Uruk-hai 5 - 5
Far Harad	
Haradrim 50 - 7	Haradrim 15 - 5
Mûmak 5 - 6	
Khand	
Variags 25 - 5	

M+5

Num	
Barrad-dûr 20 - 4	Uruk-hai 4 - 5
Minas Morgul (E0725)	
Minas Morgul 15 - 4	Uruk-hai 5 - 5

AT START

I sengard

(W2421)

Character Game

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

Reinforcements:

M+1	M+2	M+3	M+4	M+5													
<p><i>I sengard</i></p> <table border="1"><tr><td>Isengard 15 - 4</td><td>Uruk-hai 3 - 5</td></tr></table> <p><i>Dunland</i></p> <table border="1"><tr><td>Chief of Dunlendings 3 - 5</td><td>Dunlendings 15 - 5</td></tr></table>	Isengard 15 - 4	Uruk-hai 3 - 5	Chief of Dunlendings 3 - 5	Dunlendings 15 - 5	<p><i>I sengard</i></p> <table border="1"><tr><td>Isengard 15 - 4</td><td>Uruk-hai 3 - 5</td></tr></table> <p><i>Dunland</i></p> <table border="1"><tr><td>Dunlendings 15 - 5</td></tr></table>	Isengard 15 - 4	Uruk-hai 3 - 5	Dunlendings 15 - 5	<p><i>I sengard</i></p> <table border="1"><tr><td>Isengard 15 - 4</td><td>Uruk-hai 3 - 5</td></tr></table>	Isengard 15 - 4	Uruk-hai 3 - 5	<p><i>I sengard</i></p> <table border="1"><tr><td>Isengard 15 - 4</td><td>Uruk-hai 3 - 5</td></tr></table>	Isengard 15 - 4	Uruk-hai 3 - 5	<p><i>I sengard</i></p> <table border="1"><tr><td>Isengard 15 - 4</td><td>Uruk-hai 3 - 5</td></tr></table>	Isengard 15 - 4	Uruk-hai 3 - 5
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Chief of Dunlendings 3 - 5	Dunlendings 15 - 5																
Isengard 15 - 4	Uruk-hai 3 - 5																
Dunlendings 15 - 5																	
Isengard 15 - 4	Uruk-hai 3 - 5																
Isengard 15 - 4	Uruk-hai 3 - 5																
Isengard 15 - 4	Uruk-hai 3 - 5																

Sequence of Play

Ring Phase

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

Events Phase

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

Search Phase

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

Saruman Player - Turn

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

Fellowship Player - Turn

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

Dark Power Player - Turn

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

End of Turn

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

Victory Conditions

Sauron

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

Fellowship

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

Saruman

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

Addendum

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

Errata

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