



SEQUENCE OF PLAY

1. Actions (4+1)
2. Draw 2 Player Cards (Hand limit: 7!)
3. Draw Shadow Cards (according to threat level)

ACTIONS

*Note: playing **Event Cards** is not an action and may happen during any player's turn!*

TRAVEL

- Move to **connected location**
- Can also move /other Characters
- Special path: pay cost
- Ignore Battle Line arrows
- Frodo travel:
always pay 1 OR Search (in destination)

FELLOWSHIP

- If in same location: players can exchange 1 card matching that region's location
- You cannot exchange Tokens this way
Note: Frodo needs 5 rings to destroy the One Ring: only 12 in the game!
- Solo: do not use Fellowship

PREPARE

- In : discard any region card (1!) for a matching token (, , ,)
Note: you cannot exchange Tokens - careful with rings!
- Solo: in AND in Region

MUSTER +

- At , , , location, spend 1 to add 1 matching (if available)

ATTACK/BATTLE

- Only if and in Character's location
- If initiate Battle: roll for each (min 1, max 3)
→ **Shift** to Attack Region!
→ If you have multiple , you can still opt to roll fewer
- If initiate Battle: roll 1 for each
 - Rout: remove 1
 - Exchange: remove 1 and 1
 - Overrun: remove 1 unless in
 - Nazgûl: if present, remove 2
- Do **not** Shift
- After **rolling**:
→ Characters may reroll # for #
- Characters may remove # for #
- Battle ends (no additional rounds)
- After **Battle**:
: if and no , then captured, place + lose 3

CAPTURE

- Character + in Shadow Stronghold + no present: spend 3 to place
- Shift to Region and gain 2

Note: Captured Strongholds can not muster

SEARCH

- Roll for each (in Region) and (in location) to a maximum of 7
 - Slip by - no effect
 - Weary: lose 1 hope
 - Exposed: lose 1 hope, unless in
 - Recall: if present, move 1 to Mordor
- After rolling, Character(s) may reroll # for #

SHADOW CARDS — RESOLVE TOP OR BOTTOM



- **Move** every  on **shown** battle line 1 space forward (frontmost location first)
- After movement, if  end up with : **Battle** (frontmost location first)
-  on the end of the line do not move, but can still Attack
- If  now occupy  and no , then  **captured**:  + lose 3 



- Add 1  to shown location
- If not enough  in supply, lose 1  for each **missing** 
- If  present: **Battle**
- Follow Instructions:
 -  **Shift Eye** to Frodo's Region or **Search** if already present
 -  **Deploy** 3  from Mordor to 
 -  **Move** 2  closer to Frodo

Note: when multiple possible outcomes, current player decides

CHARACTER ABILITIES (VOLUNTARY)

Aragorn

- **RANGER OF THE NORTH (Search)**
reroll 1 
- **CAPTAIN OF THE WEST (Battle)**
remove 2  for each  rolled
- **ANDÚRIL (Action)**
1pT action (after at least 1 Objective completed):
remove 1 

Arwen

- **EVENSTAR (Muster in )**
do not spend 
- **SEND AID (Prepare)**
if Character in card Region, move 1  (Elf) from Arwen to Character
- **GIVE COUNSEL (Fellowship, in a )**
1pT: no matching Region required
- **SOLO (Prepare):** same

Boromir

- **HEIR TO THE STEWARD (Muster in )**
do not spend 
- **HERO OF GONDOR (Capture)**
spend 1 fewer 
- **TEMPTED BY POWER (Fellowship)**
cannot give or take 

Éomer

- **Rider of Rohan (Action)**
1pT action: 1 bonus Travel Action
- **MARSHAL OF THE MARK (Battle)**
if  (Rohirrim) present, ignore 1  loss

Éowyn

- **SHIELD MAIDEN OF ROHAN (Muster in )**
do not spend 
- **No living Man Am I (Battle)**
remove 1  for each  (don't remove )

Faramir

- **AMBUSH (Travel)**
if Travel with : bonus Attack action in destination + change 1  to 
- **STEALTHY (Travel)**
Faramir spends 1 fewer symbol on Special paths
- **WISDOM OF THE ELДАР (Action)**
1pT action: if Faramir is in : draw a  card from player discard pile if card matches Region

Frodo & Sam
Note: Any Travel cost 1  OR Search!

- **ELROND'S SUPPORT (Prepare)**
1pT: if in  in card Region, then gain 1  token
- **Sam's Aid (Search)**
spend #  to ignore #  

Galadriel

- **Put on the Ring (Search)**
before Search is rolled: ignore  (lose 1  + shift  to Frodo's Region)
- **LADY OF LIGHT (use on any player's turn)**
in : spend 1  to draw random unused Event
- **Mirror of Galadriel (Action)**
reveal up to 4 top cards of player deck and rearrange
- **NENYA (Battle)**
if  (Elf) present, reroll 1 

Gandalf

- **MITHRANDIR (Muster)**
muster 1 extra 
- **SHADOWEAX (Travel)**
if alone, move 2 (not Special paths)
- **LIGHT AND FLAME (Battle)**
spend #  to change # 

Gimli

- **SON OF GLÓIN (Muster in )**
do not spend 
- **Dwarven Craft (Action)**
1pT action: gain 1  token

Gollum
Note: can't Muster, Attack or Capture and lose 1  if with F&S and  in 1 location

- **GUIDE (Search)**
roll 3 fewer 
- **SLINKER (Action)**
1pT action: take any  from player discard pile
- **CUNNING (Prepare)**
no need for  + move 1  to adjacent location

Legolas

- **Walk Silently (Action)**
1pT action: Gain 1  token
- **SURE SHOT (use on any player's turn)**
Spend 1  to remove 1  from (adjacent) location OR move 1  from Region to Mordor
- **Keen Sight (Prepare)**
1pT action: look at top card of Shadow deck

Merry & Pippin

- **Loyal Friend (Action)**
1pT action: Gain 1  token
- **DISTRACT (use on any player's turn)**
if <4  in Region: spend 1  to move 2  to their Region
- **GIVE US A SONG! (Action)**
if in Frodo's location: spend 3  to gain 2 

*LOCATION BOUND ABILITIES printed in SMALL CAPITALS
*1pT = Once per turn