

LoME: Changes to Turn Sequence



Phase	Action
Event *	Recover AD/KD/LMD: add or subtract dice based on who is currently in the Game. - Remove Gothmog LMD if <i>Witch King, the Black Captain</i> is in the game at the moment. - Remove the Gandalf KD if he is not the Guide of the FSP at the moment. - Permanently remove previous turn's chosen KD/LMD if a * (remove symbol) was rolled <u>and</u> Gandalf the White/Witch-king (any version) is in play.
FP Action Roll	FP rolls AD and KD – Roll Gandalf, Nanya die only if a FSP AD (not a KD “eye” result) was recovered from the Hunt Box this turn. Only <u>one</u> KD is used each turn (FP choice) except “eyes” take precedence.
SP Action Roll	SP rolls AD and all LMD. Only <u>one</u> LMD is used each turn (SP choice) except “eyes” take precedence. The player who rolls more dice chooses first which LMD/KD to use.

Key: FSP – Fellowship; AD – Action Die; KD – Keeper Die; LMD – Lesser Minion Die.

*an AD is added or removed from play at the beginning of the turn following the addition or elimination of a Character.

LoME: Action Dice



Die	Options (choose one)	Die	Options (choose one)
	<u>“Muster”</u> Add Witch King (WK), Chief of the Ringwraiths to the FSP's location (+AD) if FSP is not in an unconquered FP stronghold and he is not replacing the other WK (if so he appears in the current WK location). Add Gothmog to Minas Morgul (+LMD) if Sauron Nation at war, Minas Morgul unconquered and the WC-Black Captain is not in play. Add Mouth of Sauron, Black Numenorean to an unconquered SP Stronghold (+LMD) if FP has 1 VP. Add Balrog to Moria (+LMD). If unconquered and not under siege, also recruit 1 Sauron unit (regular or elite) there. Elven and Dwarven Nations advance 1 step each on the Political Track.		<u>“Muster”</u> Add Elrond to Rivendell (+KD) if Sauron OR Elves “at war” and Rivendell unconquered Add Galadriel to Lorien (+KD) if Sauron OR Elves are “at war” and Lorien is unconquered

LoME: Elven Rings

Who	When?	Effect	Condition
FP*	Once per Game Turn <i>immediately before taking an Action or at the appropriate time for the Special ring abilities - (see effects) =></i>	Change one of his AD (<i>Not KD</i>) results, then pass the ring to the SP <u>or</u> for Character's specific ring: Elrond – Keep an AD just used (not WoTW) Galadriel – Cancel a standard “eye” tile Gandalf – use ring + any AD to activate and move a FP Nation to “At War” if in and unconquered settlement of that Nation	Not <u>to</u> Will of the West (WoTW)
SP	Once per Game Turn <i>immediately before taking an Action</i>	Change one of his AD (<i>Not LMD</i>) results, then remove the ring from the game	<i>Never from an “Eye” and Not to an Eye immediately after a successful Hunt</i>

* The FP has all three rings at the beginning of the Game; each ring may be used a maximum of once by each player, except if recovered by an Event card. Must recover rings that have left the game first, then rings unused by the SP.

LoME: Keepers and Lesser Minions



Character	Information
Gandalf, keeper of Narya 3/1	Add the Gandalf KD if he is the Guide of the Fellowship. May begin the game in play instead of Gandalf the Grey. Must recover an FP AD from the Hunt Box this turn in order to roll his KD. EFFECTS: Use his Elven ring (+ any AD) to activate and move a Nation to “at war” status if he is in a city or stronghold of that nation.
Galadriel 3/2	Add the Galadriel KD. If Sauron OR the Elves are “at war” and Lorien is unconquered use a Muster AD to recruit. EFFECTS: Use her Elven Ring to cancel a standard Hunt Tile and remove it from the Game – draw another tile. FP may recruit in Lorien even if under siege. <i>May not leave Lorien and is removed if Lorien is conquered.</i>
Elrond 3/2	Add the Elrond KD. If Sauron OR the Elves are “at war” and Rivendell is unconquered use a Muster AD to recruit. EFFECTS: Use his Elven Ring to keep an Action Die just used (except Will of the West). Elven Elite Units in his region are considered Leaders as well as Army Units for all purposes. <i>May not leave Rivendell and is removed if Rivendell is conquered.</i>
Smeagol X/0	AT START OF GAME: Add 2 (of 4) Smeagol tiles to the Hunt Pool. If he enters play he is always the FSP Guide and his level is equal to the highest-level companion still in the FSP. If a Smeagol Tile is drawn from the Hunt pool, Hunt Damage is 0 and Smeagol enters play (unless Gollum is already in play) always serving as the guide to the FSP. EFFECTS: Future Smeagol Tiles have hunt damage of 0 and are removed from play when drawn. If he is not in play discard the tile and draw another tile. He may be taken as a casualty. He may be separated, but is discarded. If the FSP is declared in an FP Stronghold, discard him. If he is discarded or eliminated (except being replaced by Gollum) the “We Shall Get It” SP Event Card enters play.
Mouth of Sauron, Black Numenorean* 3/2	Add 1 AD. If the FP has at least 1 VP or the FSP is on the Mordor Track, use 1 Muster AD to place in any unconquered SP Stronghold. Only 1 version of the Mouth of Sauron may enter play each game. EFFECTS: If with a besieging Army the SP may extend the battle by one round, once per action, without reducing an Elite unit. If with a SP Army, may use a Muster Die to move or attack with that Army.
Gothmog* 3/1	Add the Gothmog LMD. Remove LMD if WC-The Black Captain is in play. Sauron Nation at war, Minas Morgul unconquered and the WC-Black Captain is not in play, Use 1 Muster AD to place in Minas Morgul. EFFECTS: If with a Shadow army in a free region, may muster to recruit 1 Sauron regular unit or replace a Sauron regular with an Elite unit in that region.
Balrog* 0(2)/3	AT START OF GAME: Replace Card #17 with “A Balrog is Come” Card. Add the Balrog LMD. Use a Muster AD to play the Balrog in Moria. If unconquered and not under siege, also recruit 1 Sauron unit (regular or elite) there. Elven and Dwarven Nations advance 1 step each on the Political Track. ACTIVATION: Balrog is activated with the appropriate die face or event card. Balrog is Level 2 when activated, can leave Moria and moves 2. If already active a new “use Balrog” result (or a Character result on one of the standard AD along with all other minions and LMD) allows him to attack or move with an army or to move alone. EFFECTS: If the FSP is revealed or declared and moves through, from, into or is in the region with the Balrog, draw a Hunt Tile and apply its effects ignoring the reveal icon. If an Eye, eliminate the Balrog and the FSP Guide (but discard the Eye tile w/o effect if Gollum is the Guide). Add 2 to the Combat Strength of Shadow Army if the Balrog is in Battle. DEACTIVATION: The FP may deactivate him with a WoTW die or a Character AD if Gandalf is in the same region with him; If not in Moria when deactivated he is eliminated. If in Moria – revert to inactive.
The Witch-king, Chief of Ringwraiths* ∞/2	Add 1 AD. If FSP is not in a FP Stronghold use 1 Muster AD to place in FSP's location, unless replacing the other WK: then in his current region. Either WK may be replaced by the other only once per game at the cost of Muster die (preconditions apply). EFFECTS: If this WK is in the same region as the FSP when the SP plays a Character Event card, he immediately draws another (to a max of 1 added card). If the FSP is declared in a region not containing a unconquered FP stronghold, he may immediately move there without spending an action. May use all WK cards.

##: Level / Leadership; Red: Conditions for Entering Play; Green: Applies only if Guiding the FSP

***Note:** These Characters do not fulfill the precondition for recruiting Gandalf the White.