

DICE

In case of less dice amount, you can *pass*

CARDS

In hand max - 6

ELVEN RINGS

- Once per Turn (Round)
- May not change to
- May not change an
- Does not count as an **action**
- Changed dice may be played later

MOVING CHARACTERS/NAZGÛL (with no army)

Up to number of regions <= character *Level* (in group the highest).

Region with any **Stronghold controlled by enemy**:

- Companions may enter but must stop; Minions may not enter.

Region with *controlled Stronghold besieged* by enemy:

- Characters(non-flying) May not enter / leave; nazgûl / Witch-king could enter.

MOVING THE FELLOWSHIP

Separating from the Fellowship, move together to one region reached = max Level + the Fellowship Track	Declared	Revealed
When ->	The Fellowship Phase	Hunt / Event
under FP control	Corruption -1	May not stop
under Shadow control		Draw 1 tile from the Hunt Pool

THE HUNT

[Must] Put min 1 , if at least was removed from the Hunt Box in Phase 1.

[Could] Put amount The Fellowship is Revealed
 <= n companions in the Fellowship max 5 Hunt Damage = n successes (0 if /

Re-roll amount (max 3) for each of these conditions: + +

MORDOR

Enter Mordor: Fellowship Phase; The Fellowship is Declared in Minas Morgul / Morannon

New Hunt Pool with special -2 / 3 and all Eyes except removed

Tile with : Hunt damage = n of all dice in the Hunt Box +

Tile with : the Fellowship remains on the same Mordor Track step

At the end of Action Phase no move/hide attempt -> Corruption + 1.
 Companions can never be separated. You still need to hide the Fellowship to move.

ARMY

Stacking Limit (not leaders/characters)		Muster Action (Recruit Reinforcements)	
Region	Stronghold	Settlement limit	Units' options
10	5	<ul style="list-style-type: none"> 1 unit into 1 settlement controlled, not besieged belongs to Nation at War nazgûl in Shadow strongholds 	

Movement 2 armies
 Attacking 1 army

Movement/Attacking 1 army with character/leader/nazgûl

- Movement:**
- Enter only a region where: no enemy army/stronghold besieged by you.
 - Event card: moving same units, capturing settlements along the way.

Attacking (region is not free): army stay in present region, split *rearguard* (will not take part)

After an attack: move all/part/no units of attacking army (except rearguard) into the region.

A BATTLE

in 1st round for the attacker success — 6

Retreating into siege: battle is over.

From besieged stronghold may not retreat.

Siege battle: only 1 combat round. Elite -> regular to extend a siege battle; **Success:** Attack - 6, defense - 5+

Field battle – any battle, except *Siege* (term for battle cards)

Resolving a battle:

- Retreating into a siege
- Combat cards
- Combat roll (max 5)
- Leader re-roll
- Casualties
- Cease the attack
- Retreat (free region)

Combat cards timing: 1. Lower initiative number 2. Defender's card.

Roll: 1 — always a miss, 6 — always a hit (regardless of modifiers).

Leader re-roll (character/leader/nazgûl) - 1 dice, 1 time, only failed rolls.

Casualties: Elite unit could be replaced from previous casualties (or reinforcements).

Retreat: attack is continued; to region: no enemy army/no enemy-controlled settlement

THE POLITICAL TRACK

Activating



- A region of that Nation is entered by an enemy Army
- Nation's units under an attack
- The Fellowship is declared in a Nation's City/Stronghold
- Companion (capable for activating) ends movement in a Nation's City/Stronghold

Advancing: Muster Action / an Event / Nation's units under an attack / settlement is captured

Non-belligerent Nation:

Can never	Could
<ul style="list-style-type: none"> Move across the other Nation's borders attack recruited by Muster Action (except Events) 	<ul style="list-style-type: none"> move to neutral regions (no color) Retreat by normal rules, but must move out within army's next move

This page could be ignored for printing.

Future plans:

Add second page with short reminder including rules from expansion “Lords of the Middle-earth”

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