

War of the Ring (WotR) 2nd Ed, Warriors of Middle-earth (WoMe)

(2018-05-27)

SP is "Shadow Armies Player", FP is "Free People's Player", FSP is "Fellowship Party", C is "Character result", M is "Muster result", A is "Army result" roysubs@hotmail.com

Overview Faction Event cards, Faction dice, Faction figures, Call to Battle cards, New Event cards.

- FP The **Dead Men** of Dunharrow, The **Eagles** of the Misty Mountains, The **Ents** of Fangorn.
- SP The **Corsairs** of Umbar, The **Hillmen** of Dunland (**Dunlendings**), The **Broods** of Shelob (**Spiders**).

• The **Faction Event cards** deck is placed alongside the 2 base game decks (Character and Strategy). In addition to drawing 1 Character + 1 Strategy Event cards as normal at the start of every turn, also draw 1 Faction Event card every turn (even on turns when no Factions are in play). • Unlike the normal Event card decks, Faction Event decks are reshuffled if they run out of cards. • Faction Event cards are considered to be Event cards, subject to same rules and effects as any other Event deck, so a normal Action die Event result can be used to draw or play cards from the Faction Event card deck and e.g. if Gandalf the Grey is the Guide and a Faction Event card is played, then FP may draw another card from the Faction Event card deck using this Guide ability. • **Important:** Each Faction card has a *Muster*, *Army* or *Character* symbol at the top right; Faction cards can be played either by a *Play Faction card* (a Faction die result) **or** by an *Event Action* result (an Action die result), **or** by a *Muster*, *Army* or *Character* result (Action die results) depending upon the symbol on the Faction Event card. • There is a **Faction Event card hand limit of 4** per player (discard any excess immediately), not counted against the **Event card hand limit of 6**.

• **Call to Battle cards** are never put into any decks or discarded. If a Faction is in play, and its Call to Battle requirement is met, each player takes Faction cards for currently in-play Factions into the hand, and then may play one as a Combat card (instead of an Event cards Combat effect) if the conditions on the card are met. Call to Battle cards can be reused in multiple rounds of the same battle if that Factions requirement is still met on that round of the battle. Put these cards to one side again at the end of any battle.

• **Faction dice** are not in play on the first turn of the game. To obtain each players die, it must be activated by bringing a Faction into play. If 1 or more Factions are in play, add the Faction die to that players Action dice roll at the beginning of the following turn. A players Faction die is rolled along with his other Action dice, and the result is played as an action, **or** a "Pass" (discarding the Faction die as an action), **or**, if the SP player rolls the "Eye of Sauron", place that Faction die into the Hunt Box as an additional Eye for the Hunt.

• Faction dice are only removed at the beginning of a turn, and then **only** if no Factions are currently in play for that player, but the die may be recovered on a later turn if a new Faction for that player enters play. • Note that the **Recruit** result on a Faction dice is very different from the **Muster** result on an Action die. The **Muster** result **can** bring Factions into plays, but **cannot** recruit additional Faction figures into play; to do that requires either a **Recruit** result on a Faction die, or playing a Faction Event card effect that causes figures to be recruited (which could be achieved with a normal Event Action die or a normal Action die that matches the symbol at the top right as in the Faction Event card deck notes above).

• **Faction figures** (note that these are always called "figures" to distinguish them from "units" and other components) are not normal units most of the time (some card effects change that). • Faction figures have unique stacking limitations, and enemy Army units can move through them. • Normal Action dice cannot be applied to Faction figures, to recruit or move them (but can be used to draw and play Faction Event cards that may cause a recruit, as described above). • See *Faction Setup rules for the setup of Faction figures, how they enter play, how they are recruited, and how they are eliminated from play.*

• **New Event cards:** Remove the following Event cards from the base game Event card decks:

FP **Character Event deck:** Gwaihir the Windlord (#15), The Eagles are Coming! (#18), The Ents Awake: Treebeard (#19), The Ents Awake: Huorns (#20), The Ents Awake: Entmoot (#21), Dead Men of Dunharrow (#22).

SP **Character Event deck:** Shelob's Lair (#1).

SP **Strategy Event deck:** Corsairs of Umbar (#10), Rage of the Dunlendings (#11).

General points and Exceptions:

• **Specifically named decks:** Abilities referring to cards from a specific deck e.g. *The Witch-king, Chief of the Ringwraiths' Spear of Terror ability*, or the Event cards to be discarded to remove the FP Event card *A Power Too Great* do **not** apply to Faction cards.

• **Faction Recruitment cards:** Some Faction Event cards can recruit additional Faction figures. These work differently from normal Event cards recruiting Army units. • Playing a Faction Event card on a Faction not yet in play has no effect unless it allows a player to "add figures to the starting setup." In this case, the player places the recruited figures on the Faction card. These figures will enter the game when the Faction is brought in play, together with the figures indicated in the setup of that Faction. The additional figures can be placed in **any** starting region for that Faction. • If a player plays a Faction Event card on a Faction that has been eliminated from play, the card has no effect. • Certain Faction Event cards allow the owner to place figures on the card, then recruit figures from the card. Figures on these cards are not considered to be in play and, if the card is discarded for any reason, they are returned to the reinforcement pool.

• **Actions and Action dice:** Use of a Faction die is an action, but Faction dice are **not** normal Action die (so Events requiring "Any Action Die" cannot be achieved using a Faction die, and Faction dice are not influenced by Elven rings). However, the "Pass" rule (use a Faction die but perform no action with it) is valid. Faction die results can only be used on Faction cards and figures; the result cannot be used for any other function (with the exception of the "Eye of Sauron" result, which is placed into the Hunt Box in the same way as a normal Action die). If more than one Faction is in play, the player chooses the Faction that will be affected by the action allowed by the Faction die when he uses that die.

Faction Dice Results **Note:** Play/Draw **only** apply to Faction Event decks (and **not** base game decks).

	Recruit	Recruit	Play / Draw	Play / Draw	Play / Recruit	Draw / Recruit
 FP Die						
 SP Die						
	Recruit	Recruit / Play / Draw	Eye of Sauron	Play / Draw	Play / Recruit	Draw / Recruit

- Army units / Faction figures can **always** move into or through other Faction figures standing alone.
- All **FP** Faction **movement** is by Faction Event cards **only**. **SP** Faction movement is by Faction Event cards **and** also by moving along with a Shadow Army (see movement/stacking section for details).
- All **FP** / **SP** Faction **attacks** are only ever initiated by Faction Event cards for that Faction, but Factions can **also** be involved in battles by the use of **Call to Battle** cards played during combat rounds.
- **Dunlendings** / **Spiders** **cannot** move through **empty** enemy unconquered **Strongholds**.
- **Dunlendings** **can** enter **empty** enemy unconquered **Settlements** (City / Town), but **Spiders** **cannot**.

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Add the new following new cards from this expansion into the appropriate Event card decks:

FP **6x new cards** The Western Way  (Daring Defiance), Premonition of Danger  (Heroic Death), Swift Boats  (Orderly Withdrawal), Majesty and Glory  (Huorn-Dark), Take Someone You Can Trust  (Mighty Attack), Long Battle  (Sudden Strike).

SP **3x new cards** Not on Anybody's Side  (Devilry of Orthanc), Strongly Guarded  (Deadly Strife), Great Winged Creatures  (Relentless Assault).

Faction Setup, Call to Battle, Stacking and Movement

Note: Faction figures do **not** give control of regions to a player or affect the Political Track at all (Factions may cross borders without effect).

FACTION SETUP / ELIMINATION Put the setup figures indicated for each Faction onto their Faction cards.

• **Eliminated FP Faction figures** are **permanently removed** and may not be Recruited again later.

Dead Men Setup is 2 figures. If Strider/Aragorn is adjacent to or in Erech (even under siege and including regions across the Mountains), **Must** or **Recruit** result > move Faction to Erech and move Strider/Aragorn there (and any number of Companions with him as wanted). **Once in play: Recruit** result > +1 figure to current location of Dead Men. • **Eliminate** Faction if all Dead Men are eliminated or if Strider/Aragorn leaves. Strider/Aragorn + Companions may join with FP Army if one is in that region.

Eagles Setup is 2 figures. If **FSP** last known position is not Rivendell or Gandalf the White is in play, **Must** or **Recruit** result > move Faction to Eagles' Eyrie. **Once in play: Recruit** result > +1 figure to Eagle's Eyrie. • **Eliminate** Faction if no Eagles are on the board.

Ents Setup is 2 figures. If Saruman in play and a Companion or **FSP** in Fangorn, **Must** or **Recruit** > move Faction to Fangorn Entwood. **Once in play: Recruit** result > +1 figure to an Entwood (see **Father of Trees** Faction Event card). • **Eliminate** Faction if no Ents in Fangorn or if no Companions/**FSP** there.

CALL TO BATTLE If requirement is met, may play as Combat Card effect instead of Event card Combat effect. • Events that prevent Combat cards (e.g. *Swarm of Bats*) also prevent Call to Battle cards. • The Witch-King's Sorcerer ability does **not** apply to Call to Battle cards. • Can **reuse** Call to Battle cards **every** round if requirements are still fulfilled.

Dead Men Call to Battle if Dead Men in the same region as, or adjacent to, the **defending Army**.

8 The Terror of the Dead At end of this round, you may eliminate 1 Dead Men to **end the battle**.

2 The King of the Dead Eliminate 1 Dead Men. Pre-Combat, roll an additional attack **3@4**.

Eagles Call to Battle if Eagles within 4 regions of the **defending Army** (also across impassable borders).

1 Out of the High Airs Move any or all within range to the defending Army. Eliminate 1 Eagle with defending Army to cancel all Nazgûl Leadership for this Combat round.

7 Speeding on a Gathering Wind May not be used against a Shadow Army under siege. Move any or all Eagles within range to the **defending Army**. After removing casualties, you may roll 1 die per Eagle that is with the defending Army (up to 5). On each **1**, eliminate 1 Eagle. On each **6**, score 1 hit.

Ents Call to Battle if Ents in the same region as, or adjacent to, the **defending Army**.

8 The Forest is Rising At end of this round, you may eliminate 1 Ent from the Entwood to **end the battle**.

2 With Doom We Come Eliminate 1 Ent from the Entwood. Pre-Combat, roll an additional attack **3@4**.

STACKING **FP** No stacking limits for **Dead Men** / **Eagles** / **Ents** Factions and are **never** considered an Army or part of an FP Army for **any** purpose. **FP Corsairs** stack up to **5**, and **Dunlendings** stack up to **3** with Army units. **Spiders** have no stacking limit unless **Huge and Horrible** in play (stack like normal Army units if so).

MOVEMENT **FP** move via Faction cards, **never** with Army units. **SP** move via cards **and** with Army units as below.

Dead Men • Must all be in 1 region. • Must be accompanied by Strider/Aragorn. • Companions with the Dead Men are not considered to be with a FP Army in the same region. • Companions may **not** join/leave the Army of the Dead without Strider/Aragorn leaving/joining at the same time. • Strider **can** still be crowned Aragorn without leaving the Dead Men (at Minas Tirith, Dol Amroth or Pelargir, if that region is unconquered). • **Wraiths of Fear** cannot move to a region containing SP Army units (though may attack).

Eagles • May be split up anywhere on map. • May stand in **any** region with **no** restrictions.

Ents • **March of the Ents** cannot move to a region containing SP Army units (though may attack).

Corsairs • **Allowed regions:** any coastal, any Gondor excluding Erech, and Osgiliath. • **Moving alone** (with Faction cards). Can move up to 4 regions, individually or together; can move through or stop at regions that contain enemy units. • May move along with Shadow Army in same region and **may (optionally)** advance or retreat with a Shadow Army to any Allowed region. • Cannot cross impassable borders (which includes Forlindon / North Ered Luin). • Corsairs are never considered to be inside a besieged Stronghold.

• **Eliminated SP Faction figures** are put back into the Force Pool and they **may** be Recruited again later.

Corsairs Setup is 3 figures. If Southrons and Easterlings are "At War" **Must** or **Recruit** result > move Faction to Umbar. **Once in play: Recruit** result > +1 figure to Umbar. **Eliminate** Faction if FP controls Umbar at any time (only this Faction is **not** eliminated if all figures off board; Umbar **must** be occupied).

Dunlendings Setup is 4 figures. If Saruman is in play, **Must** or **Recruit** result > move 2 figures to North Dunland and 2 figures to South Dunland. **Once in play: Recruit** result > +1 figure in each **free** Shadow controlled Dunland settlement, or +1 figure to a Shadow Army in an Isengard or Rohan region (except if under siege). • **Eliminate** Faction if both North and South Dunland are controlled by the FP (**immediately**).

Spiders Setup is 2 figures. If **FSP** last known position is not Rivendell, **Must** or **Recruit** result > move 1 figure to Dol Guldur and 1 figure to Minas Morgul. **Once in play: Recruit** result > +1 figure to Dol Guldur and +1 figure to Minas Morgul, **even if** each is conquered. • **Eliminate** Faction if no Spiders on the board.

Note: 3@4 in the below means "roll 3 dice, and score a hit on each result of 4 or higher"

Corsairs Call to Battle if Corsairs in the same region as the Shadow Army and **not** under siege.

8 The Last Stroke of Doom Only play if Shadow Army with Corsairs is currently besieging a Stronghold.

At end of round, may eliminate 1 Corsairs to **extend a siege** without reducing an Elite.

7 Bourne up on the Wind After casualties applied, may eliminate 1 Corsairs to transport up to 2 Shadow units from adjacent regions to the region with the Shadow Army. These reinforcements cannot absorb hits for the current round. However, if all units in the Shadow Army were eliminated, the battle may continue thanks to these newly arrived units, and any Minions or Nazgûl in the Army are **not** eliminated.

Dunlendings Call to Battle if Dunlendings in the same region as the Shadow Army and **not** under siege.

• If **Armed by Saruman** is in play and a Dunlendings Call to Battle is used > +1 Combat Strength for the Shadow Army per Dunlendings Faction figure in it for this combat round.

2 Old Hatred Pre-Combat, roll 1 die per Dunlendings. Each **1**, eliminate 1 Dunlendings. Each **6**, score 1 hit.

6 Fierce Folk Before removing casualties, may eliminate 1+ Dunlendings and cancel 1 hit for each.

Spiders Call to Battle if Spiders in the same region as the Shadow Army (**including** if under siege).

• If **Huge and Horrible** is in play and a Spiders Call to Battle is used > +1 Combat Strength for the Shadow Army per Spiders Faction figure in it for this combat round.

2 Hideous Speed Pre-Combat, roll 1 die per Spider. On a **1-2**, eliminate 1 Spiders. On a **5-6**, eliminate 1 FP Leader or a Level 1 Companion in the battle (card suggests SP choice of Leader/Companion to remove).

7 Webs of Shadow If, after the Leader re-roll, you scored more hits (including from any pre-combat attacks), you may eliminate 1 Spiders to score 1 additional hit.

• **Transport:** Corsairs can carry up to 2 Army units (plus unlimited Minions and Nazgûl) per Corsairs figure, and can move them up to 4 regions, or 2 regions if attacking. Transport movement must end in a free region or unoccupied enemy-controlled Settlement but **cannot** move into or through an enemy Army (Corsairs alone can move through occupied enemy occupied regions, but transporting must also observe normal Army movement rules). The Shadow Army may merge with the destination Army before attacking.

Dunlendings/Spiders • **Move alone** (by cards) up to 2 regions, individually or together. • May be moved or advanced along with a Shadow Army in the same region. • Cannot cross impassable borders. • If a Shadow Army containing Dunlendings / Spiders retreats, these Faction figures **must** also retreat with that Shadow Army. • If a Shadow Army containing Dunlendings / Spiders is eliminated, any figures of these Factions that were with that Army are also eliminated (Corsairs would not be eliminated in this situation).

• Neither Dunlendings or Spiders figures can enter or move through regions with unconquered enemy **Strongholds** (even if empty). • **However (specific difference),** **Dunlendings** **can** move through **empty** unconquered enemy **Settlements** (City or Town), but **Spiders cannot**.

Faction Event Cards Play Faction Event cards by **a)** Faction die “Play card” result, **b)** an Action die “Event” result, or **c)** an Action die result matching top right of the Faction card (marked as **CMA** here)

Dead Men **C Wraiths of Fear** **2x cards** **First** Move **then** Attack. **Move:** Eliminate 1 or more Dead Men and move remaining Dead Men an equal number of regions (always as a single group, with Strider/Aragorn and Companions that joined also, and **never** to region containing **SP** Army units). **Attack:** Eliminate 1 Dead Men to attack adjacent or same region rolling **3@4**. May repeat this attack multiple times. After last attack, **SP** Army must retreat, if possible, to a different region than attack came from. If a retreat happened, the Dead Men may then advance into the region the Shadow Army left **without** eliminating a Dead Men figure to make this move. If all Dead Men eliminated and an **FP** Army is there, Strider/Aragorn+Companions join it.

M Paths of the Dead If Strider/Aragorn in Rohan/Gondor (including under siege) move him (and any Companions with him) to Erech. The Dead Men Faction is now in play. Recruit 1 Dead Men. Reshuffle all Dead Men Faction Event cards (including this one) from the discard pile into the deck.

M Stone of Erech [on table] Place 3 Dead Men on this card. Whenever using a Muster to advance a Nation, place 1 of these Dead Men in the Army of the Dead (or add to starting setup), **or** use any Faction die result to recruit 1 of these Dead Men normally. *Discard when there are no more Dead Men on this card.*

A The Dark Door [on table, if Helm's Deep or Edoras unconquered] Erech is considered adjacent to Helm's Deep, Westemnet, Edoras for Dead Men and Companions. *Discard if Helms Deep + Edoras are conquered.*

Eagles **C Upon the Nazgûl They Bore** Move all, then choose 1 region containing both Eagles and Nazgûl, roll 1 die for each Eagle (up to 5): for each roll of 4+ eliminate 1 Eagle **and** 1 Nazgûl (Witch-king is unaffected). If a Nazgûl is eliminated, move all others to an unconquered Sauron Stronghold (including Witch-king).

C We Need Only Wings Move all, then eliminate 1 Eagle to move, or separate from the **FSP**, 1 Companion or group of Companions as if they were Level 4. This movement can end in a Stronghold under siege.

C Lifted up and Borne Far Away If **FSP** not on Mordor Track, move all, then eliminate 1 Eagle to move the **FSP** following normal movement rules. • Do **not** add the die used to play this card to the Hunt Pool.

M Speed Greater than any Wind Recruit 1 Eagle to Eagles' Eyrie (or add to starting setup). Then play 1 Faction Event card **or** reshuffle all Eagle Faction Event cards (including this one) from discard pile into deck.

A In Long Swift Lines [on table, if Eagles are in play] Place 3 Eagles on this card. Whenever you play a Faction Event card, resolve its effects then either recruit 1 Eagle from this card to Eagles' Eyrie, **or** move all Eagles. *Discard when there are no more Eagles on this card.*

Ents **C March of the Ents** **2x cards** Can March and Attack multiple times in **any** order. **March:** Take 1 Ent from the Entwood and place in a region that is free of enemy units and adjacent to one already containing an Ent. **Attack:** Eliminate 1 Ent from the Entwood to attack a Shadow Army in the same or an adjacent region to any Ent rolling **3@4**. If all units eliminated, then any Nazgûl or Minions present are also eliminated. Then, Ents may **continue** to March and Attack. If the last Ent in The Old Forest is eliminated eliminate that Entwood; if the last Ent in Fangorn is eliminated, eliminate the entire Ent Faction.

M The Ents Awaken Recruit 1 Ent to an Entwood (or add to starting setup). Then play 1 Faction Event card, or reshuffle all Ent Faction Event cards (including this one) from discard pile into deck.

M Saruman is a Neighbour [on table, if Saruman is in play] Place 3 Ents on this card. Whenever the SP uses the *Voice of Saruman* ability, recruit 1 Ent from this card to the Fangorn Entwood (or add to starting setup), **or** you may use **any** Faction die result to recruit 1 of these Ents normally. *Discard this card when there are no more Ents on it.*

A Father of Trees Move **all** Ents to Fangorn, then recruit 1 Ent there. Optionally move 1 Ent to The Old Forest to form a second Entwood (**no** Companion is required there, and may now optionally recruit there).

C By Chance or by Foresight **3x cards** Draw 3 cards from the Faction Event deck. Add 1 card to your hand, then place the other 2 cards on either the top or bottom of the deck in the order you prefer.

M The Union of All Our Strength **2x cards** Discard an Ent, Eagle, or Dead Men Faction Event card from your hand to choose 1 Faction Event card of a different Faction from the discard pile and add that to your hand, or draw an Event card from any of your decks (Character, Strategy, or Faction).

Corsairs **C Black Sails [on table, if Corsairs are in play]**. You may use any Faction die result to either recruit 1 Corsairs in Umbar, or move all Corsairs up to 4 regions. Then, if the **FSP** is “At Sea” or revealed in a Gondor region, West Harondor, or Osgiliath, you may discard 1 Corsairs to inflict 1 point of Hunt Damage, following the rules for a successful Hunt.

M A Great Fleet **2x cards** Recruit 1 Corsairs in Umbar (or add it to the starting setup). Then, if the Corsairs are in play, move all Corsairs up to 4 regions.

A Ships of Great Draught **2x cards** Transport (each Corsairs can carry up to 2 Shadow units, and unlimited Minions + Nazgûl). Either transport up to 2 Armies, up to 4 regions; or transport 1 Shadow Army up to 2 regions and then attack an adjacent region (may merge with Army in destination region before attacking).

Dunlendings **C Wild Hillmen** **2x cards** Recruit 1 Dunlendings in each free Dunland Settlement (or add them to the starting setup). Then, if the Dunlendings are in play, move all Dunlendings up to 2 regions.

C Armed by Saruman [on table, if Isengard is “At War”]. When in play, Dunlendings in a region with the **FSP** are considered Shadow Army units **only** for the purpose of the Hunt. **Also**, Dunlendings in the same region with a Shadow Army each add +1 Combat Strength **only** when a Dunlendings **Call to Battle** effect is used. **Also**, they can be taken as casualties against **Ents** attacks (but **not** normal battle attacks). *The FP can force “Armed by Saruman” to be discarded by using a Will of the West Action Die result.*

A Death to the Forgoil **2x cards** Attack FP Army including Rohan and/or Gondor units with a Shadow Army in the same region with Dunlendings. Dunlendings are also considered to be **Isengard Regular units** until the end of battle. **Note:** *Dunlendings cannot cause The Fighting Uruk-hai Event card to activate, but if Death to the Forgoil has been played the Combat card Devilry of Orthanc would be usable in that battle.*

Spiders **C The Craft of Shelob** Move all Spiders up to 2 regions. If the “Shelob's Lair” special Hunt Tile has not entered play, it is now in play. Add it to the Hunt Pool when the Fellowship is on the Mordor Track.

C Evil Things Play if the Fellowship is not in a region containing a Free Peoples Settlement. Move all Spiders up to 2 regions. Then, if at least 1 Spiders is in the region with the **FSP**, discard 1 of them to **draw a Hunt tile**. If the tile shows an Eye, discard it without effect. Otherwise, follow the rules for a successful Hunt.

C Children of Ungoliant Play if the Fellowship is not in a region containing a Free Peoples Settlement. Move all Spiders up to 2 regions. Then, you may discard 1 Spiders in the region with the **FSP** to **inflict 1 point of Hunt Damage**, following the rules for a successful Hunt. If the **FSP** is hidden, the Free Peoples player may choose to reveal it to prevent this damage.

M Her Own Offspring Recruit 1 Spiders in Dol Guldur **and** 1 Spiders in Minas Morgul (or add to starting setup). Then, if the Spiders are in play, move all Spiders up to 2 regions.

A Huge and Horrible [on table, if Sauron is “At War”]. When in play, Spiders in a region with the **FSP** are considered Shadow Army units **only** for the Hunt. Spiders in the same region with a Shadow Army count as Army units for stacking limits, and (but **only** if a Spiders **Call to Battle** is used) can add +1 Combat Strength. *The FP can force “Huge and Horrible” to be discarded by using a Will of the West Action die result.*

Note: **3@4** in the above means “roll 3 dice, and score a hit on each result of 4 or higher”

[on table] means that card can be Played on the table if the condition is met. See the **Faction Recruitment cards** note on first page for more information about the cards that place 3 Faction figures on them.

C Servants of Sauron **3x cards** Draw 3 cards from the Faction Event deck. Add 1 card to your hand, then reshuffle the remaining 2 cards into the deck, together with the Faction Event cards in your discard pile (including this one).

M His Will and his Malice **2x cards** Choose 1 Faction Event card in your discard pile and add it to your hand.

Warriors of Middle-earth New Event Cards + “Tidings not Burdens” Mini-Expansion Faction Event Cards + Treebeard (Warriors of Middle-earth variant)

C THE WESTERN WAY Play on the table. For the purpose of Fellowship movement and separating Companions, this card is considered a region adjacent to Grey Havens and to all Gondor coastal regions. If the Fellowship is in Grey Havens or on this card, and the Fellowship Track is at 0 or 1, the Fellowship is considered “At Sea” and the Shadow player cannot draw Hunt tiles for any reason. **This card cannot be discarded for any reason when it is in play.**

DARING DEFIANCE Play if a Companion is in the battle. Forfeit the Leadership of all the Companions participating in the battle to cancel the effects of the Combat card played by the Shadow player. **0**

C PREMONITION OF DANGER Draw 3 Hunt tiles. Discard permanently 1 of them for the remainder of the game, and put the other 2 tiles back into the Hunt Pool, without any effect.

HEROIC DEATH Play if a Free Peoples Leader or a Companion is in the battle. Before you remove casualties inflicted by your opponent’s Combat roll and Leader re-roll, you may eliminate a Leader to cancel 1 hit, or eliminate 1 Companion to cancel a number of hits equal to or less than the Companion’s Level. **6**

C SWIFT BOATS Play if the Fellowship is in an unconquered Free Peoples Settlement. Move the Fellowship without rolling for the Hunt (*used die does not go to Hunt Box*).

ORDERLY WITHDRAWAL Play if a Free Peoples Leader or a Companion is in a field battle or sortie. Before you remove casualties inflicted by your opponent's Combat roll and Leader re-roll, you may cancel 1 hit. If you do, at the end of the round you must cease the attack (if attacking) or retreat (if defending), if possible. **6**

C MAJESTY AND GLORY Play on the table. If a Companion is in a battle, discard “Majesty and Glory” at the start of the battle to prevent the Shadow player from playing a Combat Card or calling to battle a Faction for the duration of the battle. *The Shadow player can force “Majesty and Glory” to be discarded by using a Character Action Die result and discarding any 2 Shadow Event cards from his hand.*

HUORN-DARK Play if the defending Army is in a Rohan region, Fangorn or Orthanc. The Shadow player rolls a maximum of 2 dice in the Combat roll. **3**

C TAKE SOMEONE YOU CAN TRUST Play on the table if both Meriadoc and Peregrin are in the Fellowship. After the Shadow player draws a Hunt tile with a “Reveal” icon, you may discard “Take Someone You Can Trust” to ignore the effects of the “Reveal” icon. *You must immediately discard this card from the table if either Meriadoc or Peregrin leaves the Fellowship.*

MIGHTY ATTACK Play if a Companion is in the battle. Before rolling the dice for your Leader re-roll, forfeit the Leadership of 1 Companion participating in the battle to automatically change 1 missed die roll to a hit. **4**

C LONG BATTLE Choose a region with a Free Peoples Army with Leadership. All Shadow Faction figures (*Corsairs, Dunlendings, Spiders only*) in that region are eliminated. Draw 1 Event card.

SUDDEN STRIKE Play if a Free Peoples Leader or a Companion is in the battle. Before the Combat roll, roll an additional attack using a number of dice equal to your Leadership (up to a maximum of 5) and apply the result immediately. **2**

C NOT ON ANYBODY’S SIDE Play on the Table if any Free Peoples Faction is in play. No Faction Event card or Call to Battle card of the Ent or Eagle Factions can be played. *The Free Peoples player can force “Not on Anybody’s Side” to be discarded by using a Will of the West Action Die result, or any Action die if Gandalf the White is in play.*

DEVILRY OF ORTHANC Play if an Isengard Army unit is in the battle and the defending Army is in a Stronghold. Add 1 to all dice on your Combat roll. **3**

A STRONGLY GUARDED Play on the Table. No Free Peoples Faction (*Dead Men, Eagles, Ents only*) may move into a region containing a Stronghold (*SP or FP*) controlled by the Shadow player or attack a Shadow Army in such a region, and their Call to Battle effects may not be used in such battles. *The Free Peoples player can force “Strongly Guarded” to be discarded by using a Will of the West Action result, or any Action die and one Elven Ring.*

DEADLY STRIFE Both Armies add 2 to all dice on their Combat roll and Leader re-roll. **3**

M GREAT WINGED CREATURES Play if all Shadow Nations are “At War”. Recruit a Nazgûl in each Shadow Army containing at least one Nazgûl (excluding the Witch-king).

RELENTLESS ASSAULT Before the Combat roll, you may inflict and apply up to two hits against your units. Add 1 to all dice on your Combat roll for each hit you inflicted. **3**

C FLY, YOU FOOLS! Play if there is an Eagle Figure in the same region as the Fellowship, and the Fellowship is hidden. Discard the Eagle Figure in the same region as the Fellowship, and immediately move the Fellowship to the Crack of Doom step on the Mordor track. The Free Peoples player wins the game unless the Shadow player can provide a good argument against it. **[TIDINGS NOT BURDENS - FACTION EVENT CARDS]**

C I WAS SENT TO BEAR TIDINGS, NOT BURDENS Look at the cards in the hand of the Free Peoples player. You may discard 1 card with the word “Eagle” or “Eagles” on it, removing it permanently from the game. Give the remaining cards to the Free Peoples player. If you discard “Fly, You Fools!” In this way, you win the game.

TREEBEARD TREE-HERD. If Gandalf the White is in play and a Companion is in Fangorn, you may use a Muster or Recruit Faction die result to play Treebeard in Fangorn. **[2017 Update]**

Fangorn is my name. Treebeard counts as a Companion for all Event and Combat Cards purposes if he is in Fangorn or in a Rohan region. **0/2 Level 0 Leadership**

Root and Branch! When you play any “The Ents Awake” Event Card, re-roll one missed die.

Earthborn. If Treebeard is in a battle, and the defending Army is in Fangorn, Orthanc or a Rohan region, add one to the Combat strength of the Free Peoples Army (you can still roll a maximum of 5 Combat dice).

— *Treebeard is Level 2 after you use any “March of the Ents” Event card, or a Call to Battle effect for the Ents.*

Treebeard does not act as a Companion for bringing/keeping Ents in play nor is he part of the Ents Faction for any Ents Faction rules.

Warriors of Middle-earth Movement and Call to Combat Reference Sheet

- **FP** Factions only ever move by Faction Event cards, cannot move along with Army units in same region. • All **SP** Factions **may** move with Army units in addition to moves by Faction Event cards. • Faction figures do not take control of regions. They do **not** affect the Political Track in any way, and can cross any borders without effect. • Regular Army units or other Factions figures can move into or through regions containing Faction figures standing alone.
- **FP/SP** Faction specific attacks are only ever initiated by Faction Event cards for that Faction, but Factions can also be involved in battles by the use of **Call to Battle** cards played during combat rounds.

	Move with Army?	Move into/through enemy Army?	Retreat with Army?	Advance with Army?	Eliminated with Army?	Stacking Limit	Move into/through <u>empty</u> enemy unconquered Settlements?
Dead Men	No	No	No	No	No	No limit	Yes
Eagles	No	Yes	No	No	No	No limit	Yes
Ents	No	No	No	No	No	No limit	Yes
Corsairs	Yes	Only if alone	Optional	Optional	No	5	Yes
Dunlendings	Yes	No	Must	Optional	Yes	3	Stronghold No, Other Yes
Spiders	Yes	No	Must	Optional	Yes	No limit <u>or</u> as Army units	No

Dead Men 2x to Erech, 1x per Recruit. **Eagles** 2x to Eyrie, 1x per Recruit. **Ents** 2x to Fangorn, 1x per Recruit. **Corsairs** 3x to Umbar, 1x per Recruit.

Dunlendings 4x to Dunland regions, 2x per Recruit or 1x to Isengard or Rohan unless under siege. **Spiders** 2x (to MM + DG), 2x per Recruit.

Elimination: **FP Factions** / **Spiders** go at any moment none in play. **Corsairs** if Umbar captured. **Dunlendings** if both North/South Dunland captured.

- Stacking limits are in addition to the normal Army unit stacking limits (**except** for Spiders under **Huge and Horrible**).
- **Spiders** have **no stacking limit** **except** when **Huge and Horrible** is in play (they stack like normal Army units if so).
- **Spiders** (on their own) **cannot** enter **empty** unconquered **FP Town** or **City** or **Stronghold** regions.
- **Dunlendings** (on their own) **can** enter **empty** unconquered **FP Town** or **City** regions, but **not** **Stronghold** regions.
- **Corsairs (Move)** can move up to **4** regions anywhere within their **Allowed regions** (any coastal, any Gondor except Erech, and Osgiliath), **including** moving through or stopping at regions containing Free Peoples Armies.
- **Corsairs (Transporting)** (using **Ships of Great Draught**) may **a)** carry up to 2 Armies up to **4** regions each, or **b)** carry 1 Army up to **2** regions and **attack** an adjacent region (may **merge** with Shadow Army there before attacking). When transporting, each **Corsairs** figure may carry up to 2 normal Army units and unlimited Minions/Nazgûl.
- **Dead Men** always move as a single group. Strider/Aragorn (and Companions who joined) **must** always be with them.
- **Eagles** have **no** movement restrictions. Only **Eagles** and **Nazgûl** can cross impassable borders.

Call to Battle cards • Keep all Call to Battle cards to one side (never put into any deck or discard pile). At the start of every combat round, take only the Call to Battle cards for Factions whose Call to Battle requirements are met into your hand. You may then play a Call to Battle card in that round in place of an Event card Combat effect. • Events that prevent Combat cards (e.g. *Swarm of Bats* or *Denethor's Folly*) also prevent Call to Battle cards. • The Witch-King's *Sorcerer* ability does not activate on Call to Battle cards. • May reuse in every round in which requirements are still met.

Dead Men Call to Battle if a Dead Men is in same region as, or adjacent to, the **defending** Army.

8 The Terror of the Dead At end of this round, you may eliminate 1 Dead Men to **end the battle**.

2 The King of the Dead Eliminate 1 Dead Men. Pre-Combat, roll an additional attack **3@4**.

Eagles Call to Battle if an Eagle is within **4** regions of the **defending** Army (ignore impassable regions).

1 Out of the High Airs Move 1+ in range to **defender**. May eliminate 1 Eagle to cancel all Nazgûl Leadership.

7 Speeding on a Gathering Wind Move 1+ in range to **defender**. After casualties, roll 1 die per Eagle. **1**=kill 1 Eagle. **6**=1 hit.

Ents Call to Battle if an Ent is in same region as, or adjacent to, the **defending** Army.

8 The Forest is Rising At end of this round, you may eliminate 1 Ent from the Entwood to **end the battle**.

2 With Doom We Come Eliminate 1 Ent from the Entwood. Pre-Combat, roll an additional attack **3@4**.

Corsairs Call to Battle if a Corsair is in same region as the Shadow Army (and **not** under siege).

7 Bourne up on the Wind After casualties, eliminate 1 Corsair, up to 2 Army units from adjacent regions **even if eliminated**.

8 The Last Stroke of Doom Only if Shadow + Corsairs are besieging. May eliminate 1 Corsair to **extend siege**.

Dunlendings Call to Battle if a Dunlending is in same region as the Shadow Army (and **not** under siege).

• If **Armed by Saruman** is in play **and** a **Dunlending** Call to Battle card is used ➤ **+1 Combat Strength** per **Dunlending** for this round.

6 Fierce Folk Before removing casualties, may eliminate 1+ Dunlending and cancel 1 hit for each.

2 Old Hatred Pre-Combat, roll 1 die per Dunlending. **1**=kill 1 Dunlending. **6**=1 hit.

Spiders Call to Battle if a Spider is in same region as the Shadow Army (**including** if under siege).

• If **Huge and Horrible** is in play **and** a **Spider** Call to Battle card is used ➤ **+1 Combat Strength** per **Spider** for this round.

7 Webs of Shadow After Leader re-roll, if you hit more (incl Pre-Combat hits), eliminate 1 Spider ➤ 1 hit.

2 Hideous Speed Pre-Combat, roll 1 die per Spider. **1-2**=kill 1 Spider. **5-6**=kill 1 FP Leader/Level 1 Companion.

Each Call to Battle / Combat card is prefixed with its **combat initiative**. Lower initiative is resolved first. If both are same, **defender** resolves first.

e.g. **SP** attacks with **The Last Stroke of Doom** vs **The Terror of the Dead**. Both have initiative **8**, so **FP** (defender) resolves his card first in this case.