

THE LORD OF THE RINGS

Nazgul

INTRODUCTION

Welcome to Mordor! The dark lord Sauron™ is pleased that you have... chosen... to champion the true destiny of Middle-earth™. Some prefer the hopeless cause of men and their miserable allies. Theirs is a fool's choice! You show no affinity for such delusions. You seek glory for Sauron, and your rewards shall be great!

You are one of Sauron's most powerful minions: a Nazgul! You must work together with the other Nazgul to stop the cursed Hobbits and destroy the resistance of men. But at the same time, you must strive to prove your own worth to the dark lord. After all, there are rumors that even the Witch-king can be killed, and Sauron may soon need a new leader for the Nazgul!

You are faced with three Campaigns you must conquer before the Ring-bearer carries The One Ring to Mount Doom. If you cannot complete them in time, all players lose! Along the way you will earn Victory Points ("VPs"). If you succeed in your duty, the player with the most VPs is the winner!

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GAME COMPONENTS

The Lord of the Rings: Nazgul includes the following:

GAMEBOARD

The Gameboard shows the three Campaigns you have been tasked to complete: the defeat of Rohan, the conquest of Gondor, and the capture of the Ring-bearer. Each Campaign is divided into four areas, called Stages. You must complete the Stages of a Campaign in order (so you must complete “Osgiliath” before attempting “Pelennor Fields”).



GAME BOARD

Each Stage has a circular track for recording the number of Heroes and Free Peoples Armies that defend that Stage. There is also a Location Icon that tells you what Hero Cards can be played during battles fought there, icons showing what Nazgul Forces can be used there, and a VP award for completing that Stage. Some Stages also have Walls, which affect battles in that location. These locations have Walls, even if their value is reduced to zero by card play.

Important: The tracks only run to 8 Heroes and 14 Armies, but that is not a limit, place a second cube of that type on the track if needed to indicate additional Heroes/Armies.

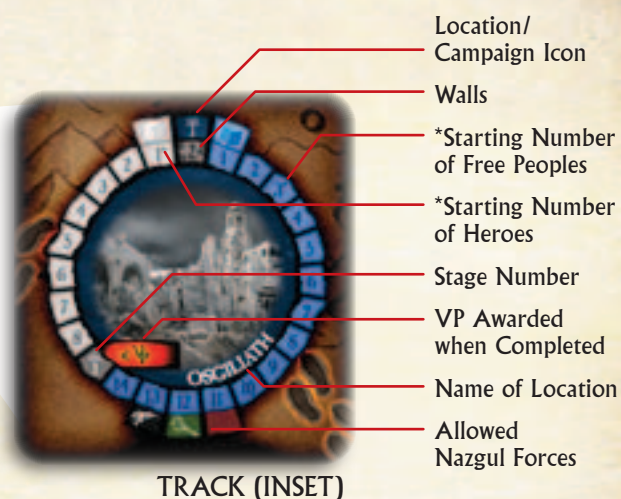
FELLOWSHIP TRACK & The One Ring TOKEN

The Fellowship Track records the progress of the hobbits on their quest to destroy The One Ring. The track is divided into three Chapters, each of which is split into three Rounds. The One Ring Token is used to measure progress on this track. After each round of play, the token moves forward one space on the track. When The One Ring Token moves off the third round of a Chapter, that Chapter ends and the next one begins and if it advances to the End Game space the game ends and all players lose!

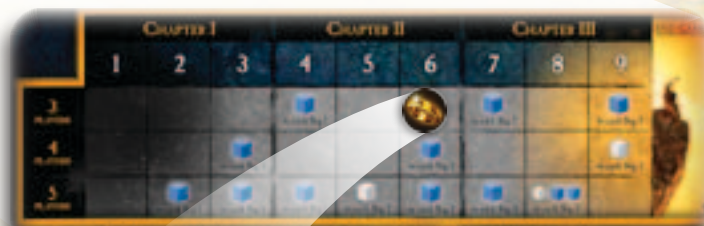
Some spaces on the Fellowship Track show reinforcements that are added to one or more Campaign Stages, based on the number of players. When The One Ring Token moves onto that space, you must add those reinforcements to the board to the stages listed that are not already completed.

Game Components List

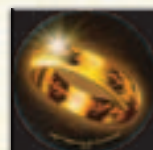
1	Gameboard with Fellowship Track	70	Sauron's Favor Cubes
1	The One Ring Token	45	Cards of Power
5	Nazgul Figures with Clix Bases	51	Hero Cards
1	Witch-king Token	55	Quest Cards
1	Combat Cup	20	Secret Quest Cards
138	Battle Cubes	5	Turn Order Markers
		12	Complete/Wall Markers
		30	Victory Point Counters



TRACK (INSET)



FELLOWSHIP TRACK (INSET)

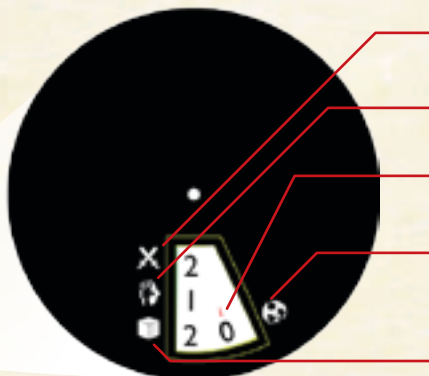


THE ONE RING TOKEN

NAZGUL FIGURES WITH CLIX BASES

You use a Nazgul figure to represent you in the game. Your figure is mounted on a unique Clix Base, which shows your Nazgul's current abilities. These abilities change during the game as your Nazgul gains and loses power. At the beginning of the game, all Nazgul have only a little power: Clix (rotate) your base to the lowest setting, marked with a red number "1" (see "How to Clix" below).

Each Nazgul has 5 values showing on the figure base:



- DAMAGE:** The amount of damage your Nazgul causes in battle.
- ARMIES:** The maximum number of Nazgul Forces you can commit to a battle.
- LEVEL:** The small red number shows your Nazgul's Level, from 1 to 10.
- TERROR:** The number of Free Peoples Armies you can paralyze with fear before a battle.
- TACTICS:** The maximum number of cubes you can pull from the Combat Cup during a battle.

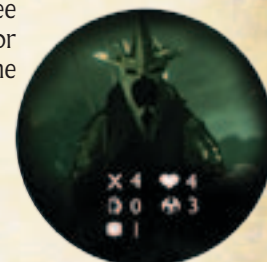
HOW TO CLIX

Each Clix Figure has a special base showing that Nazgul's current abilities. The unique base is designed to turn, and the abilities change each time you turn or "Clix" the base. To Clix your figure, simply pick it up and rotate the base until you hear it click. Then return your figure to its original location. Now your character has different abilities!

During the game you will add Clix to your figure (turn counterclockwise) and lose them (turn clockwise). The current "Level" for your Nazgul can be identified by the small red number showing in your dial. You can never Clix above Level 10, and if you Clix below Level 1, your Nazgul must flee back to Mordor!

WITCH-KING TOKEN

The Witch-king is an additional Nazgul that is not controlled by a single player. You can bid for control of the Witch-king each round. See "The Witch-king" for details on how the Witch-king is used.



5 BIDDING CHARTS AND PLAYER SCREENS

Your Bidding Chart has three Force Tracks to record the size of your Nazgul Forces. Use a cube of each type to record the number of creatures of each type you have at your command. Between the spaces on each track is a number **3** which tells you how much Favor you must spend to purchase the next creature of that type. As your forces grow, these costs increase. You may not have more forces than what fits on your track.

Below the Force Tracks are 6 Bidding Boxes. During the Favor Phase, you can place bids on these boxes to get resources from Sauron. In general, the highest bid receives the greatest reward. To keep your bids secret, you also have a Player Screen that you can use to hide your bids from the other players.



PLAYER SCREEN



- Force Tracks
- Bidding Boxes

BIDDING CHART

GAME COMPONENTS (Cont'd)


1 COMBAT CUP

During a battle, Battle cubes are placed in this cup. You will pull cubes out of the cup to determine how much damage is inflicted on both sides during the fight.





* cup included may not match image


208 GAME CUBES

 28 Blue (Free Peoples Army)

 24 White (Heroes)

 24 Black (Orcs)

 28 Red (Mûmakil)

 28 Green (Trolls)



6 Nazgul Cubes

Represent the players' Nazgul and the Witch-king in battles.



70 Sauron's Favor Cubes

Sauron's Favor is the currency of Mordor. You use Favor to bid on the resources you need to pursue your goals. Favor is spent during the Bid Favor Step. You gain 2 Favor each turn, and can earn more when your Nazgul is present at a battle where Free Peoples Armies or Heroes are destroyed. Some Quests and Cards of Power can also award you additional Favor.

45 CARDS OF POWER

These cards represent gifts from Sauron, and are earned by bidding on the Cards of Power Bidding Box. Cards of Power are kept hidden in the hand until played. Each card describes the effect it has when played. Unless the cards says otherwise, it can be played at any time (even during another player's turn) and can benefit yourself or another Nazgul. Each Card of Power can be used only once, and is discarded after it is played. Used cards are never reshuffled back into the deck, and if it runs out no more Cards of Power are available for the rest of the game.

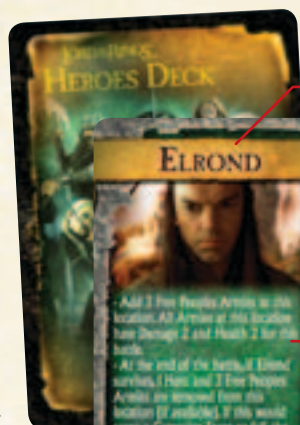
You may not hold more than six Cards of Power in your hand. If you draw a seventh card, you must immediately play or discard one of your cards.



51 HERO CARDS

Hero cards represent characters from the world of Middle-earth. Most are the ill-fated champions of the Free Peoples, called "Heroes." Others are allies who may help you, called "Villains." During the Favor Phase, you will draw a Hero card to represent information that your spies have learned about one champion of the Free Peoples. You can use your face-up Hero card to win ties during bidding, or during a battle (see "Battles" section on page 9).

Each Hero card has a Rank in the top right corner, which shows how important that character is to Sauron's plans. The lower the number on the card, the more important ("higher Rank") that character is. Along the right edge are icons that show where that Hero can be played, and the three combat values for that Hero. In the lower left corner is the Favor and VPs that you can earn if you play that Hero.



Card Name

Rank

Card Effect

Valor

Damage Dealt

Health

Victory Points Gained if Killed

Favor Gained if Killed

Valid Locations

ROHAN

RING-BEARER TRACK

GONDOR



GANDALF: THE WIZARD

Gandalf is the most powerful and dangerous champion of the Free Peoples. He is so powerful that you must defeat him twice in order to slay him. At the beginning of the game, put only the "Gandalf the Grey" card into the deck. If he is slain, no Favor or VPs are awarded. Instead, replace "Gandalf the Grey" with the "Gandalf the White" card. From this point on, he is treated as a normal Hero.

VILLAINS

These are played like normal Heroes, but instead of fighting for the Free Peoples, they help the Nazgul by reducing the number of Heroes in a battle and offering other benefits. Villain cards can only be used once, before they are discarded from the game.



55 QUEST CARDS

Quest cards are opportunities and challenges that are not directly related to the three Campaigns. The Quest cards are divided into three decks, one for each of the three Chapters. Only draw cards from the deck that matches the current Chapter. When The One Ring Token moves into a new Chapter, you will begin to draw from the next Quest deck. There are two types of Quest cards:

20 SECRET QUEST CARDS

Secret Quests are goals that will earn you additional VPs if you can complete them. The card shows what you must do to earn the VPs. Some Secret Quests offer two options: a more valuable "Primary" Quest and a lesser "Secondary" Quest. Unless the Secret Quest says otherwise, it does not score any VPs until the end of the game.



EVENTS: These cards represent events that are outside of your control. When an Event card is revealed, it takes effect immediately. Follow the instructions on the card and discard it from the game.



QUESTS: These are challenges that you may attempt to overcome. Often, these cards show a number of Hero and/or Free Peoples Armies on the bottom right side of the card. Nazgul that are deployed to such a Quest must do battle with the defenders shown on the card. If you succeed, you earn the benefits listed after "Success." If you fail, there may be a penalty listed after "Failure."

"FIRST NAZGUL" CARDS: Some Quest cards say "First Nazgul." Only one player can receive the benefit listed on that card. The first Nazgul (or the Witch-king) deployed to the Quest gets the reward. If the Quest card does not say "First Nazgul," then all Nazgul deployed there share the reward.



GAME MARKERS AND COUNTERS

5 Turn Order Markers are used to show the order that players will take turns during a round.

12 Complete/Wall Markers are used to mark Campaign Stages that have been completed by the players or had walls reduced.

30 Victory Point Counters are used when players earn VPs during the game. VPs can be kept secret.



SETTING UP THE GAME

Choose a level of difficulty to play: **Easy, Moderate, or Hard**. The difficulty determines how many Quest cards are drawn each round, and which Campaign Stages begin the game completed. Also, Easy level allows more backstabbing and scheming while Hard requires more co-operation and only a few instances for selfish acts.

If this is your first game, we recommend that you play with the "Full Co-op Option" rules on easy setting. See "Optional Rules" on page 16 for full details.

Difficulty	Quests per Round	Place Complete Markers
Easy	# of players -1	On All Stage 1 Tracks and Ring-bearer Stage 2 Track
Moderate	# of players -1	On All Stage 1 Tracks
Hard	# of players	Nowhere



Place the gameboard in the middle of the table, and place Complete markers on any stages that begin the game completed. Place a Hero cube and a Free Peoples Army cube on each of the circular Stage tracks, on the spaces marked with a star. If you are playing the "Hard" level, place the Witch-king on Weathertop otherwise he is available for bidding in round 1.

Place The One Ring Token on the "I" space of the Fellowship Track in the bottom left corner of the game board.

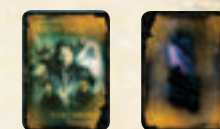
Each player takes a Nazgul figure, a Bidding Chart, and a Player Screen. Place an Orc cube on the "I" space of your Orc Track and place Troll and Mûmakil cubes near their tracks.

Give each player a number of Favor cubes and random Cards of Power, based on the number of players:

Number of Players	Starting Favor	Cards of Power
3	7	3
4	5	1
5	3	0



GAME BOARD



HERO AND SECRET QUEST CARDS



QUEST CARDS



PLAYER SCREENS



BIDDING CHARTS, CARDS OF POWER AND FAVOR CUBES

Sort the Quest Cards into three decks by Chapter Number. Shuffle each deck separately, and place them face down by the matching sections of the Game Board. Shuffle the Heroes Deck and Secret Quest Cards separately and place them face down near the Game Board.

Exception: Gandalf the White is removed from the Heroes Deck for Game Setup.

Give each player 3 Secret Quest cards. Look at your 3 cards and choose 2 cards to keep, returning the third card to the deck (face down). After all players have chosen their cards, shuffle the Secret Quest deck again and return it to the table, face down.

Now you are ready to begin!

PLAYING THE GAME

THE FAVOR PHASE

The Favor Phase is split into four steps:

STEP 1: Gain Favor and Hero Information

Each player takes 2 Favor cubes and draws 1 Hero Card and places it face up in front of them. **Important:** Do not take 2 Favor during the first round. Add 3 Favor cubes to the "Sauron's Favor" box on the game board if empty.

STEP 2: Reveal Quests

Turn over a number of Quest Cards equal to the number of players less one from the current Chapter's deck (unless playing the Hard game—then draw cards equal to the number of players). If any of the revealed cards are Events, resolve them immediately. If any of the revealed cards show Free Peoples Armies or Heroes, place those cubes on that card.

STEP 3: Bid Favor

Set up your Player Screen in front of your Bidding Chart so the other players cannot see where you place your bids. Hide all of your Favor cubes behind your screen as well. Then decide how to bid your Favor. You may place Favor cubes on any, all or none of the Bidding Boxes on your chart. Any favor you do not bid is kept until the next round. However, any favor you do bid is discarded, regardless of the outcome.

STEP 4: Resolve Bids

When all bids are placed, the screens are removed and the bids revealed. Resolve bidding boxes clockwise, starting with "Cards of Power."

If there is a tie for the highest bid in any Bidding Box, the tied players each have a chance to break the tie by playing the face-up Hero card in front of them, starting with the player who has the highest Rank Hero card. Played Hero cards are added to a "Hero Pool" beside the game board. If none of the tied players wants to play his Hero card, each tied player places a different colored cube in the cup, and one random cube is pulled. The player who chose that cube wins the tie (exception: see "Box 2: Turn Order"). Only players who tied for the reward may play their Hero card to break the tie!



THE LORD OF THE RINGS: NAZGUL

is played over three Chapters, roughly following the course of the three *The Lord of the Rings* movies. Each Chapter is divided into three rounds, and each round is split into two phases:

The Favor Phase

You gain and bid Favor to acquire resources from Sauron.

The Campaign Phase

The Nazgul are sent to complete Campaigns or Quests to advance the goals of Sauron (and themselves!).

All players must complete the Favor Phase before the Campaign Phase can begin. After the Campaign Phase is complete, advance The One Ring Token one space on the Fellowship Track and begin the next round.

THE REWARDS GIVEN ARE DIFFERENT FOR EACH BIDDING BOX:

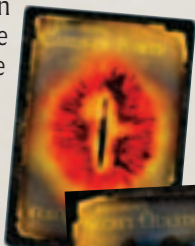
BOX 1: Cards of Power

If you have the highest bid, you draw the top 3 Cards of Power from the deck, choose 2 cards to keep your hand, and return the third to the bottom of the deck.

If you have the second highest bid, draw the top 2 cards, choose 1 to keep, and return the other to the bottom of the deck.

Then, everyone else who bid at least 1 Favor here draws 1 card from the deck.

Reminder: You may not hold more than 6 Cards of Power at any time. You must play or discard to 6 if over.



BOX 2: Sauron's Favor/Turn Order

If you have the highest bid in this box, take all Favor currently in the "Sauron's Favor" box on the gameboard and add them to your supply.

You also choose the turn order for the upcoming Campaign Phase. Select a player to go first and give him the "I" Turn Order Marker. That player will act first during the Campaign Phase, with the other players taking turns in clockwise order (you can pass out the other markers in order as a reminder).

You may then choose to replace one of your Secret Quest cards: Draw the top Secret Quest card from the deck and add it to your hand, then discard one of your Secret Quest cards into a face down discard

pile (you may discard the Secret Quest just drawn).

If there is no single winner in this auction, and none of the tied players uses their face up Hero Card to break the tie, then the turn order remains the same as the previous turn, and all Favor cubes bid towards Turn Order are placed in the "Sauron's Favor" box (where they may be collected by a winning bid next turn).

Example: Two players bid 2 Favor and a third bids 1. Neither of the players who bid 2 chooses to break the tie (and the third player can't use his Hero Card since he didn't tie the highest bid). All 5 Favor cubes bid are added to the "Sauron's Favor" box, creating a pool of 8 cubes for the next player to win the Turn Order bid.

PLAYING THE GAME (Bidding Rewards Cont'd)

BOX 3: The Witch-king

If you have the highest bid in this box, you gain control of the Witch-king for the rest of the round. Take the Witch-king token and place it on your Bidding Chart until the Campaign Phase. No bids can be placed in this box during the first round if you are playing on the Hard level of difficulty (the Witch-king is busy at Weathertop).



BOX 4: Saruman's Aid

If you have the highest bid in this box, you receive aid from Saruman's spies for the round. Draw the top 3 Hero Cards and choose one to place in front of you, face down. Return the other two cards to the top or bottom of the deck (your choice, but you must

place both cards together on the top or bottom). You will be able to use this card during the Campaign Phase. If you do not use this card, you must discard it at the end of the round.

BOX 5: Gain Clix

If you have the highest bid in this box, add 2 Clix to your Nazgul (Max 10). All other players who bid Favor here each add 1 Clix. Gaining Clix, especially early on, rapidly increases your Nazgul's power.



BOX 6: Gain Forces

Favor bid here can be used to purchase additional creatures on your Force Tracks. It doesn't matter which player bid the most here, all players spend all Favor they placed in

this box to purchase units. You may purchase Orcs, Trolls, and Mûmakil in any combination. You must pay Favor equal to the number showing on the Force Track to move the matching cube up one space.

Example: Brad has bid 4 Favor to recruit Nazgul Forces. He moves his Troll cube from the "0" space to the "1" space at a cost of 2 Favor. Moving his Orc cube from "1" to "2" costs 1 Favor, and moving it from "2" to "3" costs 1 more.



THE CAMPAIGN PHASE

Once all bidding has been resolved, the Campaign Phase begins. This phase is split into two steps:

STEP 1: Deployment

In turn order, each player must deploy his Nazgul to one of the three Campaigns or a face-up Quest Card. If you control the Witch-king, you must also deploy the Witch-king at the same time. You may deploy the Witch-king to the same location as your Nazgul, or a different one.

Note: you can only deploy your Nazgul to the lowest standing stage of a Campaign.

STEP 2: Resolution

Each Campaign Stage or Quest with at least one Nazgul must be resolved. Going in turn order, each player resolves the location he deployed his Nazgul to. If more than one Nazgul is at that location, they all resolve their actions there at the same time. If you deployed the Witch-king to a different location, you choose which

of the two locations to resolve first. Most Quests and all Campaign Stages (except Weathertop) represent a battle that must be fought when that location is resolved. If there is no battle, then simply collect any rewards you have earned.

Example: The "Fellbeasts" Quest requires no combat. The First Nazgul assigned to this Quest simply takes the card as his reward. "Minas Tirith Fortified," however, lists 2 Free People Armies and 1 Hero, so a battle must be fought before this Quest is completed.



Once all Nazgul have resolved their Campaigns or Quests, check any face up Quests that no Nazgul were deployed to or were unsuccessful: any "Failure" text must be followed now.

Example: No Nazgul were deployed to the "Rohan Musters" Quest, so the players must add 4 Free Peoples Armies to the lowest incomplete Stage of the Rohan Campaign.



BATTLES

Battles occur when one or more Nazgul are deployed to a Campaign or Quest that has defenders (Heroes and/or Free Peoples Armies). A battle has three steps: **Preparation**, **Combat**, and **Aftermath**.

BATTLES: PREPARATION

Assign Heroes

Each Hero cube in the battle must be assigned a Hero (and as noted previously this could actually be a “Villain”) card. There cannot be more or less Hero cards than the number of Heroes in the battle. For example, if a Campaign Stage track shows 3 Heroes, exactly 3 Hero cards must be played on that battle. Only Heroes that match the battle’s location (Rohan/Gondor/Ring-bearer) can be used.

1. The player who won the bid for Saruman’s Aid may play the Hero card he received even if his Nazgul is not in the battle.
2. In turn order, each Nazgul deployed to the battle may assign 1 Hero card, either the face up card in front of him, or a card chosen from the Hero Pool.
3. If more Hero cards are needed, additional random Hero cards must be drawn from the deck until there is one Hero card for each Hero. If you draw a card that does not match the battle location, discard and draw again.



3 Hero Cubes

2 Heroes and a Villain assigned

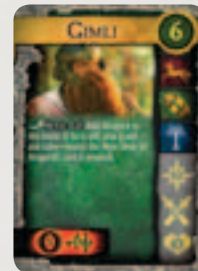
You cannot add a Hero card (including Villains!) once the total number of cards equals the number of Heroes in the battle. If a Villain is played, it results in a Hero Cube being removed as per card text (ex. If 2 hero cubes are available and a Villain is played, only 1 Hero remains for a card to be assigned and to go into the combat cup). If the Hero deck runs out of cards, reshuffle the discard pile and keep drawing.

It is possible that the deck will run out of Heroes that can be played in this location. Any remaining Heroes automatically become unnamed “Lesser Heroes” with Damage 2, Health 2, and Valor 0. Lesser Heroes always have the lowest Rank, and are worth 1 VP and 2 Favor if slain. Cards or abilities that allow you to cancel a Hero card cannot be used on Lesser Heroes.

Heroic Calls

Some Heroes can summon additional Heroes to the battle. This is a “Heroic Call.” The Hero card tells you which Hero is called. Find the matching Hero card (or draw if a random Hero is called) and add it to the battle (even if it is face up in front of another player). A Heroic Call adds both a Hero card and a Hero cube to the fight (adjust the track for this Campaign Stage, if needed).

There can only be one Heroic Call per battle. Only the first Hero with this ability that is assigned to the battle may make their Heroic Call. If that Heroic Call is impossible (such as Gimli trying to Heroic Call Aragorn after Aragorn has been slain), it does not count as the one Heroic Call allowed for the battle. Ignore that Heroic Call and resolve the next one instead.



Take the Free Peoples Army cubes and Hero Cubes required for the battle from the supply and set them beside the Combat Cup. Do not remove the cubes from the gameboard or Quest card.

Commit Forces

In turn order, each Nazgul in the battle declares what Nazgul Forces he will bring with him:

1. You always receive 1 Nazgul cube when you are in a battle and 1 for the Witch-king when deployed by you to the battle (either the same battle or representing “you” at a separate battle).
2. You may also commit a number of Nazgul Forces up to your Nazgul’s Army rating.
3. Take cubes from the supply for the forces you are using and place them by the Combat Cup. Do NOT deduct them from your bid-sheet until they are killed.

Note: Only Nazgul Forces committed to the battle can take damage! You do not have to commit your full Army value worth of Nazgul Forces.

You can only commit Trolls to a battle in a location that began the game with Walls. You can only commit Mûmakil to locations that began the game without Walls (Quest Cards never have walls).

Each creature you control has a Damage value and a Health value. Orcs have Damage and Health 1, while Trolls and Mûmakil have Damage and Health 2. A creature’s Damage value determines how much damage you cause in battle if you draw a cube of that type. Health is how much damage the creature can take before it is destroyed. Note that some cards can increase the Damage and Health values of some creatures.

Hero Abilities

Once all players have committed their forces to the battle, any Heroes that have special abilities that take effect before the battle use them now. These abilities may destroy Nazgul Forces—remove the matching cubes and reduce the Force Tracks. Some abilities can only be used in locations that began the game without Walls. Any Campaign Stage that shows Walls on the gameboard has Walls even if a card destroys them. All other Stages and all Quest Cards have no Walls. If multiple Heroes have special abilities, resolve them in order of Hero Rank (for example, Aragorn before Gamling).



Terror and Valor

Nazgul can use their Terror ability to paralyze the Free Peoples Armies with fear. Add together the Terror values of all Nazgul in the battle (including the Witch-king). Subtract the total Valor for all Heroes in the battle. The result is the number of Free

Peoples Armies that are paralyzed: set those cubes aside (do not put them in the cup). These Armies are not destroyed! They are still in the battle and must be destroyed normally. Since they are not in the cup, they cannot inflict damage.

Note: If the Valor total is higher than the Terror total, there is no effect. Valor cannot reduce the Nazgul Forces.

Fill the Combat Cup

Take all the cubes committed to the battle (from both sides)—except those Armies that are paralyzed with fear—and place them in the Combat Cup. The combat is ready to begin!

WALLS

Walls begin battles at the printed value for the stage (regardless of damage absorbed in prior battles) unless they were reduced or destroyed through a card effect with the word “permanently” (place -2 Wall markers on Campaign stages that have had their Walls permanently reduced or destroyed in this way.) Mûmakil may not be committed to that stage that began the game with Walls even if the Walls for that stage are permanently reduced to 0.

BATTLES: COMBAT

Each Nazgul in the battle has one chance to pull cubes up to their Tactics rating from the Combat Cup. The cubes drawn determine how much damage is inflicted. Players pull from the cup in turn order.

1. On your turn, you must either retreat or pull from the cup. Declare the number of cubes you are going to pull. If you do not retreat, you must pull at least 1 cube, and you may not pull more than your Nazgul's current Tactics rating. You must pull even if all defenders have been destroyed. After declaring, pull that many cubes from the cup (without peeking!).
2. Apply damage to the defenders (Free People) if any Nazgul cubes or Nazgul Forces were pulled.
3. Apply damage to the attackers (Nazgul) if any Heroes or Free Peoples Armies were pulled.
4. Return all cubes pulled to the cup before the next player pulls.

Pulling Again

Some cards and abilities allow you to ignore the results when you pull from the cup and pull again. You must always return all cubes pulled before you pull cubes again. You must accept the results of the new pull, even if they are worse than the previous pull!

If you accidentally pull too many cubes from the cup, return all cubes pulled and redraw.

Retreating

You may choose to retreat from battle before pulling from the cup. If you retreat, you do not pull any cubes but you suffer 2 Damage (to your forces or Clix) and you lose 2 VPs. You share in any rewards earned at the mission. The controller of the Witch-king may choose to retreat the Witch-king from a battle at no penalty.

Order of Damage Taken

- 1 Walls (if at that location)
- 2 Free Peoples Armies
- 3 Heroes (lowest Rank first)
- 4 Next lowest ranked Hero
- 5 Nazgul Forces



DAMAGE TO THE DEFENDERS


The defenders take damage for each Nazgul and Nazgul Forces cube you pull from the cup. Each cube you pull inflicts damage regardless of the forces you personally sent to the battle. If you draw 2 Nazgul cubes, for example, each cube inflicts your Nazgul's full Damage even though you only control 1 Nazgul.


- » Each Nazgul cube inflicts damage equal to your Nazgul's current Damage rating.
- » Each Orc, Troll, or Mûmakil cube inflicts damage equal to that creature's current Damage.

If there are any Walls at the battle location, damage must be applied to the Walls first. **1** Walls absorb damage equal to their current value (shown on the gameboard) once during each battle.

Then damage is applied to the Free Peoples Armies. **2** Normally, it takes 1 damage to destroy 1 Army, but some cards can increase their Health to 2 (such as Treebeard). Remember to always deduct Armies/Heroes from the track on the board or the Quest Card, never from the cup! Each Free Peoples Army destroyed will award Favor to the attacking Nazgul (see "Battles: Aftermath").

After all Free Peoples Armies have been destroyed, any left over damage is applied to the Heroes. **3** The lowest Ranked Hero always takes damage first. If a Hero takes damage equal to his Health, that Hero is slain. If there is still damage to apply, it goes to the next lowest Ranked Hero. **4** If the Hero is not slain, mark the damage using any cubes that were not involved in the battle.


If you inflict the last point of damage required to slay a Hero, you receive the VPs  listed on that Hero card (even if another player inflicted more damage than you did!). Take the card and place it face down in your VP pile (keep it separate from the face up Hero card you draw each Round).

Any Favor  listed on the slain Hero's card is shared by all Nazgul involved in the battle, even those who did not inflict any damage on the Hero (see below).

If a damaged Hero survives a battle, he is automatically healed fully before the next battle.

DAMAGE TO THE NAZGUL FORCES

The attackers take damage for each Hero and Free Peoples Army cube you pull from the cup. **5** You choose which Nazgul involved in the battle suffers the damage. You may choose to take the damage yourself, or assign it to another player (or the Witch-king), but all damage from your pull must be assigned to the same Nazgul.

- » Each Free Peoples Army cube inflicts damage equal to the current Free Peoples Army Damage (normally 1, but some cards can increase it to 2).
- » Each Hero cube inflicts damage equal to the highest Damage rating on a Hero card still involved in the battle (regardless of Rank). If the strongest Hero is slain, the next strongest will take his place and inflict damage instead. If all Heroes in a battle are slain, any additional Hero cubes drawn inflict damage equal to the highest Damage Hero again (as he dies, the Hero makes a final stab before death—how heroic!). 

If damage is assigned to the Witch-king, he must be chosen to take all damage from all future pulls until he is killed or the battle ends.

If you are chosen to suffer damage from a pull, you must assign that damage to the Forces you committed to the battle or to your Nazgul. You may divide this damage between your Forces and your Nazgul in any way you choose.

Each point of damage your Nazgul takes causes him to lose 1 Clix.

The effects of damage to your Nazgul take effect immediately. So, if you take damage during a battle that reduces your Tactics before it is your turn to pull from the cup, the maximum number of cubes you can pull is reduced.

SAMPLE SCENARIO



2 Orc, 3 Troll, 1 Free Peoples Army
and 1 Hero Cubes Pulled

- 1** Deal 2 Damage to Walls



- 2** Deal 3 Damage to Free People
- 3** Deal 2 Damage to the lowest ranked Hero



- 4** Deal remaining 1 Damage to the remaining Hero. (If not slain, fully healed for next battle)

- 5** Assign 4 Damage to the Nazgul Forces (1 Damage from Free Peoples Army Cube plus 3 Damage from the remaining Hero Cube).



1 Damage dealt to 2 Orcs
(2 Damage total) and
2 Damage dealt to 1 Troll

BATTLES: COMBAT (Cont'd)

Exception: If a Nazgul suffers damage that reduces his Army value, the Nazgul Forces he committed to the battle are not reduced. Once the troops march to the battle, they don't stop fighting just because their leader is scratched!

Strategy Hint: Since the Witch-king always heals fully after each battle, it is often a good choice to assign damage to him when the last player in the battle pulls (unless it's enough to kill him...).

If you are chosen to suffer damage from a pull, you must assign that damage to the Forces you committed to the battle or to your Nazgul. You may divide this damage between your Forces and your Nazgul in any way you choose.

Nazgul Forces are destroyed when they take damage equal to their Health. Normally, this is 1 for Orcs and 2 for Trolls or Múmakil.

When assigning damage to your Forces, you must assign damage to one creature at a time until it is killed. You cannot assign some damage to multiple creatures to prevent one from being destroyed. If the attackers suffer damage from a later pull, you must assign it to any partially damaged creature first.

If any of your Nazgul Forces are destroyed, move the marker down on your matching Force Track. If a creature is partially damaged but survives, it is fully healed before the next battle.

Fleeing Nazgul

If your Nazgul loses enough Clix to reduce his Level below 1 (**KO'd**), you are forced to flee back to Mordor. You no longer participate in the battle. All Favor awarded up to that point in the battle (such as from slaying Heroes or destroying Free Peoples Armies) is immediately shared by all players in the battle. But, you do not receive a share of any additional Favor earned for the rest of the battle (except for Favor earned by completing a Quest, see below). Your armies and Nazgul cube remain in the cup.

You keep any Favor, VPs, and cards you held before you were forced to flee (including any earned during the battle). At the beginning of the next round, your Nazgul returns to play at a Level equal to the current Chapter (for example, if The One Ring Token is in the Third Chapter, your Nazgul reappears at Level 3). Clix your figure to show the proper level.

You may not reduce your Nazgul below Level 1 if you still control any Nazgul Forces in the battle.

BATTLES: THE AFTERMATH

THE AFTERMATH – REWARDS AND RESOLUTIONS

After all players in the battle have pulled from the cup, the battle ends. The tracks for Heroes, Free Peoples Armies, and Nazgul Forces should all be adjusted to reflect the losses from the battle.

Success or Failure

If all defending Heroes and Armies are destroyed, you have successfully completed that Quest or Campaign Stage. If any defenders remain, the Quest has failed, or the Campaign Stage is not complete and you will have to try again on a future turn.

If you destroy all defenders on a Campaign Stage, mark it with a Complete Marker. All players involved in the battle receive the full number of VPs listed for that Stage (including those forced to flee). If any game effect (such as a Quest Card) removes the last defender on a Campaign Stage, that Stage is completed even if there are no Nazgul there (no VP are awarded in this case). Once a stage has been completed, no Armies/Heroes may be added to that Stage (such as through the Fellowship Track).

If you complete a Quest, each Nazgul deployed to that Quest receives the benefits listed after the word "Success" (including any Nazgul forced to flee). If you fail, the penalties listed after the word "Failure" are applied.

Many Quest cards tell you to add defenders to the "lowest" Stage of a Campaign. These new defenders are always added to the lowest incomplete Stage. Once a Stage is completed (by

destroying all defenders there), no more Heroes or Armies can ever be added to that Stage.

Nazgul Favor

Whether the Nazgul succeed or not, they may earn Favor. All Favor awarded during the battle is divided evenly among all Nazgul who participated. Always round up if the Favor does not divide evenly (for example, 2 Nazgul splitting 5 Favor would each receive 3). One (1) Favor is rewarded for each Free Peoples Army destroyed. Favor for Heroes and/or Quests is indicated on their cards.

Witch-king Favor

If the Witch-king was deployed to the same battle as his controller, he does not receive a share of the Favor awarded, but if he was deployed to a different battle, his controller receives a full share.

Prepare for the Next Battle

Remove all cubes from the Combat Cup and return them to the supply. Any surviving Hero cards are added to the discard pile (i.e. a hero may appear at another battle next turn, they are not "locked" into this location). All Villains that were played during the battle are removed from the game (do not add them to the discard pile). All damaged Free Peoples Armies, Heroes, Nazgul Forces, and the Witch-king which were not destroyed are fully healed (but Nazgul do not recover any Clix lost).

A SAMPLE BATTLE

Brad, Simon, Michael and Jessica have all deployed their Nazgul to Minas Tirith, the third Stage of the Gondor Campaign. The defense track on the gameboard shows 4 Heroes and 4 Free People Armies. A fifth player, Frank, won the bidding for Saruman's Aid this round.



Preparation

1 First, 4 Hero (or "Villain") cards must be played (one for each Hero on the track). Frank decides to play the card he drew for Saruman's Aid: the hobbit Merry. Brad is the first player, and plays Gamling, the face-up card in front of him. Simon goes next. He cannot place his face-up Hero card because it doesn't show the Gondor location. Instead, he takes a Gondorian Soldier from the Hero Pool. Michael plays Denethor, immediately removing a hero cube from the location (track reduced by 1, so 3 heroes). Jessica would like to play her Saruman villain card, but she can't because all Heroes in the battle have already been assigned a card!



Denethor reduces
Heroes to 3



2 Merry now makes his Heroic Call: the top 5 cards are turned over, and the highest ranked Gondor Hero is added to the battle. He finds Aragorn! The card is added to the battle, and 1 Hero is added to the Minas Tirith track (now back to 4 Heroes and 4 Armies). Normally, Aragorn would summon more Heroes, but Merry has already used the one Heroic Call allowed for the battle.

2



Merry's
Heroic Call
increases
Heroes to 4



3 The four Nazgul must now commit their forces to the battle. Since Minas Tirith began the game with Walls, only Orcs and Trolls can be added to the battle. Brad's Nazgul has an Army value of 5, so he brings 3 Trolls and 2 Orcs. Simon has Army 4, and would like to bring his Mûmakil, but the Walls prevent him. So he adds 4 Orcs. Michael's army rating is 5 and decides to go in with 2 Trolls. Jessica uses her Army value of 6 to add 3 Trolls and 3 Orcs to the fray. A Nazgul cube is also added for each of the 4 players.

3



4 Once the Nazgul commit their forces, the Heroes use their non-Heroic Call abilities. Aragorn is first. His two abilities first add 3 Armies to the battle (cup cubes and on the Minas Tirith track), then he forces all 4 Nazgul to lose 1 Clix each. Simon doesn't want to lose any Tactics, so he plays the "Armor" Card of Power to prevent his damage. Since Minas Tirith began the game with Walls, Gamling's ability has no effect.

4



Now the Terror of the Nazgul takes effect. Their combined Terror Values add up to 8 plus Denethor (+1 per Nazgul) for a total of 12. The four Heroes have a total of 10 Valor. Fortunately, Simon has another Card of Power to help: he plays "Shrieks," which doubles the Terror value of 1 Nazgul. He doubles Brad's Terror of 3, raising the Terror total to 15. 15 Terror minus 10 Valor equals 5 Armies paralyzed with fear, so 5 of the 7 Army cubes are set aside.

The rest of the cubes are now added to the cup. The total is: 4 Nazgul, 8 Troll, 9 Orc, 4 Hero, and 2 Army cubes.

A SAMPLE BATTLE (Cont'd)

Combat

5 Brad gets to pull from the cup first. He decides to use his full Tactics value of 4 to pull 4 cubes. He is lucky: 2 Nazgul cubes, 1 Orc, and 1 Army. His Nazgul has Damage 4, so he will do a total of 9 damage to the defenders. The first 4 damage would be applied to the Walls, but Brad also has a useful Card of Power: "Siege Towers," which reduce the Walls by 2 permanently. So, 2 damage is absorbed by the remaining walls, and all 7 Armies are destroyed! The Army cube he pulled does 1 damage to the Nazgul of his choice. He picks Jessica, who assigns the damage to one of her Trolls. All 4 cubes pulled are returned to the cup.

6 Now Simon pulls for his Tactics of 3. Disaster! He pulled 3 Heroes! With Aragorn in the fight, that would devastate the Nazgul Forces. But Simon is well-prepared: he uses "Machines of War" to return all cubes and pull from the cup again. This time he gets 2 Trolls and 1 Hero. Even though he brought no Trolls to the battle, the Troll cubes each do 2 damage to the defenders. That's enough to slay the lowest ranked Hero (the Gondorian Soldier), but leaves Gamling with 1 Health. He takes the Soldier's card and adds it to his VP pile (it's worth 1 VP at the end of the game) and puts 2 cubes from the supply on Gamling.

Unfortunately, it is now the Heroes' turn to retaliate! The strongest Hero is Aragorn, who will inflict 6 damage. The first point of damage must be assigned to Jessica's Troll (since it only suffered 1 damage and was not killed). Simon decides to direct the remaining 5 damage to Brad. Brad elects to lose 2 of his Trolls, and takes the last point of damage to his Nazgul, losing 1 Clix.

7 Michael pulls 3 cubes and reveals 2 Army and 1 Orc cube which is just enough to slay Gamling. He adds Gamling's card to his VP pile (worth 2 VP). He picks Jessica to take the 2 points of damage from the Army cubes, Jessica chooses to assign 1 point to an Orc killing it and one to a Troll.

8 Jessica sees little hope of slaying Aragorn with her Tactics 3, so she chooses to pull only 1 cube in the hopes of getting Merry without any further damage. She draws an Orc, which is just enough to slay Merry! She adds Merry's card to her VP pile (worth 4 VP). Since she pulled no Hero or Army cubes, the Nazgul suffer no additional damage (and Jessica's Troll is healed in time for the next combat).

Aftermath

9 3 Heroes and 7 Armies were destroyed in the battle, so the Minas Tirith track is changed to show 1 Hero and 0 Armies. The city holds for another round, but it has little left to defend it. Now the Favor awards are paid out: 1 for each Army, 2 for Denethor's removal of a hero, 3 for Gamling, 5 for Merry and 2 for the Gondorian Soldier makes a total of 19 Favor. Each Nazgul receives an equal share rounded up, for a total of 5 Favor each. That'll ease the sting of losing the battle for Minas Tirith!

5



Brad's Pull:
9 Damage Dealt,
1 Damage Taken



"Siege Towers"
Reduces Walls
by 2



9 Damage Dealt:
2 to Walls,
7 to Free People

6



Simon's Pull:
3 Heroes



Machines of War:
Return Cubes to Cup
and Pull Again



Simon's New Pull:
4 Damage Dealt,
6 Damage Taken









2 Damage dealt to Gondorian Soldier (slayed),
remaining 2 Damage dealt to Gamling

7



Michael's Pull:
2 Damage Dealt
to defeat Gamling,
2 Damage Taken







8



Jessica's Pull:
1 Damage Dealt
to defeat Merry





9



Aragorn survives.
1 Hero remains
on Minas Tirith.
Nazgul split Favor.



BATTLES: THE AFTERMATH (Cont'd)

END OF THE ROUND

After all players have resolved their actions, any left over Quest cards that had no Nazgul or were not successful are checked. Any Quest cards with "Failure" text and/or troops must be resolved (troops are assigned to a stage). Then check to see if the players have won the game (see "Winning the Game"). If the winning conditions have not been met, advance The One Ring Token one space on the Fellowship Track. If The One Ring Token moves onto the Mount Doom space, the game ends and all players lose!

If the game does not end, discard any remaining face up Quest Cards and all unplayed Hero cards (face-up cards in front of the players, in the Hero Pool, or from Saruman's aid). Reshuffle the discarded Hero cards back into the Hero deck. If the Fellowship Track shows any reinforcements, add them to the gameboard. Now the next Round can begin!

MOUNT DOOM

The last Stage of the Ring-bearer Campaign is Mount Doom. There are some special rules that apply only to this Campaign Stage:

- » The number of Heroes at Mount Doom is based on the number of players: In a 3 or 4 player game, there are 2 Heroes here (Frodo and Samwise). In a 5 player game, add a third hero (Gollum). No additional Heroes or Free People Armies can ever be added to Mount Doom.
- » No Nazgul can deploy to Mount Doom until the fourth Stage of at least one other Campaign has been completed (The Hornburg or The Final Stand).
- » Nazgul deployed to Mount Doom cannot bring any Nazgul Forces with them. Treat all Nazgul as if they have an Army value of zero when deployed here.
- » No Hero Cards are played or drawn.
- » Only the Hero cubes and 1 Nazgul cube for each Nazgul deployed to Mount Doom (including the Witch-king) can be added to the Combat Cup.
- » Starting with the first player, each Nazgul deployed here can pull cubes from the cup up to his Tactics rating. Like a regular battle, cubes are returned to the cup after each pull. Cards of Power that allow redraws can be used as normal.
- » Nazgul and Heroes never suffer damage during this special battle.
- » If any white Hero cubes are drawn (by any player) the Heroes escape! You will have to try again on a later Round. No Victory Points are awarded.



- » If two Nazgul cubes are pulled by the Nazgul players before any Hero cubes are pulled, the Ring-bearer is captured and the Campaign Stage is complete.

Example: Three Nazgul are sent to Mount Doom in a 4-player game. 2 Hero cubes and 3 Nazgul cubes are added to the cup. The first player decides to pull 1 cube and gets a Nazgul cube. The second player also chooses to pull 1 cube. If he pulls a Nazgul, the Ring-bearer is captured and the mission is a success! But if he draws a Hero cube, the Ring-bearer will escape from their clutches and hopefully you have time to try again! NOTE: As normal, the Witch-king (if present) will add a Nazgul cube to the Combat cup.

THE WITCH-KING

The leader of the Nazgul, called the Witch-king, is not represented by any of the players. You can temporarily gain control of the Witch-king by bidding Favor in the Witch-king Bidding Box, unless the Witch-king is on the "Weathertop" space of the gameboard (when playing the "Hard" level). The player who placed the highest bid on the Witch-king Bidding Box controls his figure for the rest of the round.

The Witch-king acts as a Nazgul with Terror 3, Damage 4, Health 4, and Tactics 1. He always has an Army value of 0, and can never bring Nazgul Forces to any battles.

If you control the Witch-king, you must deploy him to a Quest or Campaign when it is your turn to place your Nazgul (i.e., you deploy both characters at the same time).

The Witch-king can be deployed to the same location as your Nazgul, or you can send him to a different Quest or Campaign. If the Witch-king is deployed to the same location as your Nazgul, he is ignored when rewards are given (such as Favor or VPs). If you send the Witch-king to a different place, you receive the rewards if the Quest or Campaign is a success.

If the Witch-king is involved in a battle, add 1 Nazgul cube to the Combat Cup (see "Battles"). If you are also at the battle, the Witch-king does not pull from the cup. If he is deployed elsewhere, the Witch-king has Tactics 1 so he pulls 1 cube from the cup during a battle. If the Witch-king is damaged and not killed, he automatically heals all damage before the next battle begins. The Witch-king has no Clix, and cannot lose any because of Hero abilities or card effects.

If the Witch-king is killed (by taking 4 damage during a single battle), he is permanently out of the game! If you control the Witch-king when he is killed, you immediately lose 2 Favor and 1 VP (this can cause your Favor or VP to go below zero). The controller of the Witch-king may choose to retreat the Witch-king from a battle at no penalty.

WITCH-KING STATS

✕	Damage	4
👤	Armies	0
👤	Tactics	1
❤️	Health	4
👤	Terror	3

WINNING THE GAME

To win the game, the players must complete all final Stages of all 3 Campaigns (The Hornburg, The Final Stand, and Mount Doom). If The One Ring Token reaches End Game before you complete those goals, the game ends and all players lose as The One Ring is cast into the Crack of Doom and all Nazgul are forever destroyed!

If you can complete all 3 Campaigns in time, all players reveal their VP tokens, Secret Quests, and slain Heroes. Add up the VP value of your cards and tokens. The player with the highest total VP is chosen to be the new leader of the Nazgul and wins the game! If there is a tie for the most VP, the tied player who slew the highest ranked Hero is the winner!

Victory Points

During the game, you will collect VPs by completing certain goals. If you earn VPs from a card (such as slaying a Hero), add that card to your VP pile. You can add up these points at the end of the game. Whenever you earn points that are not listed on a card (such as completing a Campaign Stage), or if the VPs on a card are shared by multiple players (such as a Quest Card), take the appropriate number of Victory Point Tokens instead. You may hide your VPs (cards and tokens) from the other players until the end of the game (placing tokens under your slain Hero cards works nicely).



Cooperation

Though Sauron and his Nazgul are powerful, the foes you face are determined and clever. Odds are, you will need to cooperate with the other players if you are going to defeat all three Campaigns. You may find it valuable to discuss your plans with the other players. But remember that in the end, only one of you will be chosen to rule over the other Nazgul, so try not to give too much information to your opponents! You should take extra care to keep your Secret Quests and Cards of Power secret!

OPTIONAL RULES

Here are some playing options that you can use to modify your game experience. All players must agree on which Optional Rules (if any) that will be used before the game begins. In general, these Optional Rules make the game a little bit easier to "beat."

FULL CO-OP

Some players, particularly those who are new to the game, may want to play a pure co-operative version of the game. If you would like to play this way, make the following changes to the game:

- » The 2 favor at the start of each turn and 3 for Sauron's Favor is eliminated (beginning game favor remains).
- » There are neither Victory Points nor Secret Quests. All players either "win" or "lose" the game together.
- » Randomly choose a first player for the first round. At the end of each round, pass the first player marker to the player on your left.
- » There is no bidding. Instead, during the Favor Phase, each player gains 1 Clix. Then, in turn order, each player gains a reward from the following list if not already selected by another player (if fewer than 5 players the first player(s) in turn order get a second pick from remaining choices):
 1. Gain a second Clix and draw 1 Card of Power.
 2. Draw 3 Cards of Power and keep 2 cards.
 3. Draw 2 Cards of Power and keep 1.
 4. Take control of the Witch-king this round and draw 1 Card of Power.
 5. Gain Saruman's Aid this round and draw 1 Card of Power.
- » Players purchase forces with their favor (gained from Quests and Campaign battles) as normal.

VARIABLE TURN ORDER

Instead of taking turns in clockwise order, you can use the Turn Order Markers. The player who wins the bid for Turn Order hands out the markers however he wants, one to each player. During the Campaign Phase, players take turns in the order shown on the markers.

STRONGER SARUMAN

Instead of drawing 3 Hero cards and choosing one, the winner of Saruman's Aid may search the entire Hero deck and choose any 1 card to place in front of him, face down. This significantly slows the game for new players so is only recommended for players who have played at least 2 times previously.

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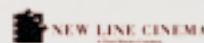
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