



SYMBOL KEY

Region	Type	Symbol	Site	Type	Symbol
Coastal Seas	...		Havens	...	
Free-domains	...		Free-holds	...	
Border-lands	...		Border-holds	...	
Wilderness	...		Ruins & Lairs	...	
Shadow-lands	...		Shadow-holds	...	
Dark-domains	...		Dark-holds	...	
Attribute			Symbol		
Mind	...				
Direct Influence	...				

UNTAPPED

CHARACTER #1

Starting Character:

*Gimli*

TAPPED

UNTAPPED

CHARACTER #2

Starting Character:

*Legolas*

TAPPED

Followers, Items, and Allies Controlled

DEEDED

← ↓ ↘

Followers, Items, and Allies Controlled

DEEDED

← ↓ ↘



17 18 19

20 21 22 23 24 25 26 27 28 29

ave 20+ Points, the game ends after your opponent has one last turn.

## MARSHALLING POINT TRACK

# SARUMAN PLAY SHEET

### PLAYER TURN SUMMARY

**Untap Phase:** Each of your characters may do one of the following:

Deal (if at a Haven site) **or** Untap.

**Reorganization Phase:** Reorganize your

company **and/or** (if at a Haven) play one

character or your Wizard from your hand.

Remove your opponent's hazard long-events.

**Love/Hazard Phase:** You may move

our company to a new site. Each player draws

ards as indicated by the new site. Then, your

opponent plays hazards against you based on

the new site and the path taken. Finally, each

player must discard or draw until he has a hand

of exactly 8 cards.

**4) Site Phase:** If your new site has an

automatic-attack, you must fight it.

Then, you may play one item or ally **or** you

may attempt to play a faction.

**5) End-of-Turn Phase:** Each player must discard

or draw until he has a hand of exactly 8 cards.

### COMBAT MODIFICATIONS

Condition	Modification to Character's Prowess
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Untapped character decides to tap ..... 0

Untapped character decides not to tap ..... -3

Unwounded, tapped character ..... -1

Wounded character ..... -2

Risky Blow ..... +3

UNTAPPED

### CHARACTER #3

Starting Character:

*Elladan*



TAPPED

UNTAPPED

### CHARACTER #4

Starting Character:

*Pippin*



TAPPED

UNTAPPED

### Saruman

(Not a Starting Character)



DEDEDEDE

Followers, Items, and Allies Controlled

↙ ↓ ↘

DEDEDEDE

Followers, Items, and Allies Controlled

↙ ↓ ↘

DEDEDEDE

Followers, Items, and Allies Controlled

↙ ↓ ↘





## BARROW-DOWNS



CARDOLAN

**Nearest Haven:** Rivendell

**Playable:** Items (minor, major)

**Automatic-attacks:**

Undead — 1 strike with 8 prowess;  
each character wounded must make a  
corruption check

*"...the green mounds, and the stone-rings  
upon the hills and in the hollows..."—LotRI*

1

ART BY ANGUS MCBRIDE



**BREE**



**ARTHEDAIN**

**Nearest Haven:** Rivendell

*"Bree was the chief village of the Bree-land, a small inhabited region, like an island in the empty lands round about... The village of Bree had some hundred stone houses of the Big Folk, mostly above the road, nestling on the hillside with windows looking west."*

*—LotRI*

**I**

**1**

**ART BY RANDY GALLEGOS**



## GOBLIN-GATE



**HIGH PASS**

**Nearest Haven:** Rivendell  
**Playable:** Items (minor, gold ring)  
**Automatic-attacks:**  
 Ores — 3 strikes with 6 prowess

*It was deep, deep dark, such as only goblins...living in the heart of the mountains can see through. The passages there were crossed and tangled in all directions..."*

—Hob

ART BY RANDY GALLECOS

2

2

points of spears...  
into gaping horns, their pinnales sharp as the  
welded into one, but near the summit they opened  
...four mighty piers of many-sided stone were  
Wolves — 3 strikes with 7 prowess  
Automatic attacks:  
Playable: Items (minor, gold ring)  
Nearest Haven: Lohen

Gap of Isen



ISENGARD

4

4

4

4

4

# THE PLAY MAPS

# THE PLAY MAPS

*#Cards drawn by the moving player*

*#Cards drawn by the moving player*

*Heal and start new characters.*

*Heal and start new characters.*

*Playable Items -*  
*Automatic-attack -*

## Automatic-attack

#Cards drawn by the moving player.

#Cards drawn by the moving player

### Playable Items

## Automatic-attack



**THRANDUIL'S HALLS**



WOODLAND REALM

**Nearest Haven:** Lórien

"This was the bridge that led across the river to the king's doors. The water flowed dark and swift and strong beneath; and at the far end were gates before the mouth of a huge cave that ran into the side of a steep slope covered with trees." —Hob

2

ART BY MARK FORRER

**DEAD MARSHES**



DAGORLAD

**Nearest Haven:** Lórien

**Playable:** Items (minor, major, greater)

**Automatic-attacks:**

Undead — 2 strikes with 8 prowess; each character wounded must make a corruption check

"...opening into wide stagnant meres, ...difficult to find the firmer places..." —LotRIV

2

ART BY PAT MORRISSEY

**MINAS TIRITH**



ANÓRIEN

**Nearest Haven:** Lórien

"...the Guarded City, with its seven walls of stone so strong and old that it seemed to have been not builded but carven by giants out of the stones of the earth." —LotRV

2

ART BY ERIC DAVID ANDERSON

**MOUNT GUNDABAD**



GUNDABAD

**Nearest Haven:** Lórien

**Playable:** Items (minor, major, greater)

**Automatic-attacks:**

Orcs — 2 strikes with 8 prowess

"...around and beneath the great mountain Gundabad of the North...a vast host was assembled..." —Hob

2

ART BY ANGUS MCBRIDE

**LÓRIEN**



WOLD & FOOTHILLS

**Site Path From Rivendell:**

**Site Path From Edhellond:**

"...There are no trees like the trees of that land. For in autumn, their leaves fall not, but turn to gold. Not till the spring comes...do they fall, and then the boughs are laden with golden flowers..." —LotRII

2

ART BY STEFANO BALDO

**EDORAS**



ROHAN

**Nearest Haven:** Lórien

"Within there rise the roofs of houses; and in the midst, set upon a green terrace, there stands aloft a great hall of Men...it is thatched with gold. The light of it shines far over the land. Golden too are the posts of its doors. There men in bright mail stand..." —LotRIII

1

ART BY MARGARET ORGAN-KEANE

**MORIA**



REDHORN GATE

**Nearest Haven:** Lórien

**Playable:**

Items (minor, major, greater, gold ring)

**Automatic-attacks:**

Orcs — 4 strikes with 7 prowess

"In the pale ray of the wizard's staff...glimpses of stairs and arches, and of other passages and tunnels..." —LotRII

2

ART BY KEVIN WARD

**WELLINGHALL**



FANGORN

**Nearest Haven:** Lórien

"...the trees in the court had also begun to glow, faintly at first, but steadily quickening, until every leaf was edged with light: some green, some gold, some red as copper; while the tree-trunks looked like pillars moulded out of luminous stone." —LotRIII

1

ART BY ANGUS MCBRIDE

Heal and start new characters.

Heal and start new characters.





# PLAY DECK



# DISCARD PILE

# OUT-OF-PLAY PILE

(Eliminated Characters,  
Defeated Creatures,  
Influenced Factions)

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Dark-domains		Dark-holds	
Attribute		Symbol	
Mind			
Direct Influence			

UNTAPPED

UNTAPPED

## CHARACTER #1

Starting Character:  
*Aragorn II*



TAPPED

## CHARACTER #2

Starting Character:  
*Boromir II*



TAPPED

DEAD UNKNOWN

DEAD UNKNOWN

Followers, Items, and Allies Controlled  
↙ ↓ ↘

Followers, Items, and Allies Controlled  
↙ ↓ ↘



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20 21 22 23 24 25 26 27 28 29

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## MARSHALLING POINT TRACK

# GANDALF PLAY SHEET

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Remove your opponent's hazard long-events.

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### COMBAT MODIFICATIONS

Condition	Modification to Character's Prowess
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Untapped character decides not to tap	-3
Untapped, tapped character	-1
Wounded character	-2
Risky Blow	+3

UNTAPPED

### CHARACTER #3

Starting Character:  
**Kili**



TAPPED

UNTAPPED

### CHARACTER #4

Starting Character:  
**Merry**



TAPPED

UNTAPPED

### Gandalf

(Not a Starting Character)



DEAD/IN/OUT

Followers, Items, and Allies Controlled  
↙ ↓ ↘

DEAD/IN/OUT

Followers, Items, and Allies Controlled  
↙ ↓ ↘

DEAD/IN/OUT

Followers, Items, and Allies Controlled  
↙ ↓ ↘