

ACTION DICE REFERENCE CHART



CHARACTER



This die result can be used to execute one of the following actions:

- **Leader Moves/Attacks with Armies.** Move an Army with a Leader to an adjacent region, which must be free for the purposes of Army movement; or attack an enemy Army in an adjacent region (or conduct a siege battle or sortie) using an Army with a Leader.
- **Play an Event card.** Play a **Character** Event card from your hand.

Free Peoples only

- **Fellowship Progress.** Move the Fellowship Progress counter one step forward on the Fellowship Track. Resolve the Hunt for the Ring, and then place the used Action die in the Hunt Box.
- **Hide the Fellowship.** If the Fellowship was previously revealed, it becomes hidden again.
- **Separate Companions.** Separate one Companion or one group of Companions from the Fellowship. The Companion figures are removed from the Fellowship Box and must move on the map, up to a distance from the Fellowship equal to the step number on the Fellowship Track plus the highest Companion Level.
- **Move Companions.** Move all Companions or groups of Companions on the map, each up to a number of regions equal to that of the highest Companion Level in the group.

Shadow only

- **Move Minions.** Move all Nazgûl (including the Witch-king) anywhere on the map (except into a region that contains a Stronghold controlled by the Free

Peoples, unless a Shadow Army is besieging it). Move other Minions according to their Level.



ARMY



This die result can be used to execute one of the following actions:

- **Move Armies.** Move up to two different Armies from their region(s) to adjacent region(s), which must be free for the purposes of Army movement.
- **Attack an Enemy Army.** Attack an enemy Army in an adjacent region with one of your Armies (or conduct a siege battle or sortie).
- **Play an Event card.** Play an **Army** Event card from your hand.



MUSTER



This die result can be used to execute one of the following actions:

- **Diplomatic Action.** Move the Political Track of one friendly Nation one step forward (for a Free Peoples Nation, the step “At War” can be reached only if the Nation is active).
- **Play an Event card.** Play a **Muster** Event card from your hand.

Only for Nations “At War”

- **Recruit Reinforcements.** Place reinforcements into play:
 - 1 Elite unit in any friendly and free Settlement **or**
 - 2 Leaders in any two different friendly and free Settlements **or**
 - 2 Regular units in any two different friendly and free Settlements **or**
 - 1 Leader and 1 Regular Army unit in any two different friendly and free Settlements.

Shadow only

- **Bring one Character into play** according to the rules on his Character card.



EVENT



This die result can be used to execute one of the following actions:

- **Draw an Event card.** Draw one Event card from an Event deck of your choice.
- **Play an Event card.** Play any one Event card from your hand, regardless of its type.



MUSTER / ARMY



Choose any one action from those listed under **Muster** or **Army**.

SPECIAL

These die results are different on the Shadow dice and on the Free Peoples dice:

EYE OF SAURON



All dice showing the Eye must be placed in the Hunt Box.



WILL OF THE WEST

- Before taking an action, the Free Peoples player may change a **Will of the West** result into any other Action die result, and use it to the same effect as the chosen result.
- The **Will of the West** result can also be used to bring into play **Gandalf the White** or **Aragorn – Heir to Isildur** according to the rules on their Character cards.

GLOSSARY

In this glossary, we refer to “player” for brevity instead of indicating “player (or players on the same side in a multi-player game)”. “Card effect” refers to effects of Event, Combat, or Character cards.

Action dice pool

Set of Action dice a player rolls at the start of a turn.

Active (Nation)

Political status of a Nation which can move to “At War” step.

Activating (a Nation)

Changing the political status of a Nation from **passive** to **active** (see page 34, or *Activating Free Peoples Nations* in the last page of this Player Aid).

Advance/Advancing (an Army)

Moving an attacking **Army**, at the end of a successful **battle**, to the **region** where the defender was, possibly after **splitting** it.

Army

Group of **units** (possibly accompanied by **Leaders** and **Characters**), controlled by the same player, in the same **region**.

Army unit

See **Unit**.

At War

Political status of a Nation whose units a player can recruit, move into other Nations, and use to attack.

Battle

Combat between two **Armies** of opposing sides — either a **field battle**, **siege**, or **sortie**.

Besieged (Army)

Army inside a stronghold, when an **Army** of the opposite player is in a **siege** in the same **region**. **Stacking limit** is reduced to 5.

Border

Line dividing two **regions**. May be white (normal), colored (identifying a Nation), or black (impassable).

Cease (an attack)

Decision of an attacking **Army**, at the end a **combat round**, to end the **battle**, remaining in the **region** where it currently is.

Character

A personality, represented by one figure and one card, with **Level**, **Leadership** and special abilities. May be either a **Companion** or a **Minion**.

City

A **Settlement** which is more defensible: the attacker only hits on a ‘6’ in the first combat round (and on a ‘5’ afterward). Worth 1 Victory point.

Coastal region

A **region** adjacent to the sea on the left side of the board.

Combat roll

Initial roll of 6-sided dice in a **Combat round**. Number of dice is equal to the **Combat Strength**, with a maximum of 5.

Combat Strength

Strength of an **Army** in **battle**, normally equal to the number of its **units**.

Companion

A **Character** controlled by the Free Peoples player.

Control (Settlement)

A player takes control of an unoccupied enemy-controlled **Settlement** when one of his **Armies** enters, or ends an action in, the **region** containing it.

Declare

During the Fellowship phase, the voluntary act of the Free Peoples player to move the **Fellowship** figure and reset to ‘0’ the Fellowship Track.

Entering Mordor

The act of moving the **Fellowship**, from Minas Morgul or Morannon, onto the first step of the Mordor Track (see page 39).

Extend/Extending (a siege)

Increasing the length of a **siege battle** by an additional round, **reducing** an **Elite unit**.

Fellowship

(1) Set of companions who are together with the Ring-bearers, with cards and figures in the Fellowship box.

(2) Figure representing the Ring-bearers on the game board, indicating the last known position of the Fellowship.

Field battle

A battle in which the defender is not **under siege**. It ends with the destruction of one or both **Armies**, or when either the attacker **ceases** the attack or the defender **retreats**.

Forfeit (Leadership)

Act of willingly considering the **Leadership** of your **Characters**, **Nazgûl** or **Leaders** to be ‘0’, to achieve some card effect.

Fortification

A region which is more defensible: the attacker only hits on a ‘6’ in the first combat round (and on a ‘5’ afterward). A Fortification is not a **Settlement**.

Free

A **region** is free for a player when it does not contain an enemy **Army** or an enemy-controlled **Settlement**; or if the player has an **Army** there, in a **siege** against a **besieged** opponent.

Free (for the purpose of movement)

A **region** where your **Armies** may move into without attacking, because it is **free** or includes an enemy-controlled **settlement** without an enemy **Army**.

Guide (of the Fellowship)

One of the **Companions** in the **Fellowship** with the highest **Level**. He may use a “Guide” special ability and can be taken as a casualty during **Hunt** resolution.

Hand limit

Maximum number of cards a player may hold (6, or 4 in multi-player games when a side has two players).

Hidden (Fellowship)

Status of the **Fellowship** until the **Shadow** player **reveals** it. The Fellowship can only move if it is hidden.

Hunt damage

Consequence of a **successful Hunt** (or similar card effect), usually provoking either the loss of **Companions**, or **Corruption** to the Ring-bearers (see page 42).

Hunt pool

Set of **Hunt** tiles players can draw from to determine the effect of a **successful Hunt** or a card effect.

Hunt re-roll

New roll of a number of dice which failed to hit in the **Hunt roll** (see page 41).

Hunt roll

Rolling a number of 6-sided dice, equal to the number of “Eye” dice in the **Hunt** box (with a maximum of 5), to determine if the **Hunt** is **successful**.

Hunt (successful)

Consequence of a **successful Hunt roll** by the Shadow player, or similar card effect, which requires the draw of a **Hunt tile** to determine effects such as **Hunt damage** and **Reveal**.

Hunt tile (standard)

Beige-colored **Hunt** tile. These tiles are in the **Hunt pool** at the start of the game, and reinserted into the pool if it becomes empty.

Hunt tile (special)

Blue- or red-colored **Hunt** tile. A special tile is placed in the **Hunt pool** if it is in play when the Fellowship enters or is in Mordor, and never reinserted into the pool after being drawn.

Initiative (number)

Number (in the bottom left corner of an Event card) indicating exactly when the **Combat** effect takes place in a **Combat** round, to help the resolution of conflicting effects.

In Play

- (1) A card played on the table and not yet discarded.
- (2) A figure which is on the game board (and not in the Fellowship).

Leader

Personality with **Leadership** that is not a **Character** or **Nazgûl**. Leaders must always be with an **Army**.

Leader re-roll

New roll of a number of dice (up to the **Leadership** in the **Army**) which failed to hit in the **Combat roll**.

Leadership (value)

Number of **Leaders** (or **Nazgûl**) in an **Army**, plus the **Leadership** ratings of all **Characters** in that **Army**, determining the maximum number of dice in a **Leader re-roll**.

Level (of a Character)

Number indicating the movement capability of a **Character**, also used when dealing with **Hunt damage** and to resolve card effects.

Merging (Armies)

Forming one **Army**, from two **Armies** controlled by the same player in the same **region**.

Minion

A **Character** controlled by the Shadow player.

Nazgûl

Type of personality of the Shadow **Army**, with **Leadership** and special abilities. **Nazgûl** are not **minions**.

Occupied

A **region** is occupied by a player when his **units** are present there.

Passive (Nation)

Political status of a **Nation** which cannot move to the “**At War**” step.

Play on the table (card)

Card that, once played, remains in play with a prolonged effect.

Pre-Combat attack

A dice roll, called upon by a card effect, done before the **combat roll**.

Reduce/Reducing (an Elite unit)

Replacing an **Elite unit** with a **Regular** unit of the same **Nation**, to **extend a siege** or resolve casualties.

Region

Portion of the game board surrounded by **borders**, used to regulate movement and combat.

Retreat (to an adjacent region)

Act of moving a defending **Army** to a **free** adjacent region to end a **battle**.

Retreat (into a siege)

Act of moving a defending **Army** into a **Stronghold** in the same **region**, to avoid or end a **field battle**. This **Army** becomes **besieged**.

Reveal

Effect of drawing a **Hunt tile** with a “**Reveal**” icon (or similar card effect): the Fellowship is moved on the board and **revealed**, and the Fellowship track is reset to 0.

Revealed (Fellowship)

Status of the **Fellowship** after an effect **reveals** it. A **revealed** Fellowship may not move again, and it is vulnerable to some card effects, until it becomes **hidden** again.

Separate/Separating (Companions)

Act of moving one or more **Companions** out of the **Fellowship**, and onto the game board map, willingly or not (see page 39).

Settlement

Feature in a **region** indicating recruitment is normally possible there: either a **Town**, **City**, or **Stronghold**.

Siege

Situation where an **Army** is in the same **region** as an enemy **besieged** **Army**.

Siege Battle

Battle fought against a **besieged Army**, by an attacking **Army** in the same **region**. Normally lasts one **combat round**, unless the attacker **extends** it. Attacker only hits on a ‘6.’

Sortie

Special **field battle** where the attacker is a **besieged Army**.

Splitting (an Army)

Separating one **Army** in two **Armies**, to keep one in the current **region** and move (or attack) with the other one, as a part of an **action** or before an **advance**.

Stacking limit

Maximum number of **units** on the same side together in a **region** (10, or 5 if the **Army** is **besieged** in a **stronghold**).

Stronghold

A **Settlement** which is conquered using a **siege**; worth 2 **Victory** points.

Town

A **Settlement** which is not more defensible than a normal **region**.

Unconquered

A **Settlement** controlled by its original owner; or a **Stronghold** where the **besieged Army** belongs to its original owner.

Under siege

See **Besieged**.

Unit

Also called **Army unit**. A figure representing a number of warriors of a specific **Nation**. A unit may be either **Regular** or **Elite**.

PLAYER AID

THE GAME TURN

Phase 1) Recover Action Dice and Draw Event Cards

Each player recovers the Action dice he used in the previous turn, plus any dice which were added to the Action Dice Pool and minus any dice which were removed from the pool.

Then, each player draws 2 cards, one from each of their respective Event decks.

Phase 2) Fellowship Phase

The Free Peoples player may now declare the position of the Fellowship.

If the Fellowship is declared in a City or Stronghold of a Free Peoples Nation, that Nation is activated (if the Nation is showing “Passive” on the Political Track, flip the Nation to “Active”) and the Ring-bearers may be healed.

Also, during this phase, the Free Peoples player may change the Guide of the Fellowship.

Phase 3) Hunt Allocation

The Shadow player may now place a number of Action dice in the Hunt Box located on the game board. The Shadow player must place at least one Action die if the Free Peoples player retrieved at least 1 die from the Hunt Box during Phase 1. He may allocate only as many dice as the number of Companions remaining in the Fellowship. *These dice are not rolled during the following Action Roll phase.*

Phase 4) Action Roll

Players roll their Action dice (except the dice already in the Hunt Box). Then, the Shadow player immediately takes all the rolled dice showing the “Eye” result and adds them to the Hunt Box.

Phase 5) Action Resolution

This phase is the primary game phase of the *War of the Ring* board game.

It is during this phase that players will utilize the Action Dice results to move their Characters and Armies on the game board, or to take other important actions.

The results of the rolled Action dice dictate the actions the players can take during this phase. Starting with the Free Peoples player, the two players alternate actions, each taking one action by selecting and removing one of his available die results.

If a player has fewer unused Action Dice than his opponent (typically the Free Peoples player will have fewer Action Dice than the Shadow player), he can pass instead of taking an action, thus allowing the opponent to take another action.

If a player runs out of actions before his opponent has done the same, the opponent takes all his remaining actions, one after the other.

Each time the Free Peoples player uses an Action die to move the Fellowship, he places that die in the Hunt Box after completing the action. All other used dice are set aside until next turn.

The use of each different Action die is described in *The Action Dice Reference Chart*.

Phase 6) Victory Check

Players now check to see whether either player has achieved the Military Victory Conditions. If not, a new game turn begins.

Note: If a Ring-based Victory Condition occurs at any time during a turn, the game ends immediately, without waiting for the Victory Check phase.

RESOLVING A BATTLE

A battle is resolved in a series of **Combat rounds**. During each round, both players follow the steps below:

- 1) Play a **Combat card** (optional).
- 2) Roll the dice for the **Combat roll**.
- 3) Roll the dice for the **Leader re-roll**.
- 4) Remove **casualties**.
- 5) Choose to **Cease the attack** or **Retreat**.

Each step is resolved simultaneously by the players (both perform step 1, both perform step 2, etc.).

ACTIVATING FREE PEOPLES NATIONS

The Political counter of a Free Peoples Nation is turned to the “Active” side (with the light blue side face up) when any of the following events occur:

- A region of that Nation is entered by an enemy Army.
- An Army containing units of that Nation is attacked.
- The Fellowship of the Ring is declared in a City or Stronghold of that Nation.
- When a Companion (capable of activating that Nation) ends his movement (or enters play) in one of its Cities or Strongholds.

ADVANCING A POLITICAL POSITION

The Political counter of a Nation is advanced (by moving it down a step toward the “At War” step) on the Political Track by using the Diplomatic action of a Muster die result or by playing certain Event cards.

Additionally, the counter of a Nation is automatically advanced one step if any of the following events occur:

- Every time an Army containing units of that Nation is attacked (each battle counts as one attack regardless of the number of rounds fought). Also, remember that when a Nation’s Army is attacked, that Nation becomes active.
- Every time a Nation’s Settlement (Town, City, or Stronghold) is captured by the opponent.