

THE LORD OF THE RINGS

DICE BUILDING GAME™

Original Quarriors™ Dice Building Game™ Game Mechanic: Mike Elliott and Eric M. Lang
by Jeph Stahl and Brett Myers

INTRODUCTION

"In the land of Mordor, in the fires of Mount Doom, the Dark Lord Sauron forged in secret, a master ring, to control all others. And into this ring he poured all his cruelty, his malice and his will to dominate all life. One ring to rule them all. One by one, the free peoples of Middle-earth fell to the power of the Ring." – Galadriel™, Elven Queen

Middle-earth is under attack! Sauron, a being of unfathomable evil, plans to rule the lands using the Rings of Power. His forces include vile Orcs, hordes of slaving Goblins, the mighty Ringwraiths and more.

Standing between Sauron and the One Ring are a few desperate heroes. Hobbits, small in stature, but stout of heart, may be the key. They form a fellowship with the passionate but weak Men, powerful Dwarves, and graceful Elves – each sending representatives to serve the good of all free people of Middle-earth.

"One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them."

The goal of the game is to jointly defeat Sauron and destroy the One Ring, while individually gaining the most Glory to be named The Hero of Middle-earth! Each player starts with a collection of dice representing Frodo Baggins™ and Samwise Gamgee™ and can recruit additional dice as the game progresses, each die having a different way to combat the forces of Sauron.

Players take individual turns to muster the forces of good and recruit new units in order to progress through the Location Cards to Mount Doom. Glory is gained by mustering and protecting Units. Players also take it in turn to play the role of Sauron, and if Sauron manages to corrupt a certain number of cards, all players lose.

The core mechanics of the game are based on Quarriors. While a full read of the rules is required, existing Quarriors players may want to read the section at the back of the rules for key differences to help them get quickly up to speed.

COMPONENTS

UNIT DICE



Each player begins the game with a certain amount of these dice in their dice bag and can add more dice as the game goes on. During the game, dice will be taken out of the dice bag and rolled, which represent the members of the fellowship using their unique skills and abilities to face the might of Sauron. The symbol showing on top of the rolled die tells you what you can do with that die.



FELLOWSHIP POINTS: These are spent to either muster Units or to recruit new dice.



DRAW AND ROLL: When you roll this symbol, you may spend this die to draw the number of dice shown from your bag and roll them.



RE-ROLL: When you roll this symbol, you may re-roll this die.

UNIT ICON: Some dice have a Unit icon on one or more faces. When these are rolled, they may be mustered (by paying Fellowship points). Around the icon are numbers that tell you the Unit's level, its attack, and its defense.

Level 2 2 Attack Value



Burst symbol * 4 Defense Value

Note: There are different types of Fellowship Units. Some represent a single character (e.g. *Gandalf*) or a pair of characters (e.g. *Merry & Pippin*). Others represent an Army (e.g. Army of Gondor). Collectively, these are referred to as “Fellows” or “Units”.

One or more Burst symbols ☼ in the lower left corner identify a special action. The effects of these are listed on the corresponding Fellowship Card and are in addition to the normal effects of the dice. Burst abilities are optional. For example, one of the faces of the **Samwise Gamgee** dice shows a re-roll symbol and a Burst. If you roll this, you may just choose to re-roll the die itself, or activate the burst ability to re-roll both the **Sam** die and another die.



Note: Some dice show two symbols on the same face. If there is a line between two symbols, you choose one or the other. If there is no line, you get to use both symbols.



ARTIFACT DICE



There are three categories of Artifact – **WEAPON**, **ELVEN GIFT** and **HEIRLOOM**.

These correspond to the three types of Artifact Dice that allow players to cast spells, equip items, react to situations and gain Fellowship. Each category has 4 variants that might be in a given game. One of each category of Artifact cards enters the game when the players arrive at **Rivendell** (Location 2).

When the Artifact Icon is rolled, you may muster the die at no cost in Fellowship.

A number of Artifacts have abilities which have an effect when they are used. They can be used at any time, during any player's turn (including a **Sauron** turn), by moving the die to the Used Pile. E.g. Elven Cloak – If you roll the Artifact in your turn, you may move it to your Muster Area for free. In a **Sauron** turn, you may choose to ‘Use’ it by moving the die to your Used Pile and increasing the defense of your Fellows.

Unlike Units, any Artifact that you muster does not automatically go to your Used Pile at the start of your turn. Instead, you may keep them and use them later.

DICE LOCATIONS

“Where are you taking us?” – Frodo

“Into the Wilds.” – Aragorn

THE WILDS: Dice in the middle of the table (on Basic, Unit and Artifact cards) are in “The Wilds.” No one controls these dice, and they cannot be used until a player recruits them by spending Fellowship points.

All dice you currently control compose your “collection.” Each of the dice in your collection will normally be in one of six places.

YOUR BAG: Dice that are not currently “in play” are kept in your bag. These dice can't be used for any purpose, and cannot be targeted by **Sauron** or other players. Each turn you draw dice from your bag and bring them into play, adding them to your Active Pool. Nothing else goes into the bag except your own dice.

YOUR ACTIVE POOL: These are the dice you roll during your turn. You can use these dice to muster Artifacts or Units, Gain Fellowship, or create Immediate Effects. Any effect or ability that allows you to re-roll dice can only be used to re-roll dice in your Active Pool (unless that ability or effect says otherwise). Any time you roll dice for any reason, they are always added to your Active Pool (unless an effect or ability says otherwise).

YOUR MUSTER AREA: This is where you put readied Artifacts and Units that you have mustered for battle. You can use these dice to attack the forces of **Sauron**, prepare for later battles, or perform other effects. Units in your Muster Area will earn Glory if they survive until your next turn.

YOUR PREPARED AREA: This is where you put your Units for other players to use. They are placed here by Preparing for War. Units in your Prepared Area can only earn Glory if used by another player by your next turn. They go to your Used Pile at the beginning of your next turn if not used by other players and will not score any Glory.

YOUR SPENT PILE: Any time you “spend” dice during your turn, they go to your Spent Pile until the end of your turn. Dice in your Spent Pile cannot be drawn or rolled unless an effect or ability specifically allows it.

YOUR USED PILE: At the end of your turn, all of the dice in your Spent Pile, along with any remaining dice from your Active Pool, go to your Used Pile. Any dice that are “destroyed” go here, as do any new Fellowship dice you recruit from the Wilds. Any Units at the beginning of your turn in your Muster or Prepared Area are also placed here. If you need to draw dice and your bag is empty, put all the dice in your Used Pile into your bag, mix them, and draw the dice you need.

FELLOWSHIP CARDS

“So be it. You shall be The Fellowship of the Ring.” – Elrond

There are three types of Fellowship Cards: Basic, Artifact and Unit Cards. Once the card enters play, it is placed in the Wilds with a certain number of dice on it. **Frodo** starts with no dice on the card, **Sam** starts with 2 dice. All other Fellowship Cards (*Bill the Pony*, the six Unit Cards, and Artifacts) start with 4 dice on them. At the bottom of each card is a pictorial representation of the six sides of the corresponding dice.

Fellowship Cost

Card name

Flavor text



Glory Value

Card effects

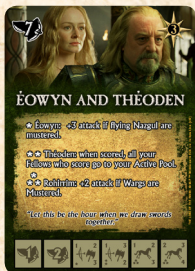
Dice faces

ARTIFACT CARDS



Once the players reach **Rivendell** (Location 2), the Artifact cards enter the game. Randomly choose one card from each category (Weapon, Elven Gift and Heirloom) and place them in a row, just below the three basic cards. Place the corresponding 4 dice for each Artifact on the card.

UNIT CARDS

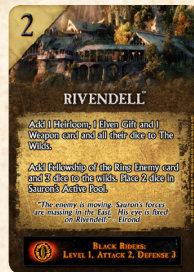


Once the players reach the Mines of **Moria** (Location 3), the Unit cards enter the game. Take all six cards, and randomly choose for each one which side will be in the game. Place them in two rows of 3 cards each, below the Artifact cards. Place them in order of Fellowship cost, from top left to bottom right.

For multiple cards of the same cost, players choose the order. Each Unit card enters the game with its corresponding 4 dice.

LOCATION CARDS

“One does not simply walk into Mordor.” – Boromir



Location Cards depict important Locations of **Middle-earth**. The card face up on top of the stack is considered the Active Location. This represents where The Fellowship is currently journeying. New Locations come into play during a **Sauron** turn if all enemies are destroyed.

Location Cards also detail whatever vile minions **Sauron** has sent and other terrible challenges the players must overcome to continue to the next Location Card. Once the players reach the 8th Location Card (Grey Havens), the One Ring has been destroyed, freedom returns to **Middle-earth** and **Sauron** becomes just a memory (and the players win, which is of little consequence compared to freeing all of **Middle-earth** from tyranny).

ENEMY CARDS AND DICE



There are three Enemy Cards, each with five corresponding dice which enter the game via two methods. The first is when Location Cards instruct players to add or replace dice. The second method is when Fellowship dice are recruited from the Wilds.

The game starts with no Enemy Cards in play. When the players reach **Rivendell** (Location 2), place ‘The Fellowship of the Ring’ Enemy Card to the left of the row of Artifacts, placing 3 corresponding Enemy Dice on it.

When the players reach The Mines of **Moria** (Location 3), place the other two Enemy Cards to the left of the rows of Unit Cards, placing 3 corresponding Enemy Dice on each.

Enemy Dice on the cards will be added to the **Sauron** mat when the players recruit new dice.

SETUP

PLAYERS

Give each player a dice bag, player mat, and scoring cube.

Each player then takes 8 *Frodo* dice and 2 *Sam* dice, puts them into their dice bag and mixes them up. Any remaining *Frodo* and *Samwise Gamgee* dice (when playing with less than 4 players) are returned to the game box.

Give the shortest player the One Ring token. In case of a height tie, the player with the hairiest feet gets it. This is the Ringbearer and will play first. Each player then takes their turn in clockwise order.

Place the Score Tracker on the table and put each player's scoring cube next to the Score Tracker.

BASIC FELLOWSHIP CARDS

Place the three Basic Fellowship Cards (*Frodo*, *Samwise Gamgee*, and *Bill the Pony*) face up in the middle of the table. This starts the Area called "The Wilds". Leave space below these cards for three more rows that will be added later in the game.

Put 2 *Samwise Gamgee* dice on or near the *Samwise Gamgee* Card and 4 *Bill the Pony* dice on or near the *Bill the Pony* card.

SAURON MAT

Place the **Sauron** mat on the table near the Wilds and place all the Corruption markers in a supply pile nearby.

Take the eight Location Cards and make a stack of them, face up and in order so that Location 8 (Grey Havens) is at the bottom and Location 1 (The Shire) is on top. This is the Active Location.

OTHER COMPONENTS

All other components (Artifact Cards, Unit Cards, Enemy Cards, and other dice) will be needed later in the game.

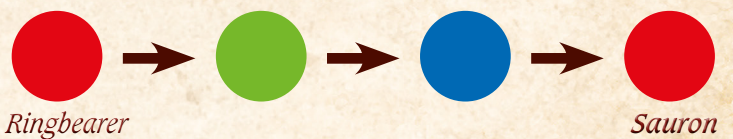
GAMEPLAY OVERVIEW

Starting with the first player and continuing clockwise, players take turns, trying to defeat **Sauron** and his dark forces before he spreads enough Corruption to win.

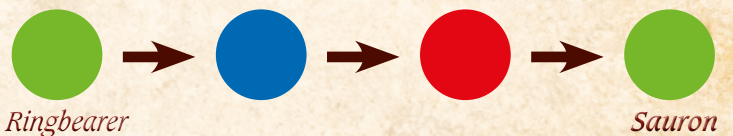
After all players have taken a turn, the Ringbearer plays a turn as **Sauron** before passing the Ring to the next player, who will then start the next round as the new Ringbearer.

For Example, in a 3 player game, Red is the Ringbearer. Red takes a turn. Then Green and finally Blue. Then Red plays as **Sauron**. When Red is done as **Sauron**, Green gets the Ring and takes a fellowship turn, then Blue, then Red. Then Green plays as **Sauron** and so on.

ROUND 1



ROUND 2



ROUND 3



SETUP DIAGRAM



Location Cards

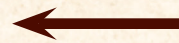


Supply of
Corruption Markers

Enemy Cards



Basic Cards



Artifact Cards



These cards will enter the game when the players reach Rivendell (Location 2)

Unit Cards



These cards will enter the game when the players reach the Mines of Moria (Location 3)

DETAILED FELLOWSHIP TURN

PHASE 1: SCORE

"I saved us! It was me! We survived because of me!" – Gollum

SCORE MUSTERED UNITS



If you have any Units in your Muster Area, you must score them now. For each Unit, you score Glory according to the number in the top right of the matching Fellowship Card.

Move your marker forward on the Glory Track that many spaces. Players may go above 20 Glory (put the scoring cube back at the start of the track and make a note that it is +20).

A Unit that has been corrupted by **Sauron** (after it was mustered) will still score as normal.

Next, move all Units (and any Artifacts attached to them) from your Muster Area to your Used Pile.

Unattached Artifacts may remain in the Muster Area to be used later, or moved to your Used Pile. Note that Artifacts never score Glory, and generally don't leave the Muster Area until they are used for their special ability, or moved with their attached Units.

RECALL PREPARED UNITS

If you have any Units in your Prepared Area, return them to your Used Pile along with any attached Artifacts without scoring them.

PHASE 2: DICE

"Whatever luck you live by, let's hope it lasts the night." – Gimli

DRAW AND ROLL

Shake your bag to mix the dice inside. Then, (without looking!) draw 5 dice and place them in your Active Pool along with any dice that are already there. If, when you are drawing dice, there are less than 5 dice left in your bag, draw all remaining dice and add them to your Active Pool. Then add the dice in your Used Pile (not your Spent Pile) and return them to your bag. Mix the bag, and continue drawing until you have drawn a total of 5 dice or until you have no dice left to draw.

After all dice are drawn, roll all of the dice in the Active Pool, placing the dice back into the Active Pool.

If any of the dice you roll have a Corruption marker on the corresponding card, the die counts as being blank and should be moved to the Spent Pile immediately.

IMMEDIATE EFFECTS

Some dice have an "Immediate Effect" when rolled, as noted by

"Immediate" on their Fellowship Card. Immediate Effects are mandatory, but usable in any order, and are used immediately after rolling the dice before any optional abilities. Using an Immediate Effect "spends" the die, moving it to the Spent Pile after the effect is applied.

MUSTER UNITS AND ARTIFACTS

Dice that show a Unit icon can be "mustered". You must spend Fellowship equal to the Unit's level (in the upper left corner of the die face) to muster it. Spend dice from your Active Pool to get the Fellowship you need and then move the Unit you are mustering to your Muster Area.

You can muster as many Units as you can afford during your turn. You can even muster Units, resolve special abilities, then muster more.

You may move any Artifact Dice showing the Item icon to your Muster Area. These dice are "Artifacts" for later use. You do not spend Fellowship to Muster Artifacts.

Some Artifacts have an "Attach" ability. When these dice are in your Muster Area, you may attach them to a Fellow at no cost. That Fellow then gets the ability as shown on the Artifact card. To show that the Artifact die is attached, place it next to (and touching) the Fellow die. An attached Artifact will stay with the Fellow until the Fellow is scored or destroyed.

Any Fellowship remaining may be spent later in the turn during Recruiting (Phase 4).

PHASE 3: TO WAR!

"War is coming." – Gandalf

All of your mustered Units must now either Prepare for War OR all of your Units must attack **Sauron**.

Note: If you have no Units in your Muster Area, this Phase can be skipped.

PREPARE FOR WAR

To Prepare for War, simply move all of your mustered Unit dice into the Prepared Area with any attached Artifacts (unattached Artifacts may remain for future turns in the Muster Area). Other players may use these Units on their turn to join forces and more effectively attack **Sauron**. Units prepared for war will only score 1 Glory each, and only if another player uses the Units on their turn. They are not scored in Phase 1.

Note: Some Units have special abilities that are only activated when they are moved to the Prepared Area. Check their cards for more information.

ATTACKING SAURON

To attack the forces of **Sauron**, total your attack value by adding the attack values of all of your mustered Units and attached Artifacts, including any applicable abilities you wish to use to increase your attack value for this turn. Bonuses against a specific Enemy apply if that enemy icon is face up in the **Sauron** Muster Area. They do not have to be the target of your attack to have the bonus apply, they simply need to be present.

You may also add the attack values of all of the Units in other players' Prepared Areas. You may use Prepared dice from all, none or some players. If you use another player's dice, you must use all of the prepared Units of the chosen player.

SAURON DEFENDS

You (the attacking player) now choose one Enemy Unit that will defend.

If your attack total is less than the chosen Enemy's defense, the defender is unaffected and your attack ends.

If your attack total is equal to or higher than the chosen Enemy's defense value, the Enemy is destroyed – move it to the **Sauron** Destroyed Units Area, and subtract its defense value from the attack total.

If your attack total is still higher than zero, choose another Enemy to defend, if any remain. If **Sauron** has run out of Units, he is done defending, even if his Units did not take the entire attack total. Any leftover attack is lost.

The attack process is repeated until the attack total is reduced to zero, or no more enemies can be defeated.

After you have finished your attack, all Unit dice from the other players' Prepared Area which were used in the attack move to the owning player's Used Area. Owing players score 1 Glory per Unit used (not the printed Glory value), even if the attack was not successful. Your mustered Units must survive to the beginning of your next turn to score Glory (Phase 1).

PHASE 4: RECRUIT OR RESTORE

"I would see the Glory of Gondor restored." – Boromir

RECRUIT

Fellowship not used to muster may now be used to recruit one Fellowship die from the Wilds. The cost (in Fellowship) of each die is shown in the upper left corner of their Fellowship Card.

Fellowship Cost



In addition to Fellowship rolled, you may have Fellowship from Immediate Effects, Units, or Artifacts. The die that you recruit is placed in your Used Pile.

Beware! Recruiting a die from the Wilds may give **Sauron** an extra die to use as well. There are initially three Enemy dice for each row of cards beyond the first (the Artifact row and the two rows of Unit Cards). When you recruit a die from a row, a corresponding enemy die for that row is added to the **Sauron** Muster Area if there are any still present for the Enemy Card. Place a Corruption marker onto this die to show that it has just been added and not yet rolled. It is not yet ready to fight, nor can it be the target of an attack, but it will count for the purposes of **Sauron** gaining Corruption.

RESTORE

If you did not recruit, you may Restore 1 Fellowship card. To do this, you must spend Fellowship Points equal to the Fellowship Cost of the card to remove the Corruption. Note: Unlike recruiting, restoring a card does not add Enemy dice to the **Sauron** Muster Area.

Restoring Fellowship Cards is an important way to keep the corruption of Sauron from spreading too far and causing the end of the game.

PHASE 5: CLEAN UP

"Take some rest. These borders are well protected." – Aragorn

At the end of your turn, move all dice from your Spent Pile and Active Pool to your Used Pile. You may optionally move Artifacts from your Muster Area to your Used Pile. It can be useful to keep Artifacts around for future turns, so choose carefully.

After moving dice to the Used Pile, your turn is over. The player to the left now begins their turn!

GAINING DICE TO THE ACTIVE POOL

A number of game effects will allow you to add dice to your Active Pool (Horn of Gondor, Anduril, Elven Rope, etc). If these effects happen in Phase 1 or Phase 2 of your turn, you may roll these dice immediately and use them as normal. If they are gained at any other time during your turn, place the dice next to the Active Pool of your player mat – These are not yet available for you to use. At the end of your turn (after Phase 5), move these dice into your Active Pool (giving you more dice to roll next turn).

Note: Any effect which moves dice to your Active Pool when it is not your turn places the dice directly into the Active Pool, ready for your next turn.

DETAILED SAURON TURN

Sauron is the leader of evil forces. If his Corruption spreads too far, he conquers **Middle-earth**. He is represented by enemy dice and Corruption markers.

PHASE 1: SCORE

“They will find the Ring, and kill the one who carries it.”
– *Saruman*

Every die in the **Sauron** Muster Area adds 1 Corruption Point to be spread by the Ringbearer in Phase 3. This includes Unit dice (forces), Eye of **Sauron** dice and also dice with Corruption markers on them (that were added in the previous Fellowship turn). Leave the Corruption markers on these dice to mark that they have still not been rolled (the marker will be removed in Phase 5).

For each Corruption point gained this way, add a Corruption marker from the supply to any that are already on the **Sauron** mat from earlier game effects (using the One Ring and Eye of **Sauron** dice).

Note: The **Frodo** ability to ignore an Eye of **Sauron** does not prevent the gaining of 1 Corruption per die in the Muster Area.

PHASE 2: ATTACK

“Do not stop the attack until the city is taken. Slay them all.”
– *The Witch-king, Nazgul leader*

Skip this Phase if **Sauron** has no forces in his Muster Area. Eye of **Sauron** dice and dice that have a Corruption marker on them (recently recruited) do not count as a “force”. Exception: Black Riders (Eye of **Sauron** dice at **Rivendell**, do count as a force).

Add the attack values of all of the **Sauron** forces in the Muster Area together. This is the **Sauron** “attack total.”

Starting with the player to the left of the Ringbearer, **Sauron** attacks each player with the full “attack total”. This attack is against each player’s Mustered Units only.

The Defending player may use abilities or effects to reduce the **Sauron** attack total or increase the defense values of his Units. Unless an ability or effect says otherwise, they only reduce the attack values and attack total for that player, and have no effect on the attacks against the other players.

The defending player then chooses one of his Units from his Muster Area to defend.

If the **Sauron** attack total is less than the Unit’s defense value (including any bonuses), the defender is not affected, and that player is done defending against the **Sauron** attack. **Sauron** moves on to the next player.

If the **Sauron** attack total is equal to or higher than the defending Unit’s total defense value, the Unit is destroyed! It is moved to the Used Pile (along with any attached Artifact), and the Unit’s defense value is subtracted from the **Sauron** attack total.

If the **Sauron** attack total is still above zero, that player must choose another Unit to defend from his Muster Area. If the player has run out of Units, they are done defending against the attack of **Sauron** even if his Units did not defend the entire attack total. Leftover attack value has no effect.

When a player’s musterred Units are either destroyed or have successfully defended against **Sauron**, the next player is attacked with the original **Sauron** attack total. Repeat until **Sauron** has attacked all players, ending with The Ringbearer.

Sauron does not attack Units in Prepared Areas, unattached Artifacts in Muster Areas, or any Units that have been protected by the power of the One Ring.

THE ONE RING

“My preciousss...” – *Gollum*

The One Ring is a powerful tool for the players. It has a powerful ability, but attracts the attention of **Sauron**, so it must be used wisely. A player holding the One Ring who has a **Frodo** in their Muster Area may activate its power by placing the ring marker over one of their own **Frodo** dice in their Muster Area. It renders all of that player’s musterred Units immune from **Sauron** attacks, but at a cost – each Unit protected adds 1 Corruption marker to the **Sauron** mat.

This ability is used in Phase 2 of a **Sauron** turn, just before **Sauron** attacks. Corruption markers are added to the **Sauron** mat, which will then be spread during Phase 3 of the next **Sauron** turn.

PHASE 3: CORRUPT

“Men, who are so easily seduced by its power.”
– *Galadriel, Elven Queen*

Corruption points are gained from three effects in the game.

SAURON PHASE 1: Corruption gained from all dice in the Muster Area.

SAURON PHASE 2: Corruption gained when the power of the One Ring is used.

SAURON PHASE 5: Effects of Eye of **Sauron** dice in certain Locations.

These accumulate (place markers on the **Sauron** mat) and are then spread during this Phase.

If **Sauron** has gained any Corruption points, they must now be spent by corrupting one Fellowship card in the Wilds if possible. However, before a card is chosen, the Ringbearer has the option to reduce the amount of Corruption points by losing some of his own Glory points. For each Glory point lost by the Ringbearer, **Sauron** has one less Corruption point to spread. The Ringbearer can only lose as many Glory points as they currently have, though they do not have to lose any Glory if they do not want to.

If there are still Corruption points remaining, the Ringbearer must then choose an uncorrupted Fellowship card in the Wilds to be corrupted. The card chosen must always be the 'most expensive' card that it is possible to corrupt with the Corruption points remaining. In cases where there are multiple cards of equal highest value, the Ringbearer must choose which of these becomes corrupted.

E.g. **Sauron** has 4 Corruption points remaining – he must corrupt a card with a Fellowship cost of 4 if able. If not, he must corrupt a card that costs 3, and so on. If there was a card of cost 5 in the Wilds, this could not be selected, even though it is the most expensive, as only 4 Corruption points were available.

To corrupt a card, place a single Corruption marker on the chosen card, and return the rest of the Corruption markers to the supply.

If **Sauron** does not have enough Corruption points to corrupt any card in the Wilds (this could be a result of the Ringbearer sacrificing some of his own Glory points, or simply that **Sauron** didn't earn enough Corruption this round), then **Sauron** loses his Corruption markers and the game moves to Phase 4.

Any Fellowship Card can be corrupted – Basic, Artifact or Unit.
Exception: *Frodo* may not be corrupted.

Corrupted cards render the associated dice blank when rolled. Any corrupted dice currently in play however, stay in play as normal.

Sauron wins the game (all players lose), if the number of corrupted cards is 4 (with 4 players), 5 (with 3 players), or 6 (with 2 players).

EXAMPLE OF CORRUPTION

Sauron has 7 Corruption points to spread. This would cause *Aragorn* (the only card in play with a Fellowship value of 6) to be corrupted. The Ringbearer does not want this to happen because they have several *Aragorn* dice, so they sacrifice two of their own Glory points to reduce the total Corruption to 5. There are no uncorrupted cards in play with a cost of 5 or 4, but there are several with a cost of 3, so they choose to corrupt the *Elven Rope*. One Corruption marker is placed on the card, and the rest are returned to the supply.

If the Ringbearer had no Glory, or chose not to sacrifice any, then *Aragorn* would have been corrupted.

Alternatively, if *Sam* was already corrupted, the Ringbearer could have lost 5 of his own Glory to reduce the total corruption to 2, which would not be enough to corrupt any other card in play and would have been lost.

PHASE 4: ADVANCE

"If I take one more step, it'll be the farthest away from home I've ever been." – Samwise Gamgee

If **Sauron** has forces in his Muster Area, skip this Phase and move to Phase 5. If, however, **Sauron** has no forces in his Muster area, the players advance to the next Location.

Eye of **Sauron** dice and dice that have a Corruption marker on them (recently recruited) do not count as a "force".

Exception: Black Riders (Eye of **Sauron** dice at **Rivendell**) do count as a force.

When you advance, remove the top Location Card from the game to reveal the next Location, follow any instructions on the new Location Card and move all of the **Sauron** dice that are on the **Sauron** mat to the Active Pool (including previously destroyed enemies).

When a Location card instructs you to replace **Sauron** dice, the two 'weaker' dice are taken from the **Sauron** Active Pool and removed from the game and replaced by two 'stronger' dice.

Special Rule: Once Location 7 is revealed (Mount Doom), follow the instructions on the card and then immediately reveal the next Location (Grey Havens) – the game ends with a victory for the players. The Ring has been tossed into Mount Doom, **Sauron** is defeated, birds sing again and the players win. The player with the highest Glory total is declared Hero of **Middle-earth** and there is much rejoicing.

PHASE 5: DICE

"The Dark One is gathering all armies to him. It won't be long now. He will soon be ready." – Gollum

Remove any Corruption markers from dice in the **Sauron** Muster Area and return them to the supply. Then, roll all of the dice in the **Sauron** Active Pool and Muster Area. Destroyed dice stay destroyed until the Active Location changes.

EYE OF SAURON

Eye of **Sauron** effects resolve immediately by referencing the Active Location Card (irrespective of the color of the die). If the active effect is a unit type, it is treated as a Unit die, placed in the Muster Area, and attacks as one during Phase 2 of the next **Sauron** turn unless the players destroy it first. Eye of **Sauron** dice that are not Units are not considered "forces" for the next Location Card check but are still placed in the Muster Area once their effect has been applied.

Corruption markers gained from Eye of **Sauron** dice are added to the **Sauron** mat and not spent immediately. They remain until the next **Sauron** turn where they may be spent in Phase 3 (along with any other corruption gained).

When an Eye of **Sauron** effect instructs you to return destroyed dice to the **Sauron** Active Pool, always choose the most powerful dice available. Start with The Return of the King, then The Two Towers and finally the **Fellowship of the Ring**. These dice are added to the Active Pool, but are not rolled. They remain there until the next **Sauron** turn.

Important Note: As per the the *Frodo* card, remember to ignore the number of Eye of **Sauron** dice rolled equal to the number of *Frodo* dice in player's Prepared Areas. Ignored dice are still placed in the Muster Area. This ability includes ignoring Eye of **Sauron** dice which indicate a Unit (Black Riders). In which case, remember to put a Corruption marker on the die to show that it does not prevent advancement.

ACTIVATE ENEMIES

All enemy Units rolled are placed in the **Sauron** Muster Area. **Sauron** does not pay to muster. He is evil, after all.

After a **Sauron** turn, pass the One Ring Marker to the player to the left who starts a new turn as the Ringbearer.

ENDING THE GAME

GOOD WINS

"Let us together rebuild this world that we may share in the days of peace." – Aragorn

If the players successfully make it through the Location Cards and reach the Grey Havens, **Sauron** is destroyed and **Middle-earth** rebuilds after the war. The player with the most Glory wins the game and becomes the Hero of **Middle-earth**! If two or more players tie, they share the victory.

EVIL WINS

"The Age of Men is over. The Time of the Orc has come." – Gothmog, Orc leader

Sauron wins the game if the number of corrupted cards is 4 (with 4 players), 5 (with 3 players), or 6 (with 2 players).

Middle-earth is thrown into an Age of Darkness and all the Glory the players have accumulated is forgotten.

VARIANT RULES

To add variety to your game, or adjust the difficulty setting, here are some variant rules. You may choose to use some, all, or none of these.

IMMEDIATE CORRUPTION

Fellowship cards with a Corruption marker render the associated dice always blank. In addition to rolled dice being blank, any corrupted dice currently in play are immediately moved to a player's Used Pile.

INCREASED SAURON FORCES

When you replace (upgrade) Enemy Dice (at Helm's Deep and Pelennor Fields), the dice that are removed from the **Sauron** Pool are returned to the respective Enemy Card in the Wilds instead of being removed from the game.

DIFFICULTY

You can adjust the difficulty of the game by increasing or decreasing the number of cards **Sauron** needs to corrupt before winning.

FULL CO-OP

In this variant, all players work together to try and defeat **Sauron** and his forces of evil. All players will either win as a group or lose as a group. All players start with X Glory Points (see chart below of different starting Glory Points for varied difficulty)—place each players scoring cube on the Score Tracker on the chosen Glory score.

Difficulty	Glory
Easy	5
Hard	3
Very Hard	1

In addition to the normal conditions for **Sauron** to win by corruption of a certain number of cards, if any player's Glory score is reduced to 0, the game ends immediately and all players lose. If players successfully reach *The Grey Havens* (without any player's Glory score being reduced to 0), all players win.

FAQ & ERRATA

- Artifacts that do not have Immediate or Attach keywords can be used during a **Sauron** turn. Example: Phial of *Galadriel*.
- How does **Sauron** gain extra dice? **Sauron** gains his first two dice when the players leave the Shire. After that, enemy dice are moved from the Enemy Card to the **Sauron** mat when a player recruits.
- What is the point of placing Corruption markers on top of Enemy dice that have been recruited? These dice count for Corruption, but do not count as a force and do not prevent advancement. They also do not attack. The markers are solely to distinguish these dice as being 'recent' and not yet rolled.
- The "Ring" ability printed on the *Frodo* card may only be used by the Ringbearer.
- Ents with Anduril attached. The Ents go to the Used Pile first (as part of the cost of the effect), thus preventing the scoring effect of Anduril.
- Does the **Eowyn** bonus to Nazgul apply to Black Riders? No.
- The level on a **Sauron** die is there to indicate how powerful a die is and may be used in future expansions. – **Sauron** does not need to spend anything to muster units.
- How does the Horn of Gondor ability work? The Horn of Gondor die is placed in another player's Used Pile in exchange for a die from their Used Pile. That die goes to your Active Pool and can be immediately rolled if Horn of Gondor is used during Phase 2.
- The *Arwen* single-burst ability allows a player to move 2 Fellows from the Active Pool into the Prepared Area after *Arwen* is Prepared. E.g. You muster *Arwen*, but leave two *Frodo* dice in your Active Pool. In Phase 3, you Prepare *Arwen* and may then move the two *Frodo* Units from your Active Pool to your Prepared Area.
- How does *Merry* work? If ANY player has a prepared *Merry*, then at the start of your turn, your Prepared Units (i.e: ones that were not used by other players) move to your Active Pool. This gives you more dice to use on this turn.
- How does *Pippin* work? The *Pippin* card has an unfortunate typo. It should read: "When *Pippin* is mustered, any of your Units which are killed go to your Active Pool instead of your Used Pile." Therefore, if you have a mustered *Pippin*, then any of your own mustered Units which get killed are placed into your Active Pool instead of the Used Pile, giving you more dice next turn.
- How does the Phial of *Galadriel* work? It is used in the **Sauron** Attack Phase when totalling the **Sauron** attack value so that it affects all players. It reduces one of the enemy dice to an attack of 0.
- How does the burst effect of Gandalf the Grey work? The attack of Sauron only ends against the current defending player. Other players are attacked as normal.
- How do *Legolas* and *Gimli* work? The Glory gained is only for Enemy Units destroyed by the player who is currently attacking and has *Legolas* and/or *Gimli* in his Muster Area. You do not get the bonus for borrowing another player's Prepared *Legolas*. Nor do you get the points if you have a prepared *Gimli* and another player borrows it to attack with. The attack bonus for both of these (and the Rohirrim) is if **Sauron** has the corresponding enemy in his Muster Area.
- How do *Treebeard* and the Ents work? The 1-burst ability is in addition to the attack value of *Treebeard* himself. The 2-burst ability applies when *Saruman* is present in the forces of **Sauron**. The 3-burst ability of the Ents replaces the normal attack values of the Unit. I.e. You choose whether to attack normally, or use them to destroy all Goblins and Orcs.
- How does *Faramir* work? If you have a Prepared *Faramir*, and another player borrows your Fellows to attack, each of them scores an additional 1 Glory (including *Faramir* himself).
- Can a Unit have more than one attached Artifact? Yes

KEY DIFFERENCES FROM QUARRIORS

- The game is semi co-op; the players do not attack each other, but instead fight the forces of **Sauron**.
- Fellowship Cards will make up The Wilds. Artifacts are like spells. Quiddity is replaced with Fellowship.
- Location Cards track the progress through the game.
- Players each take their own turn, and then one of them plays a turn as **Sauron**.
- There is no culling (removing dice) when scoring.
- “Preparing for War” lets you “lend” dice for other players to attack with rather than attacking with them yourself.
- **Sauron** will corrupt dice in the Wilds to render them useless.

GAME SUMMARY

FELLOWSHIP TURN

A player's Fellowship turn has five phases, which must be completed in this order. Only Phase 4 is optional, all other phases are mandatory.

PHASE 1: SCORE

Take Units from your Muster Area, score them and put them to the Used Pile.

Take Units from your Prepared Area, DO NOT score them and put them in your Used Pile.

PHASE 2: DICE

Draw, Roll, and possibly spend Fellowship points to Muster Dice for combat.

PHASE 3: TO WAR!

Attack **Sauron** from your Muster Area (YOU will attack with them) OR Prepare for War (Allow other players to attack with them). You may not do both.

PHASE 4: RECRUIT OR RESTORE

Optional – Recruit one Fellowship Die from the Wilds OR Restore one Fellowship Card. You may not do both.

PHASE 5: CLEAN UP

Move Dice that are not Prepared or Mustered to your Used Pile.

After all turns are taken, the Ringbearer plays **Sauron**. Then the next player will become start player for the next round.

SAURON TURN

When playing **Sauron**, the player's turn also consists of five phases, which must be completed in this order.

PHASE 1: SCORE

Sauron gains Corruption Points.

PHASE 2: ATTACK

Sauron attacks all of the players.

PHASE 3: CORRUPT

Corruption points are spent to render dice useless and/or reduce a player's Glory.

PHASE 4: ADVANCE

Players see if they can advance to the next Location Card.

PHASE 5: DICE

Sauron musters dice for the next round of the war.

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