

THE GAME TURN

1 – RECOVERY

The players recover Action Dice and draw cards.

Each player recovers his Action Dice. The Free Peoples player takes 5 dice, or 6 dice if either Thorin or Beorn is in play. The Shadow player takes 6 dice, or 7 dice if he controls two Settlements within the same territory.

Then, each player draws 2 cards, one from the Event deck and one from his Story deck. If any player has more than six cards in hand after the draw, he must discard down to six cards now.

2 – GENERALS' ACTIVATION

The Free People player selects Generals and places Leadership.

The Free Peoples player chooses up to 3 Generals among those in play and places one Activation token on their respective reference cards.

The Free Peoples player then receives a number of Leadership tokens equal to the number of Generals he chose, and immediately places them on the game board. Each Leadership token must be placed with a different Free Peoples Army.

3 – FATE

The Shadow Player draws Fate tiles and the Fate Marker advances.

The Shadow player may draw a number of Fate Tiles, one after the other, up to the number of Activation tokens placed by the Free Peoples player (with a minimum of one). After drawing each tile, the Shadow player may either stop drawing and apply the effects of the last drawn tile; or he may set aside the drawn tile and pull another one from the Fate pool (up to the maximum number of draws allowed).

When the Shadow player is done drawing, the Fate marker is advanced to the right on the Fate Track, as many steps as the number on the last drawn Fate tile. If the Fate tile shows the Fate icon, the Free Peoples player draws a Fate card and immediately applies its effects.

The chosen tile is discarded after use, while all other tiles drawn this turn are placed back in the Fate pool. If the Fate marker reaches the last step (15) of the Fate Track, the Free Peoples player immediately wins the game.

4 – SHADOW LEADERSHIP

The Shadow Player places Leadership and Great Bats.

The Shadow player chooses how many Leadership tokens and/or Great Bats figures he will have available for the turn: the total sum of Leadership tokens and Great Bats must be equal to the number of dice in the Shadow player Action Dice pool (6 or 7).

The Shadow player then places his Leadership tokens and Great Bats on the game board. Each Leadership token must be placed with a different Shadow Army. Great Bats may be placed in any region on the game board: this indicates their presence in the *territory* containing that region, not just in that specific region.

5 – ACTION ROUND

The players roll Action Dice, then alternate in using them to take Actions.

Both players roll the dice available in their respective Action Dice pool. Then, starting with the Free Peoples player, players alternate in taking actions, choosing one of their Action Dice and using one of the possible choices allowed by the die result. The Free Peoples player may use the *General* ability of one of his activated Generals before each of his Actions.

A player may **pass** his action if the opponent has more unused Action Dice than he has.

When both players have used all their Action Dice, proceed to the next phase.

6 – END OF TURN

The players check victory conditions and remove Leadership tokens, Eagles and Great Bats.

Check if either player has reached his victory conditions. If not, a new turn begins.

Remove all Leadership tokens belonging to both players from the game board.

Remove any Great Bats figures from play.

Place any Eagle figures on the game board back in the Eagles' Eyrie.

Remove unused Activation tokens from the Free Peoples Generals.

COMBAT

BEFORE THE COMBAT

1. Check Terrain Superiority
2. Prepare card hands

COMBAT SEQUENCE

1) Maneuver

Players simultaneously choose and reveal a card from their hand.

2) Combat Roll

Players roll a number of Combat dice equal to the Combat Strength of their respective Armies (up to a maximum of five dice).

3) Leader Re-roll

Players may re-roll once again a number of failed Combat dice up to their Army's Leadership.

4) Apply Damage

Players add Damage tokens to the Armies, and remove casualties if necessary.

5) End of Round

If neither Army is completely eliminated, the attacker may withdraw to end the combat. If not, the defender may end the combat by retreating or routing. Otherwise, a new round of combat begins.

TARGET NUMBER

Standard Target Number	5
Defender inside an unbroken Fortification	6
Defender across a ford	6 on the 1st round
Defender in a mountain region and across a slope	6 on the 1st round

ACTION DICE REFERENCE CHART

This section provides a quick summary of the actions that each player can take using Action Dice.

Note: Additional uses of Action Dice are available when certain characters and special units are in play.



ARMY



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

- **Strategic Movement:** Move two of your Armies each to an adjacent region.
- **Attack:** Move one of your Armies to an adjacent region and attack.
- **Combined Attack:** Attack using all your Armies adjacent to the attacked region.
- **Play Card:** Play an Event or Story card of type “Army”.



CHARACTER



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

- **Fast Movement:** Move one of your Armies with Leadership up to two regions.
- **Attack:** Move one of your Armies with Leadership to an adjacent region and attack.
- **Character Movement:** Move any or all of your characters on the game board.
- **Play Card:** Play an Event or Story card of type “Character”.



EVENT



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

- **Draw Cards:** Draw one card from the Event deck and one from the appropriate Story deck.
- **Play Card:** Play an Event or Story card of any type.



MUSTER



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

- **Recruitment:** Choose up to two different regions on the game board, and flip one Recruitment token in each of them to recruit new units.
- **Rally:** Make two Rally actions on two different Armies: For each Army, roll a number of dice equal to the number of its units and remove one Damage token for every result of 5 or 6. You can re-roll once a number of failed dice up to the total Leadership of that Army.
- **Play Card:** Play an Event or Story card of type “Muster”.



LIDLESS EYE

The Lidless Eye die result can be used to execute one of the following actions:

- **Goblin Recruitment:** Place one Goblin in each Goblin Mustering Point.
- **Goblin Attack:** Move one Army containing Goblins to an adjacent region (or from a Mustering Point to a Mountain Pass box) and attack.
- **Goblin Strategic Movement:** Move two Armies containing Goblins each to an adjacent region (or from a Mustering Point to a Mountain Pass box).



WILL OF THE WEST

- **Wild Die:** May be used as any other type of Free Peoples Action die result (Character, Army, Muster or Event).