

# WAR OF THE RING

THE CARD GAME

# AGAINST THE SHADOW

This solo/cooperative expansion allows players to experience the excitement of the *War of the Ring — The Card Game* solo, or together with a friend!

You'll take the part of the Free Peoples and play normally. The Shadow cards are replaced by the cards in this expansion. These cards have been tailored for solo/cooperative play.

**Many Shadow cards have changed.** If you are very familiar with the base game, you'll want to take it slowly the first time around so you don't miss things.

This expansion can be used with any scenario. You can play the Trilogy scenario solo, managing both Free Peoples decks, or with a teammate, cooperatively. The Fellowship of the Ring and Duel scenarios can only be played solo.

Shadow actions are directed by the enclosed flowchart. It may seem a little daunting at first, but after one play, you'll likely not need to refer to it.

The Shadow players are referred to as “bots” (shortened from “robots”), to distinguish them from human players.

Sometimes actions taken by the Shadow may seem suboptimal, but part of the fun is to “trick” the bots into bad play.

## COMPONENTS

60 SHADOW BOT FACTION CARDS



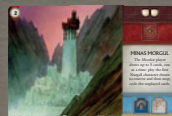
Isengard

Monstrous

Southron

Mordor

6 REPLACEMENT LOCATION CARDS



2 Shadow Battlegrounds



4 Paths




2 Flowchart Summary cards



This Rulebook

Instead of using the Shadow faction cards provided in the base game, use the Shadow cards provided in this expansion.

Substitute the provided paths and battlegrounds for those in the base game.

The cards in this expansion are marked with  at the bottom of the card.

# GENERAL CHANGES

## SETUP

### FREE PEOPLES

The Free Peoples (human) players set up as usual for the chosen scenario.

### SHADOW

The Shadow (bot) players are set up as usual for the chosen scenario, except that:

- The Shadow bots do not receive Ring tokens.
- When drawing cards for bot hands, do not examine the cards. Place these cards face down on the table.
- If playing the Trilogy scenario, each bot draws 7 cards, but then immediately places the last 2 of these cards (unexamined) into the cycle pile.

## VICTORY

When playing this solo/cooperative expansion, there is no Victory Check at the end of each round. Play through until the last path of the scenario, and evaluate victory at that time.

## RANDOM SHADOW HAND

Whenever you play, cycle, or eliminate a card from a Shadow hand, choose a random card.

## FIRST IN, LAST OUT

Arrange Shadow cards in reserve, on a battleground, or on a path from left to right, so those placed later are to the right of the cards already there.

Whenever a Shadow bot needs to decide between multiple cards that meet some requirement, the right-most card will be chosen.

1. Whenever there are multiple eligible cards in reserve that can move, move the right-most card.
2. When the Shadow forsakes a card from reserve, choose the right-most card.
3. When the Shadow is defending, cards eliminated to satisfy the Free People's attacking icons are taken from the right, until enough are eliminated - even if it is inefficient.

## ACTIVATING NEW BATTLEGROUND

Place battlegrounds activated or reactivated later in the round to the right of those activated or reactivated earlier. When choosing between two battlegrounds and all things are otherwise equal, choose the right-most battleground.





# FIRST IN, LAST OUT EXAMPLES



## EXAMPLE 1

The Free Peoples are winning in **Orthanc** (5 attack icons against 4 defense icons), so the Shadow bot moves a card from reserve to the battleground. The rightmost card (**The Black Serpent**) is not eligible because it is not of the appropriate faction. The rightmost eligible card is **Saruman**, so it is moved to the battleground, and placed to the right of the other cards.

## EXAMPLE 2

The Shadow must forsake a card, and to do so, the first option of the bot is to cycle a card in reserve. The rightmost card is **The Black Serpent**: it is removed from the reserve and added to the cycle pile.

## EXAMPLE 3

The combat in **Orthanc** is being resolved. Two attack icons are canceled by the battleground defense, so three icons must be canceled by eliminating cards. The right-most Shadow cards on the battleground are **Wolf Riders** and **Saruman**, which have a total of three defense icons. These two cards are eliminated, while the left-most card (**White Hand Orcs**) is not, and it is cycled instead.

# SHADOW BOT RULES

**T**he Shadow bots play according to the normal rules, except as indicated in this section.

## TAKING AN ACTION

Use the enclosed flowchart (see page 8, or the separate Flowchart Summary cards) to determine a Shadow bot's action.

## CONCEIVABLY WIN

The flowchart of Shadow actions includes the phrase “conceivably win”.

When determining where a bot should play a card, or if it is supposed to move a card, this phrase means: *“If every Shadow card in reserve that could move to that location did, would the Shadow win the fight?”*

When determining where you should play a card, include the card being played as well.

The Shadow **does not** consider what Free People's cards could be moved to the location! Nor does it consider the state of combats on other paths or battlegrounds.

## CHOOSE

Certain cards will ask you to “choose” on behalf of the bot. You are not expected to make the best choice for the bot, but for yourself! However, you cannot make an impossible choice – you must choose an option that is possible to complete. In addition, your choice must be a *useful* choice for the Shadow (see page 5).

## CANNOT BE PLAYED TWICE

As in the regular game, the Shadow bots cannot play the same card twice in one round. If this is about to occur, cycle the Shadow card instead of playing it.

## GAME PROCEDURE CHANGES

### PLAY

Play a random card from the Shadow hand. **A Shadow bot does not cycle a card when playing a card!**

### CYCLE

When you must cycle a Shadow card and there is no reason to look at it, don't – it'll make things all the more mysterious!

### ELIMINATE

You may inspect the contents of a Shadow eliminated pile.



## FORSAKE

Cards forsaken by a Shadow bot are usually cycled. When the Shadow must forsake, it will do the first one of these options that is possible:

- Cycle the right-most card from reserve.
- Cycle a random card from hand.
- Eliminate the top card of its draw deck.

## MOVE

A Shadow bot may move cards played to reserve during the same round.

## WINNOW

The Shadow does not winnow.

## USEFULLY

The flowchart includes the word “usefully”.


**The Shadow will never play, move, or voluntarily use text on a card that is not useful;** however, if it is even partially useful, or of dubious use, the Shadow will use the card’s game text.

In some rare cases, it might be certain that some action would not be useful based on knowledge of what has been played or eliminated. For example, if you know all of the Nazgûl are in play or have been eliminated, there would be no point in using The Messenger’s ability. Play as if the bot knows what you know; for example, you might not be sure about the content of the cycle pile.

## IT IS USEFUL:

- To add icons to a combat the Shadow would not win if combat were resolved now, but could conceivably win.
- To force the Free Peoples to forsake, eliminate, or cycle cards.
- To add corruption (regardless of the cost).
- To draw cards.
- To play a card to reserve. Remember, the Shadow bot can move a card played to reserve on the same round.
- To play an item on a wielder.

## IT IS NOT USEFUL:

- To add more combat icons to a combat the Shadow is already winning, except on a path 9 (or the maximum path number allowed by the scenario).
- To play or move a card with only leadership icons to a battleground, unless there is already an army there to support it.
- To activate a battleground that the Shadow could not conceivably win. For example, before the Shadow would use the text on Coastal Raiders, there would need to be at least 2 more Shadow  symbols in reserve that could also move to Dol Amroth.
- To activate a path if the Shadow would not win the resulting combat on the current path. However, it is not necessary for the Shadow to be able to conceivably win the combat on the new path.





**Example 1:** The flowchart directs Shadow bots to execute “use an action” text before considering other possibilities. Hence, The Messenger’s game text would be used, even if it might be better for the Shadow to move the card to a combat. That’s because it is useful for the Shadow to draw cards.



**Example 2:** Gríma Wormtongue cannot be used to take Saruman into hand if Saruman is in the eliminated pile, and likewise can only be used to eliminate a Rohan character if one is in play. However, you are free to draw 2 cards, even if Saruman is in the draw deck, if you think that would be better for the Free Peoples.



**Example 3:** Flocks of Crebain is on Dimrill Dale (alone). The Shadow bot will use its action to activate a new random path 5, even though this may benefit the Free Peoples player(s).



# DIFFICULTY MODES

There are two difficulty levels you can play: **standard** and **challenging**.

When you play in standard mode, each Shadow bot player draws 1 fewer card during the Draw step than indicated by the scenario you are playing.

This means that, when you’re playing the Two-Player Duel scenario, the Shadow bot will draw 2 fewer cards during the Draw step.

In challenging mode, the Shadow bots draw the usual number of cards indicated for the scenario during the Draw step.



A game by IAN BRODY

# WAR OF THE RING™

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# AGAINST THE SHADOW

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# WAR RING

THE CARD GAME

## AGAINST THE SHADOW

### BOT FLOWCHART



#### USE AN ACTION?

Can the bot *usefully* resolve the “use an action” text on a card already in play?

“Use an action”, in this priority:

1. On a **path**
2. On a **battleground**
3. In **reserve**

#### PASS?

Can the bot pass?

#### CARRYOVER?

Is any other player or bot above the carryover limit?

#### PATH?

Is the path number below the scenario’s max?

#### WINNING?

Is the Shadow winning every combat?

Pass

#### MOVE?

Can the bot move a card to a path or battleground the Shadow could conceivably win but is currently losing?

Move the **right-most card that is both eligible and useful from reserve, in this priority:**

1. To a **path** if the Shadow could conceivably win but is currently losing, or to the current path if it is the highest allowed in the scenario.
2. To a **battleground** if the Shadow could conceivably win but is currently losing (if there is more than one, choose the right-most one).

#### PLAY?

Play a random card from the bot’s hand.

Play the card, in this priority:

1. If an item, to the **right-most wielder** who is located where the item can be played; otherwise use the “if unplayable” text on the card.
2. To a **path** if the Shadow could conceivably win but is currently losing, or to the current path if it is the highest allowed in the scenario.
3. To a **battleground** if the Shadow could conceivably win but is currently losing (if there is more than one battleground, choose the right-most one).
4. To **reserve**.