War of the Ring
THE CARD GAME

A GAME BY
IAN BRODY

ARES

ADDITIONAL SCENARIOS

THE TWO TOWERS

This two-player scenario portrays the narrative of *The Two Towers*, including the battles in Rohan as well as the progress of Frodo and Sam towards Mordor.

This scenario is short and tense, and there's a bit of luck, but if you suffer from "analysis paralysis", you might want to skip it, because at some point you will have to play a card and you won't want to. It's recommended that you play twice, once as each side, and then add up your point totals (you can flip a coin to break a tie). A lot of the cards that may be in the story aren't in this scenario, to keep the number of cards few enough to ensure the scenario works properly.

STARTING PLAYER AND TURN ORDER

The Saruman player begins the game with the starting player token.

1. **SARUMAN — SHADOW**
   Isengard (12): Devilry of Saruman, Fighting Uruk-hai, Gríma Wormtongue, Palantír of Orthanc, Saruman, Saruman's Staff, Threats and Promises, Uglúk, White Hand Orcs (2), Wolf-riders, Woven of All Colours.
   Monstrous (5): Candles of Corpses, Flocks of Crebain, Gollum, Hill-troll, Shelob.
   Mordor (4): The Destroyer, Grishnákh, The Hunter, The Warrior.
2. **THÉODEN — FREE PEOPLES**
   Dúnedain (2): Aragorn, The Three Hunters.
   Dwarf (2): Dwarven Axe, Gimli.
   Elf (2): Bow of the Galadhrim, Legolas.
   Hobbit (4): Frodo Baggins, Merry Brandybuck, Pippin Took, Sam Gamgee.
   Rohan (7): Éomer, Éowyn, Riders of Rohan (2), Shadowfax, Théoden, Village Militia.
   Wizard (4): Ent-draught, Gandalf the White, Quickbeam, Treebeard.

SETUP

Each player draws 6 cards and cycles none.

Only the following location cards are used:

BATTLEGROUNDS
Round 1: Orthanc
Round 2: Helm's Deep
Round 3: Edoras

PATHS
Path 6: Dead Marshes, Emyn Muil
Path 7: The Cross-roads, Henneth Annûn, Osgiliath
Path 8: Morgul Vale, Shelob's Lair

DRAW STEP

During the Draw step, the Saruman player draws 6 cards, and the Théoden player draws 4 cards.

RING TOKENS

Each player starts with 2 Ring tokens, which function in the same way as in the Trilogy scenario.

SPECIAL RULES

— This scenario begins on path 6 and ends on path 8; it lasts exactly 3 rounds. Only the paths listed are used.

— The battlegrounds are not chosen at random, but are activated in the order specified.

— Threats and Promises and Shadowfax can only be used to reactivate a battleground, not activate it.

THE RETURN OF THE KING

This two-player scenario generally covers the events in *The Return of the King* in Gondor and Mordor, culminating in the completion of the quest to destroy the One Ring.

It's recommended that you play twice, once as each side, and then add up your point totals (you can flip a coin to break a tie). A lot of the cards that may be in the story aren't in this scenario, to keep the number of cards few enough to ensure the scenario works properly.

The most interesting part of the scenario is how much discretion the players have over which battlegrounds are activated, and when. Expect a lot of play in 3 rounds.

STARTING PLAYER AND TURN ORDER

The Witch King player begins the game with the starting player token.

1. **THE WITCH-KING — SHADOW**
   Monstrous (2): Gollum, Shelob.
   Mordor (19): The Black Captain, Black Uruks, The Commander, The Day Without Dawn, The Destroyer, Fell Beast, Gorbag & Shagrat, Grond, Hammer of the Underworld, The Hunter, The Lidless Eye, Mordor Orcs (4), Mouth of Sauron, Olog-hai, Trolls of Udûn, The Warrior, The Witch-king.
   Southron (7): The Black Fleet, The Black Serpent, Coastal Raiders, Corsairs of Umbar, Haradrim Cavalry, Haradrim Mûmakil, Haradrim Regulars.

2. **ARAGORN — FREE PEOPLES**
   Dúnedain (13): Andúril, Aragorn, Blade of Westernesse, Dead Men of Dunharrow, Denethor, Faramir, The Great Gate, Guards of the Citadel, Halbarad, Knights of Dol Amroth, Paths of the Dead, Prince Imrahil, The Red Arrow.
   Elf (1): Phial of Galadriel.
   Hobbit (5): Frodo Baggins, Herbs and Stewed Rabbit, Merry Brandybuck, Pippin Took, Sam Gamgee.
   Rohan (7): Death! Ride, Ride to Ruin!, Éomer, Éowyn, Riders of Rohan (2), Shadowfax, Théoden.
   Wizard (2): Gandalf the White, Gwaihir the Windlord.

SETUP

Each player draws 6 cards and cycles none.

Only the following location cards are used:

BATTLEGROUNDS
Shadow: Harad, Minas Morgul, Morannon, Umbar.
Free Peoples: Dol Amroth, Minas Tirith, Pelargir.

PATHS
All of paths 7, 8, and 9 are used.

DRAW STEP

During the Draw step, the Witch King player draws 6 cards, and the Aragorn player draws 4 cards.

RING TOKENS

Each player starts with 2 ring tokens, which function in the same way as in the Trilogy scenario.

SPECIAL RULES

— The scenario begins on path 7 and ends on path 9; it lasts exactly 3 rounds. Only the paths listed are used.

EXPERT TWO-PLAYER DUEL

This 2-player scenario offers more advanced play for expert players. The deck drafting in the setup adds less than 10 minutes to the game.

STARTING PLAYER AND TURN ORDER

The Gandalf player begins the game with the starting player token.

1. **GANDALF — FREE PEOPLES**
   All Free Peoples cards
2. **THE WITCH-KING — SHADOW**
   All Shadow cards

SETUP

STEP 1: BATTLEGROUND DECK DRAFTING

The Free Peoples player draws 3 of their battlegrounds, and openly chooses 1. Then the Shadow player openly chooses 1. The third, unchosen, battleground is discarded into the box and not used in the game. Repeat this process until only 1 battleground remains. Finally, add the undrawn 7th battleground to the deck openly, creating a deck of 5 Free Peoples battlegrounds.

Undertake the same drafting process for the Shadow battlegrounds, except that the Shadow player chooses the battleground to add to the deck first. When this drafting is complete, there should be a deck of 5 Shadow battlegrounds.

Each player shuffles their battleground deck.

STEP 2: FACTION DECK DRAFTING

Each player secretly draws 3 cards, eliminating 1 and cycling the other 2. Repeat this process until each player has created a draw deck of 40 cards.

Each player shuffles their draw deck.

STEP 3: INITIAL CORRUPTION

Place 2 corruption tokens in the Shadow scoring area.

STEP 4: INITIAL DRAW

Each player draws 7 cards, but then must cycle 2 of the cards drawn, leaving a hand of 5 cards.

DRAW STEP

During the Draw step, the Witch-king player draws 6 cards, and the Gandalf player draws 4 cards.

RING TOKENS

Each player starts with 2 Ring tokens, which function in the same way as in the Trilogy scenario.

SPECIAL RULES

— If the players wish to bid for the role of the Free People's player, they may bid corruption tokens. The highest bidder gives the Shadow player that number of corruption tokens to place in their scoring area during setup (instead of the 2 normally placed there).

— If using the promo cards, during the Faction deck drafting process, each player selects 1 of the 2 cards and eliminates the other.

— The Two-Player Duel scenario special rules for *"Each Player"* are applied.

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Game Design **IAN BRODY**

Development **KARIN WESTON-BRODY** and **ROBERTO DI MEGLIO**

Art Direction **FABIO MAIORANA**

Graphic Design **FABIO MAIORANA** and **FRANCESCO MATTIOLI**

Layout **HONDA EIJI**

Artwork **JOHN HOWE, JON HODGSON, FATANEH HOWE, MATTEO MACCHI, FRANCESCO MATTIOLI, ANDREA PIPARO, DMITRY PROSVIRNIN, BEN WOOTTEN, KUO YANG, QUADRA STUDIO DI ANTONIO DE LUCA** (**MAURO ALOCCI, DOMENICO CAVA, FEDERICA COSTANTINI**)

Proofreading **JOHN VELONIS, KEVIN CHAPMAN**

Production **ROBERTO DI MEGLIO** and **FABRIZIO ROLLA**

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