



# WAR OF THE RING™

## THE CARD GAME



GEN CON GRAND PRIX 2024

SCENARIOS BY  
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## TOURNAMENT RULES AND SCENARIOS

The following scenarios were written for the **War of the Ring – The Card Game 2024 Gen Con Tournament**, using only the cards from the base game.

These scenarios can be played by new players, but their construction greatly favors experienced players.

### TOURNAMENT ROUNDS

The tournament lasts three rounds, and players are expected to play in at least the first two rounds. The first two scenarios are shorter than the scenarios included in the base game.

Teammates will be paired randomly, and players will change teammates between the first two rounds.

If there is an odd number of participants, a judge may play as a substitute in the tournament but cannot advance to the final round. If the number of players (including substitutes) is not divisible by four, two players will play each other, two handed.

The four highest-ranking players will play in the final round. Ranking will be determined as follows:

- Players who won in both rounds, regardless of the number of points scored in the games, will be ranked higher than players who won in only one round.
- Among the players who won the same number of rounds, players will be ranked by summing the scoring difference in their teams' winning game(s), and then deducting the scoring difference in their teams' losing games.
- Ties will be broken by summing the total number of VPs the players' teams earned in the two rounds.
- If there is still a tie, the winner will be determined randomly.

### TOURNAMENT BIDDING RULES

After teams are established, the teams may bid Victory Points to choose a side.\*

The bidding procedure will be as follows:

- A coin will be flipped, and the winning team may then declare a bid by announcing that a certain number of VPs should be added to a certain side at the beginning of the scenario. If the winning team does not wish to bid, the other team may bid.
- The team that did not make a bid then chooses its side! Hence, you will not know which side you're playing when you make a bid. Any bid offered must be accepted.
- Coins or some other markers may be used to represent bid Victory Points.

*\* While we endeavor to sufficiently balance the scenarios, if you disagree with our assessment, we would rather give you the opportunity to adjust the balance than have you feel you lost due to which side you played.*

### TOURNAMENT ETIQUETTE

Naturally, players must adhere to the rules of Gen Con and the usual norms of gaming etiquette (as determined by the judges on a case-by-case basis). Additionally, to expand upon the "Who Can See What" rules on page 9 of the Rulebook, teammates cannot communicate in code or in a manner designed to be incomprehensible to the other team. For the purposes of the Gen Con tournament, all communication between players must be in English, unless all players involved agree otherwise before each game begins.

# ROUND 1

## A PERILOUS JOURNEY

This 4-player scenario follows the narrative of The Fellowship of the Ring, starting the journey from the Shire to the breaking of the Fellowship at Amon Hen. It may last from 2 to 6 rounds.

### STARTING PLAYER AND TURN ORDER

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

#### 1. FRODO

**Dwarf (all 2):** Dwarven Axe, Gimli.

**Hobbit (all 10):** Bilbo Baggins, Fatty Bolger, Frodo Baggins, Herbs and Stewed Rabbit, Merry Brandybuck, Mithril Coat, Pippin Took, Sam Gamgee, Sting, There Is Another Way.

**Wizard (7):** Ent-draught, Gandalf the Grey, Gandalf's Staff, Glamdring, Gwaihir the Windlord, Narya, Ring of Fire, Treebeard.

#### 2. THE WITCH-KING

**Mordor (19):** The Beguiler, The Black Easterling, Black Rider's Mount, Black Uruks, The Commander, The Destroyer, Fell Beast, The Hunter, The Lidless Eye, The Messenger, Mordor Orcs (2), Morgul Blade, Nazgûl's Mantle, The Reaver, The Ringwraiths Are Abroad, Trolls of Udûn, The Warrior, The Witch-king.

#### 3. STRIDER

**Dúnedain (6):** Blade of Westerne, Boromir, Halbarad, Soldiers of Gondor, Strider, The Three Hunters.

**Elf (all 13):** Arwen, Bow of the Galadhrim, Elrond, Elven Cloak, Galadriel, High Elves (2), Legolas, Lembas, Mirror of Galadriel, Nenia, Ring of Adamant, Phial of Galadriel, Vilya, Ring of Air.

#### 4. SARUMAN

**Isengard (9):** Fighting Uruk-hai, Gríma Wormtongue, Palantír of Orthanc, Saruman, Saruman's Staff, Uglúk, White Hand Orcs (2) Woven of All Colours.

**Monstrous (8):** Balrog of Moria, Barrow-wights, Caradhras the Cruel, Cave-troll, Flocks of Crebain, Goblins of the Misty Mountains (2), Hill-troll.

**Southron (2):** Corsairs of Umbar, Haradrim Regulars.

### SETUP

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

Only the following location cards are used:

### BATTLEGROUND

**Round 1:** Rivendell

**Round 2:** Orthanc

**Round 3 (if necessary):** Lórien and Dol Guldur

**Round 4 (if necessary):** Moria

**Round 5 (if necessary):** Pelargir

**Round 6 (if necessary):** Minas Morgul

In addition, Harad and Umbar are available to be activated through card text.

### PATHS

All Paths 1 – 5, are used, as well as Amon Hen for Path 6 (Dead Marshes and Emyrn Muil are not used).



### DRAW STEP

During the Draw step, each Free Peoples player draws 3 cards, and each Shadow player draws 4 cards.

### RING TOKENS

Each player starts with 1 Ring token, which functions in the same way as in the Trilogy scenario.

### SPECIAL RULES

- This scenario begins on Path 1 and ends on Path 6. Only the paths listed are used.
- During the Location step, the battleground is not chosen at random, but activated in the order specified.
-  is added to each battleground when it is activated.
-  is added to each path when it is activated.
- Except in the final round, the Victory Check step is skipped.