



## WINNING THE GAME

- \* The Forces of Good win immediately when two Evil Leaders are lost.
- \* The Forces of Evil win immediately when one or more Evil battalions occupy the Minas Tirith Territory.
- If neither of these objectives is accomplished, the game ends when the last Reinforcement card is drawn. The player with the highest number of points wins the game.

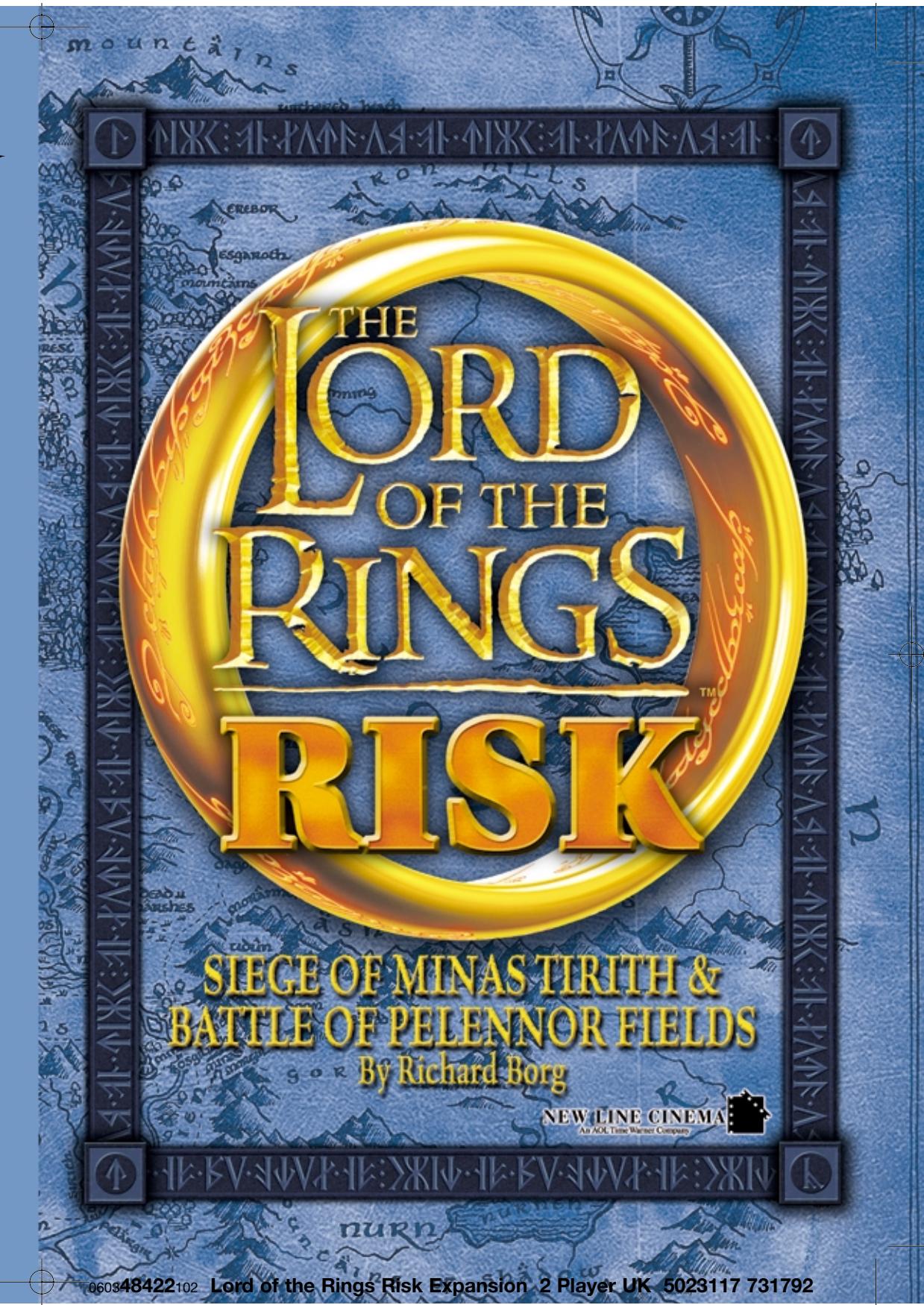
### Calculating Points

Establish your total as follows:

- \* 1 point for each infantry battalion captured.
- \* 1 point for each infantry archer battalion captured.
- \* 2 points for each cavalry or Warg Rider battalion captured.
- \* 2 points are awarded to the Forces of Evil, for each wall of Minas Tirith they occupy.
- \* 3 points are awarded to the Forces of Good for each Troll or Mumakil battalion captured.
- \* 3 points are awarded to the Forces of Evil, when the City Gate is broken.
- \* 5 points for each Leader captured.

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## INTRODUCTION

Led by the Witch King, Lord of the Nazgûl, Sauron's dark forces are besieging the capital of Gondor, Minas Tirith. The city has always been a stronghold for good, its indomitable city walls and great Gate never breached. Seven walls on seven levels protect the citizens, while the farmlands around the city, the lush fields of Pelennor, are additionally fortified. The compound is defended by the Rammas Echor, a perimeter wall, and a pair of forts situated on the main road to Osgiliath.

The dark forces are strong and have on their side a great battering ram, Grond, built to demolish the Gate. If successful, the Lord of the Nazgûl and his vast army will enter the city and destroy it.

But the battle-horns are sounding and Minas Tirith will not be taken easily. King Theoden and the Riders of Rohan have arrived to defend the Gate. Aragorn, too, is being borne by black-sailed ships up the Anduin river to the battlefield. Will their might be enough to save Minas Tirith, or will the Forces of Evil storm the city this time?

This special 2-player game allows you to command either the Good or the Evil force and decide the fate of Gondor in one of the defining battles of *The Lord of the Rings*.

### WHAT YOU NEED TO PLAY

*Some of the items listed below must be taken from 'The Lord of the Rings Risk' main game.*

Minas Tirith gameboard, 66 Reinforcement cards, 16 Minas Tirith cards, 4 red Combat dice, 3 black Action dice.

### OBJECT OF THE GAME

**Forces of Good:** to capture two Evil leaders.

**Forces of Evil:** to take over the Minas Tirith Territory with one or more battalions.

If neither of the above occur, the winner is the player who has accumulated the most points when the last card is taken from the Reinforcement deck.

### GAMEBOARD

The gameboard is divided into 32 Territories, 3 Minas Tirith wall sections and 1 Minas Tirith City Territory.

### CHARACTERS

The green and yellow battalions represent the Forces of Good, while red and black battalions represent the Forces of Evil. There are 9 character types:

#### Forces of Good

- \* Infantry battalions (*green*)
- \* Infantry archer battalions (*yellow*)
- \* Cavalry battalions (*green*)
- \* Cavalry archer battalions (*yellow*)

#### Forces of Evil

- \* Infantry battalions (*black*)
- \* Infantry archer battalions (*red*)
- \* Cavalry battalions (*black*)
- \* Creature battalions Troll (*black*)
- \* Creature battalions Mumakil (*black*)

### CARDS

There are 2 card types in the game:

#### 1. REINFORCEMENT CARDS

Use all of the Territory cards from the main and expansion games, including the two wild cards.

Each of these 64 cards shows an image which relates to Infantry, Cavalry or Creature. There are two wild cards, which show all three characters. Good Reinforcement cards also show a silver shield, while Evil Reinforcement cards have a black shield.

Note: the Territory shown on the Reinforcement card does not apply to the Minas Tirith game.

#### 2. MINAS TIRITH CARDS

The balance of power can shift throughout the game. These cards contain events and Leaders that can make a big difference to your strategy and luck in battle. Each card indicates which Force may use it (Good and/or Evil). Unless otherwise stated, discard each card after use.

### DICE

There are 7 dice: 4 red Combat dice and 3 black Action dice. The black dice are used to determine player Actions (See 'Actions' on page 6). The red dice are used in combat (See 'Battle Actions' on page 8).





### SET UP

- Place the gameboard on a flat surface.
- Shuffle the Reinforcement cards and the Minas Tirith cards separately and place them face down next to the gameboard.
- Place all the red Combat dice next to the gameboard.
- Decide who will play the Forces of Good and who will be the Forces of Evil. The number of battalions per side is limited:

**FORCES OF GOOD**

Infantry 32 Infantry: 20 green, 12 yellow Archers	Cavalry 21 Cavalry: 18 green, 3 yellow Archers		

Leaders  
5 Leaders: 3 green, 2 yellow

**FORCES OF EVIL**

Infantry 50 Infantry: 40 black, 10 red Crossbows	Warg Rider 10 Cavalry: 5 Warg riders, 5 Dark riders		

Mumakil  
10 Creatures: 6 black Trolls, 4 red Mumakil

Leaders  
3 Leaders: 2 black, 1 red

- Place your battalions on the gameboard as shown.
- Once you have placed all of your starting battalions and Leaders on the board, you are ready for battle.

**POSITION ONLY**

**DO NOT TRANSLATE - REFERENCE ONLY**

Illo: Good Force placement on gameboard, showing 7 Infantry (green), 8 Infantry archers, (yellow) 5 Cavalry (green), 2 Leaders (green)

Illo: Evil Force placement on gameboard, showing 12 Infantry (black), 8 Infantry archers (red), 3 Cavalry (black), 2 Creature Troll (black), 1 Creature Mumakil (black), 2 Leaders (black)

**GAMEPLAY**

The game is played in *rounds*. Each round is made up of three *turns*.

- The Forces of Good player begins and rolls the three, black Action dice.

Illo: 3 Action dice

- In round 1, the Forces of Good player chooses one of the Action dice and takes the first turn (see 'Taking Your Turn', page 5).
- The second turn goes to the Forces of Evil player, who takes one of the two remaining dice.
- The Forces of Good player takes the third turn with the remaining Action die.
- In round 2, the forces of Evil player rolls all three Action dice.
- This time, the Forces of Evil take the first turn, then Good, then Evil.
- In the third round, the roles swap again, so the Forces of Good play first.
- Continue swapping the order in this manner.

**TAKING YOUR TURN**

There are 4 phases in a player's turn:

1. Select an Action die.
2. Draw Reinforcement cards.
3. Exchange cards.
4. Actions.

**1. SELECT AN ACTION DIE**

The black Action die you select determines the number of Reinforcement cards you draw during phase 2 and the number of Actions your forces may take in phase 4.

**2. DRAW REINFORCEMENT CARDS**

The die you select affects your turn as follows:

Number on Die	Number of Actions	Number of Reinforcement Cards
6	6	0
5	5	1
4	4	2
3	3	3
2	2	4
1	1	5

Keep the Reinforcement cards you draw face up in front of you.

**3. EXCHANGE CARDS**

You may exchange one or more sets of Reinforcement cards. A set of cards is three-of-a-kind, as follows:

- \* Infantry + Infantry + Infantry
- \* Cavalry + Cavalry + Cavalry
- \* Creature + Creature + Creature

A wild card may be used as any character.

**Note:** in this game, one of each type (Infantry + Cavalry + Creature) is not a set.

When you exchange a set, draw the top card from the Minas Tirith deck. Place exchanged Reinforcement cards in a discard pile, face up, next to the draw pile.

You may only use Minas Tirith cards that relate to your Force. If you draw a card you cannot use, discard it.

Keep the Minas Tirith cards you collect face up in front of you. When the last card is taken from the deck, do not reshuffle the discards.

**Special Exchange**

You may make one Special Exchange per turn, when any one of the cards you exchange shows your Force's shield. This gives you the option to do any ONE of the following:

- \* Draw the top 2 cards from the Minas Tirith deck, keep one and discard the other;
- \* Choose any 1 of your Force's cards from the Minas Tirith discard pile;
- \* Take 1 battalion, of the type shown on the card set, and place it in any Territory you have battalions:
  - If infantry, choose an infantry or infantry archer battalion.
  - If cavalry, the Forces of Good may choose to take a cavalry or cavalry archer battalion.
  - If creature, the Forces of Evil may take a Troll or Mumakil battalion. The Forces of Good have no creatures in this battle.

**Reinforcements**

Some Minas Tirith cards allow you to place battalions directly onto them when you reinforce, to give you extra strength in battle (see Minas Tirith cards). You do not need a set of Reinforcement cards to do this, but can place them one at a time onto the card e.g. 1 'creature' card gives you 1 'creature' battalion on the card. Place Reinforcement cards exchanged this way in a discard pile, face up, next to the draw pile.

You may only keep 6 Reinforcement cards in front of you. If you have 7 or more Reinforcement cards, you must make an exchange.

Complete all of your card plays before starting your Actions in phase 4.

**4. ACTIONS**

There are three major Actions you can make with your Force on a turn: Movement, Fire Combat and Ground Attack. Each costs 1 Action point. You may take your Actions in any order and a Force may repeat the same Action, except for battalions that do a Ranged Attack action, any number of times during a turn. When you have used your Action points, your turn is over.



## MOVEMENT ACTIONS

Each of the following costs 1 Action point:

- \* Move battalions into a bordering Territory. (You may split a force and move battalions into 2 or more Territories, but each Territory costs 1 Action.)
- \* Move a force into a Territory you occupy. The larger force in this Territory may now move together for 1 Action point per Territory.
- \* Move cavalry battalions 1 or 2 Territories including those that your forces occupy. This force can include Leaders.
- \* Move a Leader alone through 1, 2 or 3 Territories.
- \* Place Theoden and the Riders of Rohan battalions on the gameboard (Forces of Good) if you have the appropriate Minas Tirith card.
- \* Place Aragorn and his infantry battalions on the gameboard (Forces of Good) if you have the appropriate Minas Tirith card.
- \* Place Mordor reinforcement battalions on the gameboard (Forces of Evil) if you have the appropriate Minas Tirith card.
- \* The Evil Forces may exchange one Mumakil battalion from a territory for 3 infantry battalions.

The Territories designated as the outer defence, called the Rammas Echor, may be moved onto or through by any type of good or Evil battalion. All battalions may attack and defend these Territories.

You may not move your battalions into a Territory with enemy battalions.

## Walls and Territory of Minas Tirith

Only Good infantry battalions and Leaders may move from the Minas Tirith Territory onto the walls of Minas Tirith (no cavalry on the walls). Good battalions or Leaders may not move directly from the walls of Minas Tirith down onto bordering Territories below the walls; they must first go down the ladders into the Minas Tirith Territory, then out through the gate.

**Note:** the Minas Tirith Territory extends out from under the Gate section and borders the Territory with the silhouette of Grond. The Forces of Good may pass under the gate, but the gate is closed to Evil Forces trying to enter the city.



Only Evil infantry battalions and Leaders may move onto the walls of Minas Tirith from the bordering Territories, when they have the proper Minas Tirith cards (See Siege Tower and/or Scaling Ladders).

## BATTLE ACTIONS

There are two types of battle – ranged attack and ground attack, each costing 1 Action point. Whenever you lose a battalion or Leader in combat, remove it from the gameboard and give it to your opponent. It is now 'lost'.

### 1. Ranged Attack

If you have at least 1 archery battalion in a Territory, you may fire arrows or catapults from that Territory towards another. An Archery battalion or catapult may only perform one Ranged Attack per turn.

#### How to Fire

1. Announce which Territory you are targeting and where you are firing from. The range for archer and crossbow battalions is 1 or 2 Territories. The range for Catapults is 1, 2 or 3 Territories. You may fire over walls and occupied Territories.
2. State the number of archery battalions you are firing with (1, 2 or 3) and roll the corresponding number of red dice. For every "6" you roll, you score 1 hit and the defender loses 1 battalion.

**Exception for Evil Forces:** when targeting Good battalions in a Territory with a Banner of Gondor, you need 2 Evil archer battalions to roll 1 die, 4 archer battalions to roll 2 dice and 6 archer battalions to roll 3 dice.

You cannot defend a ranged assault.

### 2. Ground Attack

You can attack any Territory with enemy battalions that borders your own. You must have at least one battalion in the Territory you are attacking from and the maximum number of battalions that you can attack with at one time is three.



Illo: Gondor Flag



## How to Attack

1. Announce which Territory you are attacking and where you are attacking from.
  2. State the number of battalions you will be attacking with (1, 2 or 3) and roll the corresponding number of red Combat dice.

## How to Defend

If you have one battalion in a Territory you are defending, you may only roll one Combat die. When you have two or more battalions, you must roll two dice. The maximum number of dice you may roll in defence is 2. You may still roll 2 dice in defence, even if the attacker rolls only 1 die.

## How to do Battle

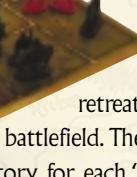
Both players, at the same time, roll their chosen number of dice.  
Now compare your dice rolls, as follows:

- \* Look at the attacker's highest roll and the defender's highest roll. Whichever is the higher number wins. If they are equal, the defender wins.
  - \* Do the same with each player's second-highest dice, if applicable.

Whoever loses each dice roll you compare must remove 1 battalion from the Territory. You may continue to attack a Territory as many times as you are able, but each new attack costs 1 Action point.

**Note:** moving into a Territory after it is cleared of enemy battalions normally costs 1 Action point. However, attacking **cavalry** battalions may move into a Territory for free, either when the defenders are eliminated, or they retreat.

Retreat



Whether attacking or defending, if the Forces of Good roll a "6" on any of their dice, the Evil battalions involved in combat must retreat one Territory towards their end of the battlefield. The Evil Forces must immediately retreat one Territory for each "6" rolled, and may perform no more Actions this turn.

When the Good Force rolls a “6” in defence, the Evil Force must retreat immediately and their turn ends.

All Evil battalions stay together during a retreat and must move into a Territory which puts the force closer to their end of the field. When the force cannot retreat, because enemy battalions block the retreat path or it is at the edge of the map, it will lose 1 battalion for each "6" rolled.

When the Lord of Nazgûl is in battle, any “6” rolled for the Evil side, in attack or defence, will cause the Good battalions involved to retreat, following the same rules as above.

Ranged Attacks cannot cause a Force to retreat

LEADERS

Leaders do not represent a battalion in their own right, but add strength in both attack and defence, as shown below (*this bonus is only added to the highest die rolled*):

ELEMENT	ATTACK	DEFENCE
Leader	+1	+1
Gondor Banner (Good Forces)	0*	+1
Leader and Gondor Banner	+1*	+2
Siege Tower (Evil Forces)	+1	0
Leader and Siege Tower	+2	+1

- \* The Gondor banners are in Territories in fixed defensive positions, so only the Forces of Good may add the +1 in defence. They provide no benefit in an attack.

Leaders normally move with a battalion although they can move alone through 1, 2 or 3 Territories their Force occupies, for 1 Action point. At the end of your turn, the Leader must be in a Territory with battalions from its Forces, or else be removed from the gameboard.

Two Leaders of the same colour may not occupy the same Territory, but a Leader can be moved through a Territory containing another Leader of the same colour. If you have two Leaders of the same colour in the same Territory at the end of your turn, one of them must be removed from the gameboard.

**Note:** the Good Leaders that represent Gandalf and Aragorn are yellow and may occupy the same Territory as a Good green Leader. The Lord Nazgul is a red Leader and may occupy the same Territory as a black Leader.