

GONDOR AND MORDOR EXPANSION RULES

Introduction

Saruman has been defeated but now the war moves south, as the forces of Mordor march out to defeat the beleaguered defences of Gondor. All of Middle-earth is involved in battle, as the good forces battle evil for possession of the land. Which side will be victorious when the One Ring makes its way to Mount Doom?

This 'The Lord of the Rings Risk' game expansion brings the struggle to Gondor, Mordor and Harondor. You can also play a unique 2-player game which re-enacts the great battle at the walls of Minas Tirith.

HOW TO PLAY THE LORD OF THE RINGS RISK WITH THE EXPANSION

1. Attach the expansion gameboard to the main 'The Lord of the Rings Risk' gameboard, as shown.



2. Three Territories now connect directly from the main gameboard to the expansion; West Rohan to Druwaith Laur, Gap of Rohan to Minas Tirith and the Dead Marshes to Ithilien and to Mount Doom.

Contents:

1 double-sided gameboard,
the One Ring, 2 Good Armies
(Green and Yellow), 2 Evil
Armies (Red and Black),
55 Cards (22 Territory cards,
17 Adventure Cards, 16 Siege
of Minas Tirith Cards), 1 red
die, 1 black die.

The ports in Belfalas and Umbar link to the three ports on the main gameboard. You may move directly from one port to any other port.

The One Ring's journey now includes three more Territories before it reaches the end of its path at Mount Doom. Move it as normal, but when it reaches Mount Doom throw the die. Rolling 1 to 3 allows the game to continue, but 4 to 6 signals the end of the game!

3. Shuffle the new Territory and Adventure cards into their respective decks from the main game.
4. You may use any mix of the new and original army pieces. The battalions supplied with the expansion game are worth the equivalent value to those in the main game.



5. Take the following number of your smallest battalion units:

2 players	60 battalions each
3 players	50 battalions each
4 players	45 battalions each
6. Draw 4 Adventure cards each. You may hold a maximum of 4 Adventure cards throughout the game.

WINNING THE GAME

When the game ends, victory is decided in the same way as in the main game with these exceptions:

- Barad-Dur is worth 4 extra points to a Forces of Evil player.
- Minas Tirith is worth 4 extra points to a Forces of Good player.
- If Mount Doom is occupied by Forces of Good, that player gains 4 bonus points.

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ALTERNATIVE GAMEPLAYS

ALLIANCE OF GOOD VERSUS EVIL (4 players only)

In this version of the game, the scoring system is changed, meaning the forces of Good and Evil must each work with their allies in order to win. Play the game as usual. In the scoring round at the end of the game, work out your final score as in the main game, then:

- Forces of Good players add their scores together,
- Forces of Evil players add their scores together,

The winner is the player from the winning force who has the highest individual score.

THE HUNT FOR THE RINGBEARER (2 or 4 players only)

Play the game as normal, except:

- If the Fellowship reaches Mount Doom, the Forces of Good automatically win the game.
- If the Forces of Evil capture the Fellowship as it passes through Middle Earth, they win instantly.

If you are a Forces of Evil player, you may attempt to capture the Fellowship when the 'One Ring' is in a Territory you own at the beginning of your turn. You must roll two dice and you succeed if you roll a '12'.

If you have a Leader in that Territory, add 1 to the roll. If you are in any region in Mordor, you may also add 1.