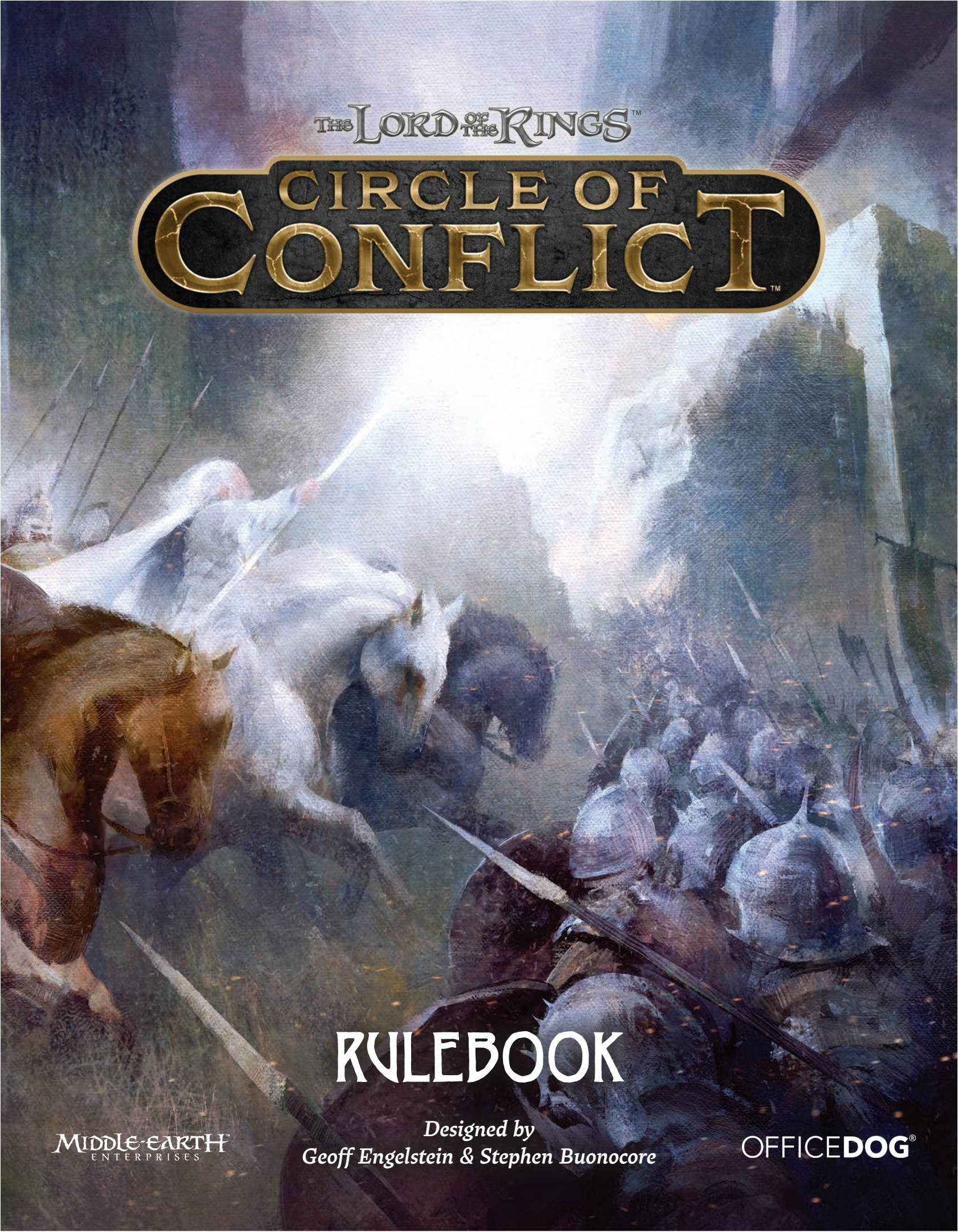




THE LORD OF THE RINGS™

CIRCLE OF CONFLICT™

RULEBOOK

Designed by

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MIDDLE-EARTH™
ENTERPRISES

OFFICEDOG®

GAME OVERVIEW

It is the Third Age of Middle-earth, and a great war between the many nations is unfolding. In *The Lord of the Rings™: Circle of Conflict™*, you simultaneously command *both* The Shadow *and* The Free Peoples armies; your Free Peoples will fight the Shadow of the opponent to your left, and your Shadow will fight the Free Peoples of the opponent to your right.

As the dice are rolled, you will decide how to apply the results. Will you recruit iconic characters for The Free Peoples or perhaps muster the troops of Mordor to fight for The Shadow in one of two pivotal battles? Will you hunt your opponent's Fellowship with your Nazgûl or secretly move your Fellowship to evade Sauron's watchful Eye?

To win as The Free Peoples, get The Fellowship to reach Mount Doom or defeat The Shadow in battle. As The Shadow, you must fully corrupt The Fellowship or defeat them in battle.

When all the victory points have been tallied, the player with the most points wins!

COMPONENTS



2 Middle-earth Dice



6 Nation Dice: 1 each of Gondor, Elves, Rohan, Mordor, Southrons & Easterlings, and Isengard



4 Reference Cards



4 Player Boards
(each with a Free Peoples Board and a Shadow Board and with unique back art)



The One Ring Board
(with a scoreboard on the reverse side)



4 Battle Boards



4 Dry-Erase Markers



1 Lead Player Token



1 Gollum Marker

Dice Faces

Middle-earth



Gondor



Mordor



Elves



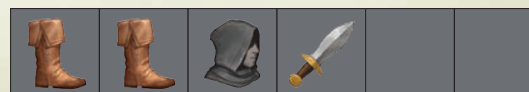
Southrons & Easterlings



Rohan



Isengard



GAME SETUP

- 1 Place The One Ring board in the center of the table and the Gollum marker on the first space (with the arrow).
- 2 Place the dice on The One Ring board in the spaces that match their respective color.
- 3 The lead player token should be given to the most experienced player. Alternatively, give this out at random.



PLAYER SETUP

Each player takes the following components:

- 1 Player Board • 1 Reference Card
 - 1 Battle Board • 1 Dry-Erase Marker
- 4 Each player places their player board in front of them. Each player places their battle board between themselves and the player to their left, with the Gondor/Rohan side facing them.
 - 5 Each player uses their dry-erase marker to mark an X on the 8-pointed shape labeled “The Shire” on The Free Peoples board of their player board.



You're ready to start the game!



It is recommended that you read and teach the rules through p. 16 before starting the game.

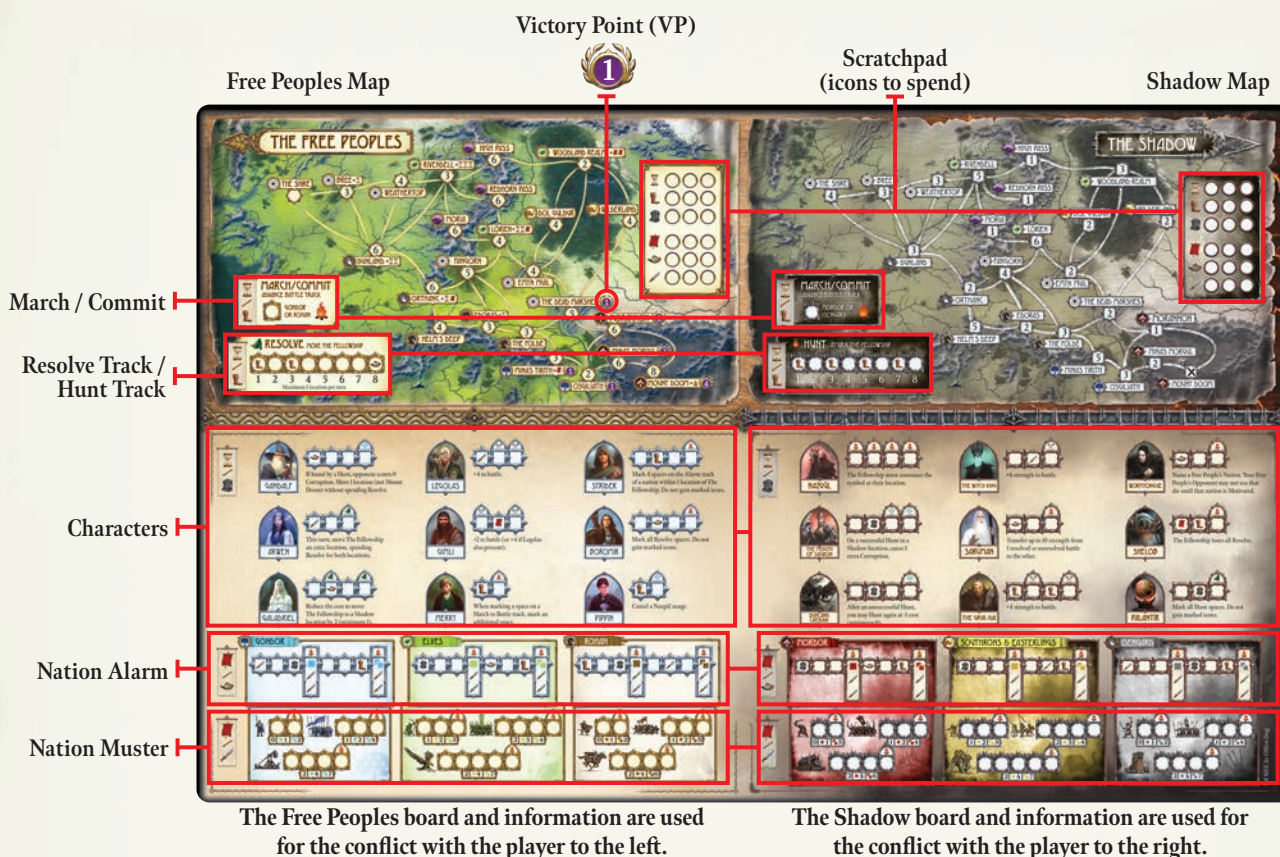
Public and Hidden Information

The information on each player board is not to be shared with other players. The information on The One Ring board and the battle boards is public.

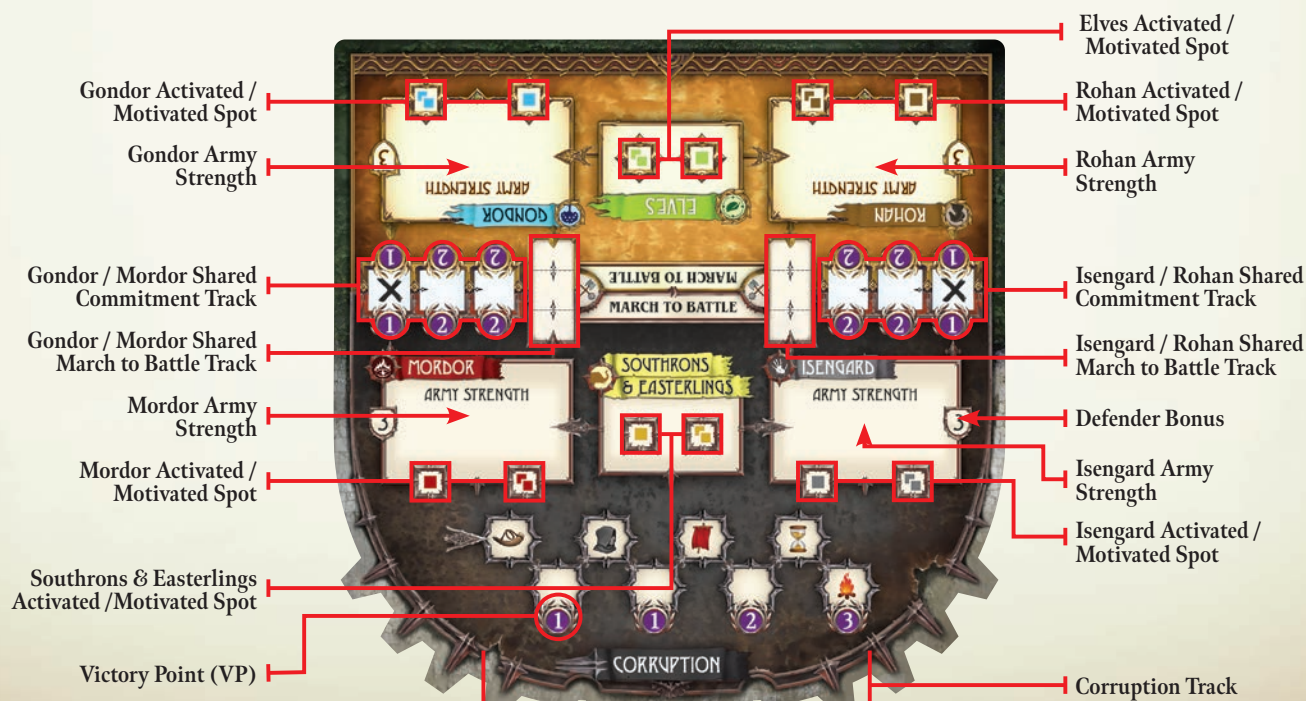
BOARD DIAGRAMS

Each player board has a Free Peoples board on the left and a Shadow board on the right. During 2-player games, each player pits their Free Peoples board and Shadow board against the other player.

Each side of the player board provides information for 1 of the conflicts taking place:



Each battle board has a Free People's section (gold) and Shadow section (grey) which represent two pivotal battles against your opponent(s). The gold section will be used on your left in conjunction with your Free People's Board, and on your right, you will use the grey section in conjunction with your Shadow board.



MARKING SPACES

Throughout the game, players will gain icons from dice or from the spaces on their player boards. Each player will spend those icons by marking spaces in the various areas of their player board.

Each area of the player board indicates which icons can be spent to mark spaces on that track (Example 1).

When marking spaces, players must keep in mind the following rules:

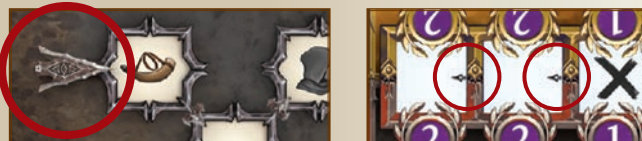
- Tracks must always be marked from left to right, unless marked otherwise with an arrow (Example 2).
- When a player marks a space with an icon, they immediately gain that icon. They must spend the icon on the same side of their player board where they gained it. For example, if you gain an icon on The Shadow board, you must spend it on The Shadow board (Example 3).

The spaces on the player boards have 2 shapes—circles and squares:

- Circle spaces (Example 4) can be erased later in the game to pay for various actions. You will erase as many spaces as called for by the actions as you take them. When you erase circles, erase them from right to left. After you have erased the spaces, you can mark them again later and will gain any icons anytime you mark the appropriate spaces.



Example 1: The resolve track needs either  or .



Example 2: The direction of the Corruption track is indicated with an arrow; the direction of the right commitment track is indicated with an arrow.



Example 3: When the first space of the Hunt track is marked, you gain a  to spend on your Shadow board, including on another space of the Hunt track.

Example 4



Free Peoples Circles



Shadow Circles

- Square spaces (Example 5) are never erased. Some square spaces have action arches above them.  When you use this special action, mark the arch. Arches over squares are never erased.

Example 5



Free Peoples Squares



Shadow Squares

GAME ROUNDS

Players resolve each round together, using the following phases:

1. Roll Dice
2. Gollum/Sméagol Actions
3. Allocate Dice
4. Use Icons & Take Secret Actions
5. Free Peoples Public Actions
6. Shadow Public Actions
7. Battle Resolution
8. Game End Check



Watch Our
How-to-Play
Video



1. Roll Dice

The lead player takes the 2 white Middle-earth dice, plus any nation dice that have been *Activated* by any player later in the game (see p. 14), and rolls them where all players can see them.

2. Gollum/Sméagol Actions

This phase is only used if a  (The One Ring) icon is rolled; otherwise, skip this phase.

Move the Gollum marker 1 space clockwise for each  rolled. If a  (Gollum) icon on the track is reached or passed, perform Gollum/Sméagol actions. Otherwise, proceed to phase 3.

Each player *secretly* takes either a Gollum action or a Sméagol action:

- **Gollum Action:** The player marks all *Hunt* spaces on their Shadow board.
- **Sméagol Action:** The player marks all *Resolve* spaces on their Free Peoples board.

Players do not gain any icons marked on their boards during a Gollum or Sméagol action.

When all players are done taking either action, each player announces which action they took, starting with the lead player and proceeding clockwise.

Each player who took a Gollum action now forces their Free Peoples opponent to announce the exact location of The Fellowship on their Free Peoples board. Players may use the map on their Shadow board to mark the information gained when taking a Gollum action.

If the Gollum marker reaches the last space on the track, perform Gollum/Sméagol actions for all further  rolled.

Note: If the marker reaches the last space and 2  icons are rolled on a turn, perform only 1 Gollum/Sméagol action.

3. Allocate Dice

Each player secretly selects 1 Middle-earth die result to use on their Free Peoples board and the other Middle-earth die result to use on their Shadow board. Players cannot use both Middle-earth dice on the same board.

Note: All players use the same dice roll.

As you *Activate* and *Motivate* the nations, you will unlock more dice to allocate. See p. 14 for rules on unlocking nation dice.

4. Use Icons & Take Secret Actions

Each player secretly uses all icons allocated from the dice on their Free Peoples and Shadow boards. The  (cloak) indicates that an action is taken in secret.

- If a die with 1 or more icons has been rolled, you must use all icons on the allocated board, but you can use each individual icon in any eligible space.
- You may use icons in any order.
- When you mark a space that has an icon in it, you get to use that icon to mark any eligible space on the board on which you earned it.
- You may perform secret actions before, in between, or after using any icons.
- When you finish using icons and performing secret actions, you should close your player board and lay it down to show that you have completed this phase. Any icons not used are lost at the end of the phase.



(Phase 4: Use Icons & Take Secret Actions continued, p. 8)

Icons

The following icons represent various player resources and actions.



Time

This icon is used as either  or . It represents the passage of time as The Fellowship travels and as important characters join the game.



Boot

This icon represents The Fellowship moving around Middle-earth and The Shadow hunting for The One Ring. It also represents nations marching to battle.



Character

This icon represents important characters joining the game. It can represent The Free Peoples or The Shadow as well as any race (Elves, Humans, Orcs, etc.).



Armies

This icon is used as either  or . It represents armies mustering for battle and the nations becoming motivated to join the war.



Sword

This icon represents different military units joining a battle. This allows both The Free Peoples and The Shadow to recruit small, medium, or large units.



Horn

This represents the nations being motivated to join the war. Each nation starts out neutral in the war, and as the horn icon activates, they eventually become *Activated* and finally *Motivated*.



Ring

This icon represents the influence of The One Ring on the world. See p. 6 for the rules on The One Ring board and Gollum.

4. Use Icons & Take Secret Actions (continued)



Move The Fellowship Secret Action

- A** Each 8-pointed shape on the map represents a location in Middle-earth. **B** Locations are considered adjacent if they are connected by a line.
- C** By spending (erasing) *Resolve* on your Free Peoples board, you may secretly move The Fellowship to an adjacent location. The amount of *Resolve* required is equal to the number in the new location. Use the following steps after you move to a new location:
 1. Erase the required amount of *Resolve* from the *Resolve* track. *Example: You Move from The Shire to Bree. Erase 3 filled circles on the Resolve track.*
 2. Fill in the line to connect the old location to the new location.
 3. Write an X in the 8-pointed shape of the new location. The X indicates The Fellowship's current location after it has moved.
 4. Fill in the 8-pointed shape from the previous location so its X is now a solid color.
 5. Gain and use any icons acquired from the new location. For example, when you move to Bree, you gain 1 .

You may move The Fellowship at any point while performing secret actions. For example, you can add / icons to the *Resolve* track, move, and then mark spaces again on the *Resolve* track with other icons, if able. The following rules also apply:

- You may perform **Move The Fellowship** only once each round, even if you have more *Resolve* to spend.
- The Fellowship always moves **secretly**. Never announce the Move The Fellowship action.
- Once The Fellowship leaves a location, it may never move back to that location.
- If The Fellowship moves to Mount Doom, you must perform the Destroy The Ring action (p. 9) during The Free Peoples Public Actions phase this turn.

When all players have completed Phase 4, move to Phase 5.

Keeping Track of Icons

It is highly recommended that you complete Use Icons & Take Secret Actions on 1 of your boards before doing so on your second board. This will help you make the correct marks on 1 board before moving to the next.

This scratchpad of spaces on the right side of each map can help you track which icons are available to use. Simply mark any gained icons and erase them as you use them. Any icons not used are lost at the end of the phase. This is an optional player aid that may be helpful later in the game when you gain icons from several nation dice.



Scratchpad

6. Shadow Public Actions

Using the same procedure as Phase 5: Free Peoples Public Actions, perform and announce steps 5A through 5E (in any order) for The Shadow side. The Shadow characters with public actions are Nazgûl, Saruman, Wormtongue, and Shelob.

Note: There is an additional public action available to The Shadow: *Hunt The Fellowship*.

Hunt The Fellowship

You may *Hunt* The Fellowship in any location if you have a number of *Hunt* spaces marked equal to or greater than the location's number on The Shadow board. Note that there is an X in the Mount Doom location because you cannot *Hunt* there.

Erase *Hunt* spaces equal to the location's number and announce the target location to your Free Peoples opponent.

Your Free Peoples opponent must announce 1 of the following:

- Their Fellowship is not in the target location, which means the *Hunt* was unsuccessful. They must then announce how many locations away their Fellowship is from the target location, using the shortest distance.
OR
- Their Fellowship is in the target location, which means the *Hunt* was successful!

If the *Hunt* was successful, you will now cause *Corruption* using the following steps:

1. Announce how much additional *Hunt* you will spend. This can be 0 if you wish.
2. Erase a number of *Hunt* spaces equal to the additional *Hunt* you will spend.
3. The Free Peoples opponent erases *Resolve* equal to the additional *Hunt* that you spent. If the amount of *Resolve* to be erased is greater than their current *Resolve*, all of it is erased.
4. If the remaining *Resolve* of The Free Peoples opponent is:
 - **Greater than 0:** The Shadow opponent marks 1 space on their *Corruption* track (on the battle board to their right).
 - **0:** The Shadow opponent marks 2 spaces on their *Corruption* track.

When you mark a space on the *Corruption* track with an icon in it, you get to use that icon to mark any eligible space on The Shadow board next round during Phase 4: Use Icons & Take Secret Actions. Mark it on your scratchpad now.

You may *Hunt* The Fellowship only once each round, even if you have more *Hunt* to spend.

Note: You will not be “moving” on The Shadow map. The location connections are shown to help deduce Fellowship movement. You may write or draw on The Shadow map to take notes on previous *Hunts*.



Hunt The Fellowship Example: During The Shadow Public Actions phase, Stephen chooses to *Hunt* The Fellowship in Moria and erases 1 *Hunt* since that is the location's number on The Shadow board.

Unfortunately for his Free Peoples opponent, Geoff, The Fellowship is in Moria. Geoff announces that the *Hunt* was successful!

Stephen erases an additional 3 *Hunt* in an attempt to cause extra *Corruption*. Geoff must now erase 3 *Resolve*. He has only 2 *Resolve* remaining, so it is lowered to 0. Geoff announces that he does not have any *Resolve* remaining, so Stephen marks 2 spaces on his *Corruption* track.

7. Battle Resolution

A battle occurs when a *March to Battle* track has all 3 spaces marked on a battle board; otherwise, skip this phase.

The player who has marked the third *March to Battle* space is considered the **attacker**, and their opponent is the **defender**.

Battles between 2 nations are conducted using the following steps:

1. The defender gains a bonus defense strength of 3, as indicated by the  on their battle board.
2. Each player then secretly and simultaneously does the following:
 - Marks any battle resolution () character abilities they would like to use.
 - Calculates their **full army strength** by adding any character abilities used. Players temporarily write this number on their player board.
3. Each player announces their full army strength and writes the number in their space at the battle. Players also announce any characters they used during the battle.
4. The player with the higher full army strength wins the battle. The winner circles the victory points (VP) at the battle based on the *Commitment* level. If the players' army strength is a tie, neither player wins and no VP are awarded.

Each battle can be fought only once on each battle board.

After a battle has been fought, those players can no longer add strength to that battle.

See Battle Resolution Example on p. 12

Commitment

- A** Each battle begins the game with the first space on its *Commitment* track marked, which awards 1 VP to the winner.
- B** If any player marks the second *Commitment* space, the winner will be awarded a total of 3 VP (1 VP from the first space and 2 VP from the second space).
- C** If all 3 spaces on the *Commitment* track are marked, the battle is worth a total of 5 VP (1 VP from the first space, 2 VP from the second space, and 2 VP from the third space).

 **Important:** Players also gain 1 VP per 10 army strength (including characters) at the end of the game, whether they win or lose the battle, or whether it is even resolved. See p. 16 for game end scoring.



Battle Resolution Example

Stephen (shown in red marker) has marked the third of 3 spaces in *March to Battle* for Mordor, so the Mordor–Gondor battle will be resolved. Stephen had also previously marked 1 of the *Commitment* spaces at this battle, which makes this battle worth an additional 2 VP.

Stephen is the **attacker** and announces his current army strength of 19 in the army strength space of Mordor.

Geoff (shown in blue marker) has an army strength of 10 in the army strength space of Gondor, but he is also the **defender** and so adds 3 to this. He announces his current army strength of 13.

After secretly and simultaneously determining which characters will be brought to the battle, Stephen announces that his full army strength is still 19, as he is bringing no characters to the battle.

Geoff is sneaky and brings both Legolas (+4) and Gimli (+4) to this battle. He marks their battle arches. Geoff has a total army strength of 21 (10 army strength + 3 bonus defense strength + 4 Legolas + 4 Gimli = 21).

Geoff wins the battle and gains 3 VP since Stephen had raised the *Commitment* level.

Both players write their total army strength after the battle is resolved. Since Geoff's total increased during the battle, he writes his new total of 21 army strength.



8. Game End Check

If ANY of the following 3 conditions have been met, the game ends:

- The Fellowship has reached Mount Doom on a Free Peoples board.
- The final space has been marked on a *Corruption* track on a battle board.
- Both battles have been fought on a battle board.

If none of the game end conditions have been met, pass the lead player token clockwise to the next player and start a new round. See scoring rules on p. 16.

CHARACTERS

Character tracks feature 1 or more arches. Each arch allows you to use the character when the space below it is marked. You may use the character in the same turn that you mark the space, or you can save it for later use.

After you use a character ability, mark off the corresponding arch, as you cannot use it again.

You may use a character only once per round, even if multiple arches on that character track are ready. For example, you cannot use Legolas at the same battle twice, nor can you use Legolas at 2 different battles in the same round.

See Character Clarifications on pp. 17–18 for details.



NATIONS

There are 6 nations represented by color:

Free Peoples Nations:

- Gondor: ■ Blue
- Rohan: ■ Brown
- Elves: ■ Green

Shadow Nations:

- Mordor: ■ Red
- Isengard: ■ Grey
- Southrons & Easterlings: ■ Yellow

Nations are represented in 3 ways on player boards:

- Nation Regions
- Nation Alarm Tracks
- Nation Muster Tracks

Nation Regions
(Rohan, for example)



Nation Alarm

Nation Muster

Nation Map Regions

Nation regions are locations on the maps of The Free Peoples board and The Shadow board.

Free Peoples Regions: **Shadow Regions:**

- | | |
|--------|-------------------------|
| Gondor | Mordor |
| Rohan | Isengard |
| Elves | Southrons & Easterlings |

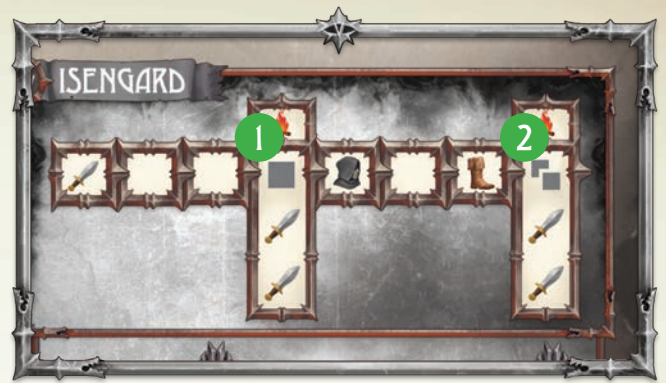
Neutral Regions:

These locations are not associated with any nation but may be important for character abilities such as the Nazgûl.

- Open
- Mountain



Free People Alarm Track



Shadow Alarm Track

Nation Alarm Tracks

Alarm tracks show each nation's readiness, which can be *Neutral*, *Activated* (■), or *Motivated* (■).

When you mark the first space containing a die symbol, the nation changes from *Neutral* to *Activated*. ① When you mark the last space of the track, the nation changes from *Activated* to *Motivated* ②.

When the state of a nation changes, mark the corresponding space on the battle board for that nation ①④ ②④.

Nations are always in 1 of 3 states:

- **Neutral:** All nations start the game *Neutral*.

① **Activated:** Once a nation is *Activated*, the player immediately gains 2 ⚔ for that nation. Also, the die of that nation is unlocked for future turns. (However, you cannot use a nation die during the same round you unlock it.) That die is now rolled each turn, and it can be used by players who have that nation *Activated* or *Motivated*. The strength of *Mustered* armies also increases.

② **Motivated:** Once a nation is *Motivated*, the player immediately gains 2 ⚔ for that nation. The die for that nation is still rolled each turn, but the icon on the die is doubled for players who have that nation *Motivated*. (You cannot double a nation die during the same round you *Motivated* it.) The strength of *Mustered* army units also increases.



Battle Board



Nation Dice

Nation dice can only be used by the players who have *Activated* that nation. If the nation is *Motivated*, gain double the icons from the die. Nation dice must be allocated to the board of that nation, but you can use them on any eligible space on that board, not necessarily a space for that given nation. A nation die that rolls a blank offers no icon that turn.



Example: You may use an icon on the blue Gondor die on any eligible space on The Free Peoples board but not on The Shadow board.



Nation Muster Tracks

Muster tracks represent army units that can be *Mustered* to increase a nation's army strength. When you mark all the spaces of a unit, during the public actions phase, you may *Muster* the unit, which does the following:

- Adds that unit's strength to the total army strength of that nation in that battle.
- Erases all of the spaces for that unit, enabling it to be *Mustered* again.

The strength added depends on whether the nation is *Neutral*, *Active*, or *Motivated*.

The Elves units can add their strength to the Gondor or Rohan battles.

The Southrons & Easternlings units can add their strength to the Mordor or Isengard battles.

Units cannot add their strength to a battle that has already been fought.



Example: The Isengard soldier units are 1 strength if the nation is Neutral, 2 strength if it is Activated, or 4 strength if it is Motivated.

If you Muster a unit when the nation is Neutral, add the lower number to the army strength on the battle board. Later, when the nation is Activated, the strength does not increase for previously Mustered units, but future units will be added at the increased strength.

Muster Example

Gondor is *Activated* since the space with the blue die symbol is marked. You have marked all the spaces for your soldiers but only 2 out of 4 spaces for your trebuchet. You previously increased your Gondor army strength to 3.

During public actions, you decide to announce that you are *Mustering*. You erase the 3 spaces from the soldiers and add 2 strength to the Gondor army strength since Gondor is *Activated*, increasing it to 5.



GAME END SCORING

If any game end condition has occurred, continue playing until the round has ended, then each player adds up VP they have earned. The One Ring board should be turned over to record VP.

Free Peoples VP:

• Battle VP:

- A** 1, 3, or 5 VP based on the *Commitment* level for each battle won.
- B** 1 VP for every 10 points of army strength at each battle. These points are scored even if the player lost the battle or the battle wasn't fought.

• Ring VP:

- C** VP next to all marked locations that The Fellowship moved to.

Shadow VP:

• Battle VP:

- D** 1, 3, or 5 VP based on the *Commitment* level for each battle won.
- E** 1 VP for every 10 points of army strength at each battle. These points are scored even if the player lost the battle or the battle wasn't fought.

• Corruption VP:

- F** VP next to all marked spaces on the *Corruption* track.

The player with the highest total VP wins! In the case of a tie, the player whose Fellowship is closest to Mount Doom on their Free Peoples board wins. If there is still a tie, the player with the most VP scored on their *Corruption* track wins. If still tied, the players share the victory.

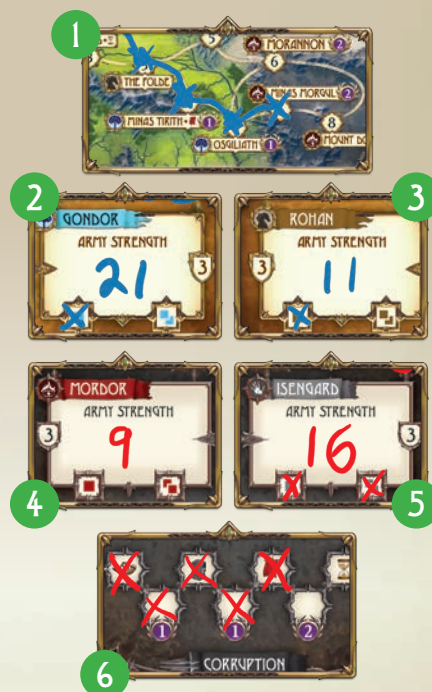


Scoring Example

The game ends, and it's time for Geoff to determine his total VP.

- 1** Geoff scores a total of 4 VP on his Free Peoples map: 1 VP from Minas Tirith, 1 VP from Osgiliath, and 2 VP from Minas Morgul.
- 2** Geoff won the battle at Gondor and scores 3 VP since the level of *Commitment* was raised. His total army strength is 21, which scores an additional 2 VP (1 point for every 10 army strength).
- 3** Geoff lost the battle at Rohan, but his total army strength is 11, which scores 1 VP.
- 4** The battle at Mordor was not resolved, so no player there scores VP from *Commitment*. Geoff's total army strength is less than 10, so he does not score any VP from that battle.
- 5** Geoff won the battle at Isengard and scores 1 VP since the first *Commitment* space is always considered marked. His total army strength is 16, which scores an additional 1 VP.
- 6** Geoff scores 2 VP from his *Corruption* track.

Geoff ends the game with a total score of 14 VP and hopes this is high enough to beat the other players.



CHARACTER CLARIFICATIONS



Gandalf

When your Shadow opponent finds The Fellowship during a *Hunt*, you may use Gandalf to consider the *Hunt* unsuccessful and secretly move to an adjacent location without spending any *Resolve*. You

gain any icons from the new location The Fellowship moves into as normal. You cannot move to Mount Doom or a location that you have already moved to. If you cannot move to an adjacent location, you cannot use Gandalf to cancel the *Hunt*. The Shadow opponent does not score any *Corruption*.

You must use Gandalf before your Shadow opponent announces how much additional *Hunt* they will spend. The Shadow opponent may use Flocks of Crebain to *Hunt* again, if able.



Gimli

During the Battle Resolution phase, you may use Gimli to add 2 to your army strength at the current battle. If you also used Legolas at that battle, Gimli adds an additional 2 to your army strength (for a total of +4 strength).



Merry

During The Free Peoples Public Actions phase, after marking a space on the *March to Battle* track for Gondor or Rohan, you may use Merry to mark 1 additional *March to Battle* space at the same battle.



Arwen

After you move The Fellowship during the Use Icons & Take Secret Actions phase, you may use Arwen to move The Fellowship again.



Strider

During The Free Peoples Public Actions phase, if The Fellowship on your Free Peoples board is in or adjacent to a Gondor, Rohan, or Elves location, you may use Strider to mark up to 4 spaces on that nation's *Alarm* track. You do not gain icons from marked spaces, but the nation is still *Activated* or *Motivated* as normal.



Galadriel

When you move The Fellowship into a Shadow location (Mordor, Isengard, or Southrons & Easterlings), you may use Galadriel to reduce the amount of *Resolve* required by 3 to a minimum of 1

Resolve. You may use both Arwen and Galadriel during the same move but must still spend at least 1 *Resolve* for each space.



Boromir

During The Free Peoples Public Actions phase, you may use Boromir to mark all of your *Resolve* spaces. You do not gain any ⏰ or 🗡️ from marked spaces.



Legolas

During the Battle Resolution phase, you may use Legolas to add 4 to your army strength at the current battle.



Pippin

When your Shadow opponent uses a Nazgûl to announce the region of The Fellowship's location, you may cancel the ability. The Nazgûl's ability is still marked as being used.



Nazgûl

During The Shadow Public Actions phase, you may use the Nazgûl to have your Free Peoples opponent announce the region of The Fellowship's location. Your opponent should be careful not to reveal the actual

location of The Fellowship; only the region is announced.

Free Peoples Regions: **Shadow Regions:**



Gondor



Mordor



Rohan



Isengard



Elves



Southrons & Easterlings

Neutral Regions:



Open



Mountain



Saruman

During The Shadow Public Actions phase, you may use Saruman to transfer strength between the Mordor battle and the Isengard battle. To do so, reduce up to 10 army strength at a battle and add

it to the other battle. You cannot reduce more army strength than you already have at a battle.



The Uruk-hai

During the Battle Resolution phase, you may use The Uruk-hai to add 4 to your army strength at the current battle. You may use The Uruk-hai to increase the army strength of Mordor or Isengard only.



The Mouth of Sauron

During The Shadow Public Actions phase, if you successfully *Hunt* in a Shadow location (Mordor, Isengard, or Southrons & Easterlings), you

may use the Mouth of Sauron to mark 1 additional space on your *Corruption* track.



Wormtongue

During The Shadow Public Actions phase, you may use Wormtongue to announce Gondor, Rohan, or Elves. The nation die of the announced nation may not be used by your Free Peoples opponent on future turns until

they have *Motivated* that nation. You may announce a Free Peoples nation even if their die has not yet been unlocked.



The Flocks of Crebain

During The Shadow Public Actions phase, if you unsuccessfully *Hunt* The Fellowship, you may use The Flocks of Crebain to immediately *Hunt* again.

The amount of *Hunt* required is reduced by 1 to a minimum of 0. If you do not have enough spaces marked for a second *Hunt*, you cannot use The Flocks of Crebain.



Shelob

During The Shadow Public Actions phase, you may use Shelob to force your Free Peoples opponent to erase all of their marked *Resolve* spaces. You may use Shelob before you *Hunt* The Fellowship but not during a *Hunt*.



The Witch-king

During the Battle Resolution phase, you may use The Witch-king to add 6 to your army strength at the current battle. You may use The Witch-king to increase the army strength of Mordor or Isengard only.



Palantír

During the Use Icons & Take Secret Actions phase, you may use the Palantír to mark all of your *Hunt* spaces. You do not gain any from the marked spaces.

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Each box of *The Lord of the Rings™: Circle of Conflict™* contains components for up to 4 players, but you can combine boxes to play with any number of players. Take the player boards, dry-erase markers, and battle boards from the extra boxes, but the dice and The One Ring board can stay in the box. Have all the players sit in a circle, make sure everyone can see the dice, and have fun!



Use Icons Actions

Use Icons to:	With These Icons:	Marking Where?	Description
Increase Resolve (Free Peoples board only)	 	Resolve Track	By marking <i>Resolve</i> spaces, players can later spend <i>Resolve</i> to take the secret action Move The Fellowship as well as defend themselves against the <i>Hunt The Fellowship</i> action taken by their Shadow opponent.
Increase Hunt Threat (Shadow board only)	 	Hunt Track	By marking <i>Hunt</i> spaces, players can later spend <i>Hunt</i> to take the <i>Hunt The Fellowship</i> action, attempting to find The Fellowship's location and cause <i>Corruption</i> .
March or Raise Commitment	 	March/Commit Area	By marking a <i>March</i> or <i>Commitment</i> space, players are either moving a nation from that board closer to battle or increasing the VP that will be won/lost in a battle with that nation.
Empower Character	 	Character Tracks	By marking the next space on a character track, players are preparing a character for use.
Rally Nation	 	Alarm Track of a Nation	By marking a space on an <i>Alarm</i> track, players are attempting to <i>Activate</i> (or <i>Motivate</i>) a nation, giving themselves a 1-time reward of 2  and unlocking that nation's die (or "double-unlocking" the die). The army strength of the nation's units also increases when it becomes <i>Activated</i> and <i>Motivated</i> .
Recruit	 	Muster Track of a Nation	By marking a space on a <i>Muster</i> track, players are recruiting units to increase their nation's army strength and attempt to win the battle with that nation.

Take Secret Actions

Secret Actions	Spending Icons:	Spending Where?	Description
Move The Fellowship (Free Peoples board only)	 	Resolve Track	By spending (erasing) <i>Resolve</i> , players immediately and secretly take the secret action Move The Fellowship to move The Fellowship to an adjacent location.
Various Character Actions	n/a	n/a	When you mark a space on the character track with the  symbol, that character action has been readied. Once you take the action, mark off the  symbol. You cannot take this action again.

Take Free Peoples and Shadow Public Actions

Actions:	Spending Icons:	Spending Where?	Description
Hunt The Fellowship (Shadow board only)	 	Hunt Track	By spending (erasing) <i>Hunt</i> , players take the <i>Hunt The Fellowship</i> action to attempt to locate The Fellowship and potentially cause <i>Corruption</i> .
Activate Nation	n/a	n/a	If during the Use Icons & Take Secret Actions phase the die space on any <i>Alarm</i> track is marked, that player must take this action. The player announces that the nation is now <i>Activated</i> during the public actions phase. <i>The die of this nation is now rolled at the start of each round, and this player can use that die.</i>
Motivate Nation	n/a	n/a	If during the Use Icons & Take Secret Actions phase the double-die space on any <i>Alarm</i> track is marked, that player must take this action. The player announces that the nation is now <i>Motivated</i> during the public actions phase. <i>This player can use the die of this nation twice on future turns.</i>
Use Character (a character's public action)	Mark off the arch of a public action for a character.	Character Track	When you mark a space on the character track with the  symbol, that character action has been readied. Once you take the action, mark off the  symbol. You cannot take this action again.
Muster Army	Erase all spaces for a completed unit of a nation.	Muster Track	When all spaces of a given unit are marked, you may add the strength of that unit to the corresponding battle board for that nation. Erase the spaces of the unit on the <i>Muster</i> track. <i>Note: A unit's strength is dependent on whether the nation is Neutral, Activated, or Motivated, as shown with strengths such as 0/1/2 or 1/2/4, for example.</i>
Destroy The Ring	n/a	n/a	If a player reaches Mount Doom on their Free Peoples board.