

## CREDITS

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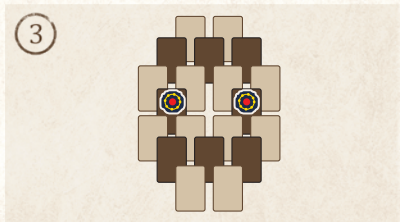
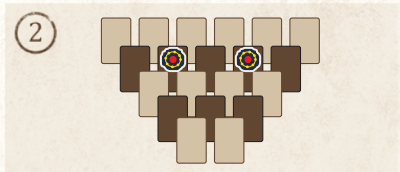
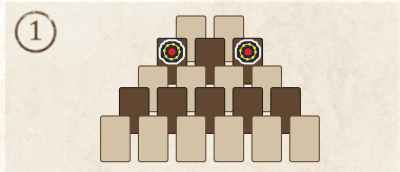
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MIDDLE-EARTH  
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Faceup card

Facedown card



## RULES

### OVERVIEW

In this expansion, gain and use Power tokens to secure help from your allies.

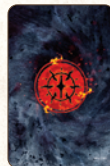
*Allies* changes a few rules in the base game, but the victory conditions remain the same.

### CONTENTS

7 Fellowship  
Ally cards



7 Sauron  
Ally cards



8 Power tokens



2 player aids



## SETUP

- ★ Sort the **Ally cards** according to their back.

Shuffle the 7 Ally cards for your faction and draw **3**, randomly, without showing them to your opponent.

Set aside the remaining Ally cards. They will not be used this game.

- ★ Take your **player aid** and **1 Power token**. Leave the other Power tokens nearby. You will need them when preparing each chapter.

## GAMEPLAY OVERVIEW

### Preparing a chapter

At the start of each chapter, place 2 Power tokens according to the setup diagrams shown on page 6.

### Game turn

#### Gain a Power token

In the central play area, each time you must reveal a card with a Power token on it, first place the token in front of you, then flip over the card.

#### Call upon an Ally

**Any time during your turn**, even after revealing new cards in the central play area, you may call upon an Ally and activate one of their effects.

Ally cards have two effects: an enter effect (on the left) and an exit effect (on the right). You must apply an Ally's enter effect **before** you are able to apply their exit effect.



The "Call upon an Ally" action is done **in addition to** your normal turn, but you may only do it **once per turn**.

#### ENTER EFFECT

Discard **1 of your Power tokens**, then reveal one of your Ally cards and place it in front of you. Then apply its enter effect.

#### EXIT EFFECT

Discard **2 of your Power tokens** and apply the exit effect of an Ally already in front of you. Then set the card aside. It cannot be used again during this game.

*Note: All effects are described on the player aids.*