

CREDITS

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Credits and thanks: www.rprod.com/en/duel-for-middle-earth/credits

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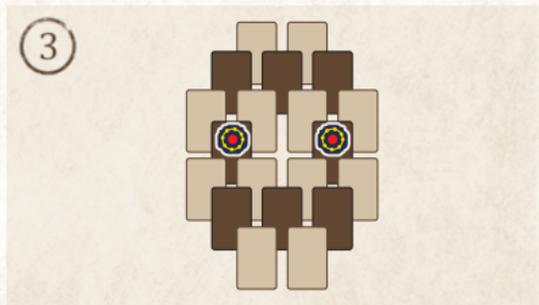
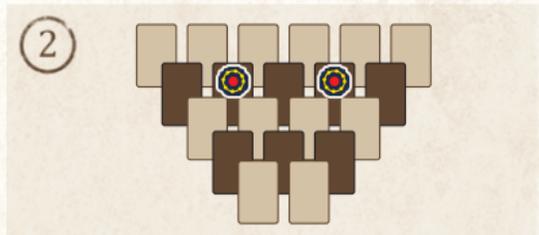
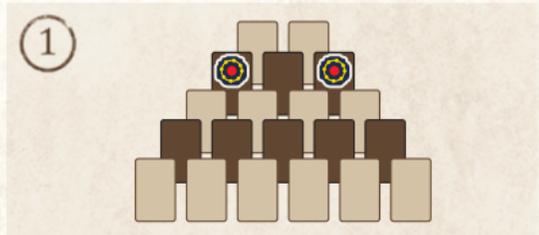
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ENTERPRISES

 Faceup card

 Facedown card



RULES

OVERVIEW

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

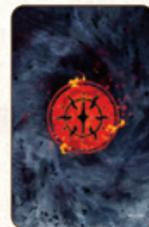
Allies changes a few rules in the base game, but the victory conditions remain the same.

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

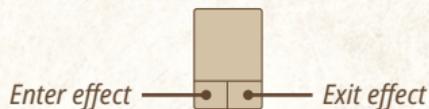
Gain a Power token

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.