

WAR OF THE RING

based on The Lord of the Rings™ Trilogy by J.R.R. Tolkien

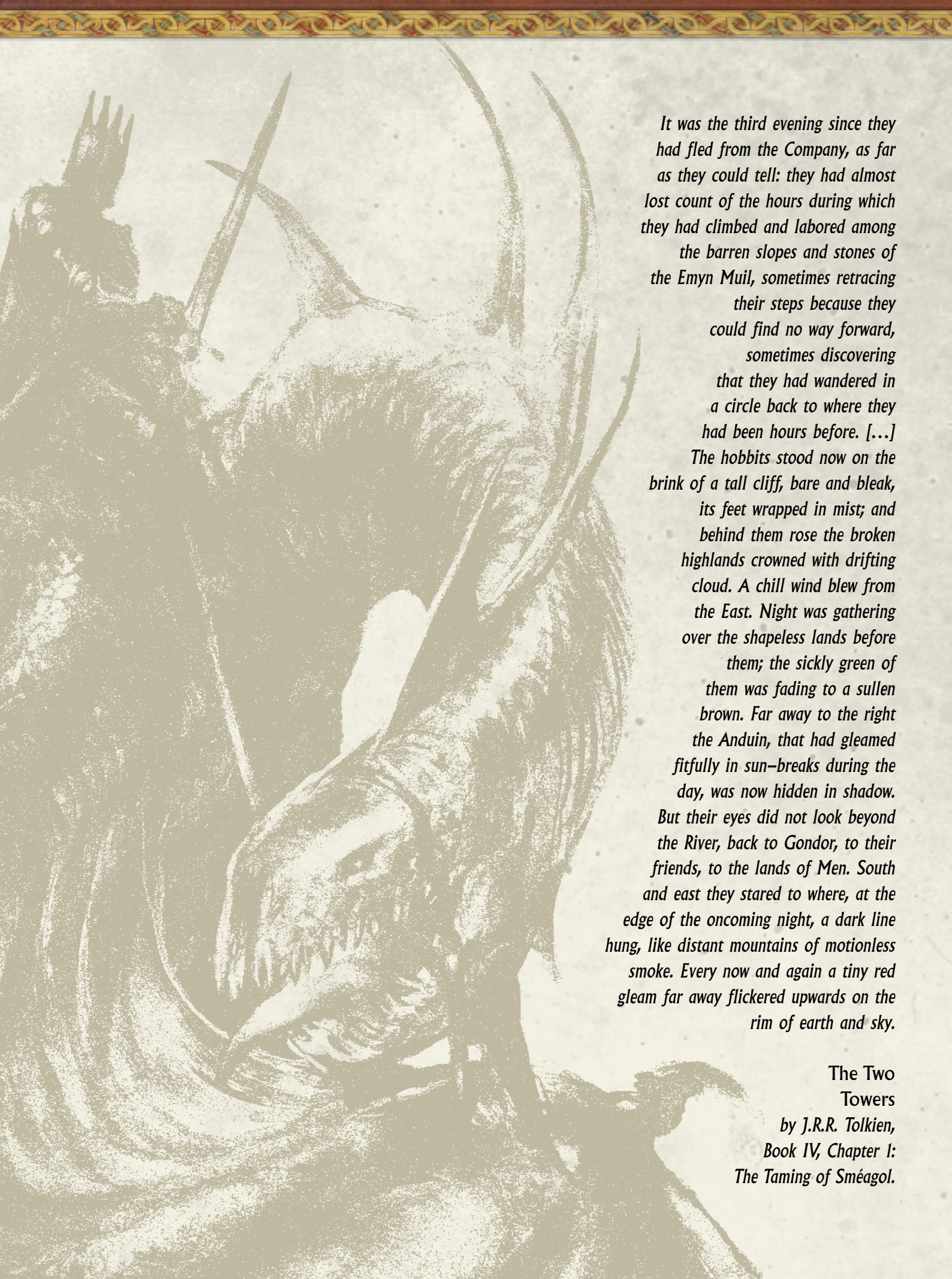
Second Edition

THE BREAKING OF THE FELLOWSHIP

A SCENARIO FOR WAR OF THE RING 2ND EDITION

A SCENARIO BY
ROBERTO DI MEGLIO &
KRISTOFER BENGTTSSON





It was the third evening since they had fled from the Company, as far as they could tell: they had almost lost count of the hours during which they had climbed and labored among the barren slopes and stones of the Eryn Muir, sometimes retracing their steps because they could find no way forward, sometimes discovering that they had wandered in a circle back to where they had been hours before. [...] The hobbits stood now on the brink of a tall cliff, bare and bleak, its feet wrapped in mist; and behind them rose the broken highlands crowned with drifting cloud. A chill wind blew from the East. Night was gathering over the shapeless lands before them; the sickly green of them was fading to a sullen brown. Far away to the right the Anduin, that had gleamed fitfully in sun-breaks during the day, was now hidden in shadow. But their eyes did not look beyond the River, back to Gondor, to their friends, to the lands of Men. South and east they stared to where, at the edge of the oncoming night, a dark line hung, like distant mountains of motionless smoke. Every now and again a tiny red gleam far away flickered upwards on the rim of earth and sky.

The Two
Towers
by J.R.R. Tolkien,
Book IV, Chapter I:
The Taming of Sméagol.

INTRODUCTION

W*ar of the Ring – The Breaking of the Fellowship* is a scenario for the *War of the Ring 2nd Edition* board game and modifies the setup of the game (see *War of the Ring 2nd Edition Rulebook*, page 14).

It allows the players to begin the game at the time of the Breaking of the Fellowship. Gandalf has defeated the Balrog and been brought to Lòrien by the Eagles, Merry and Pippin are about to encounter something strange in the forest of Fangorn, across the plains of Rohan three hunters embark on a perilous journey, and on the eastern shore of the river Anduin two small hobbits gaze towards Mordor and Orodruin, the mountain of fire.

DESIGNER'S NOTES

This scenario is intended to provide you, the *War of the Ring* players, with an alternate setup and make you re-evaluate the strategies available to you.

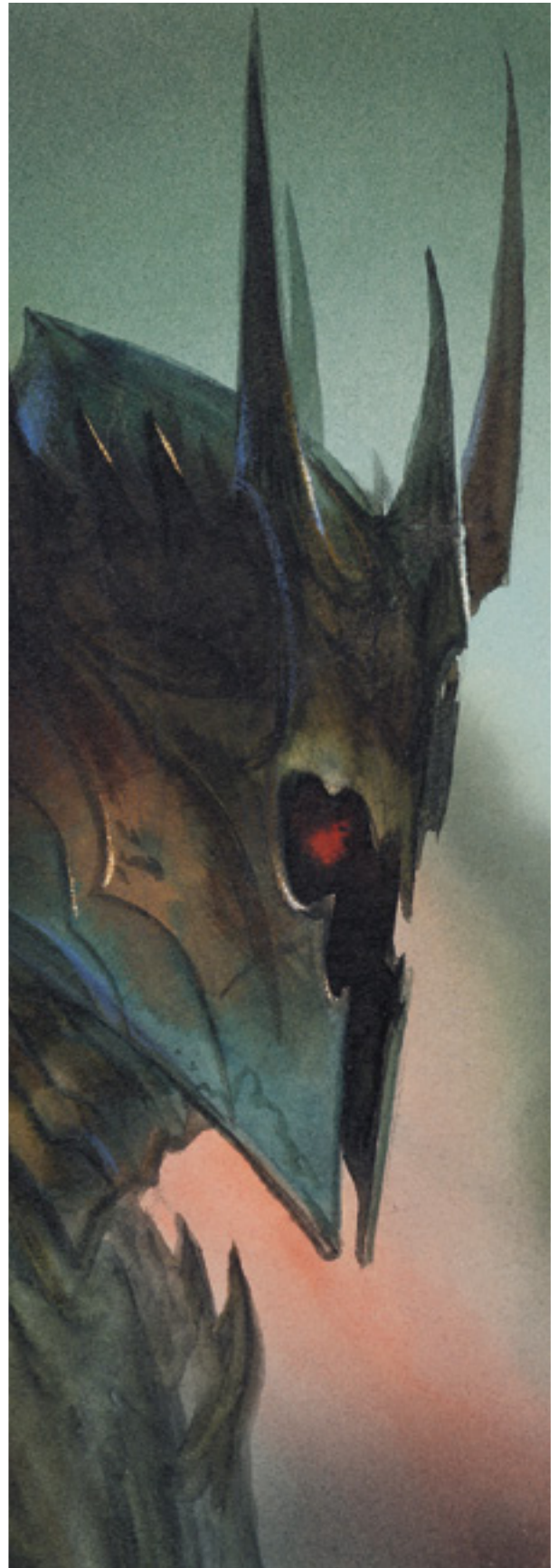
As you set up the game, pay close attention to the new starting positions of both Armies and Characters, as well as the Event cards that begin the game in play on the table and how they will affect, and be affected by, your actions.

These new starting conditions will create new narratives in the world of Middle Earth and your ability to master those conditions will decide the outcome of the *War of the Ring*.

SETTING UP THE GAME

UNITS

Place the army units and leaders of each Nation as listed on the next page.



ARMY SETUP

Dwarves

1 Erebor:
1 Regular, 2 Elite, 1 Leader.

2 Ered Luin:
1 Regular.

3 Iron Hills:
1 Regular.

Reinforcements:
2 Regular, 3 Elite, 3 Leader.

Elves

4 Grey Havens:
1 Regular, 1 Elite, 1 Leader.

5 Rivendell:
3 Elite, 1 Leader.

6 Woodland Realm:
1 Regular, 2 Elite, 1 Leader.

7 Lórien:
1 Regular, 2 Elite, 1 Leader.

Reinforcements:
2 Regular, 2 Elite.

Gondor

8 Minas Tirith:
3 Regular, 1 Elite, 1 Leader.

9 Dol Amroth:
3 Regular.

10 Osgiliath:
2 Regular.

11 Pelargir:
1 Regular.

Reinforcements:
6 Regular, 4 Elite, 3 Leader.

The North

12 Bree:
1 Regular.

13 Carrock:
1 Regular.

14 Dale:
1 Regular, 1 Leader.

15 North Downs:
1 Elite.

16 The Shire:
1 Regular.

Reinforcements:
6 Regular, 4 Elite, 3 Leader.

Rohan

17 Edoras:
1 Regular, 1 Elite.

18 Fords of Isen:
2 Regular, 1 Leader.

19 Helm's Deep:
1 Regular.

20 Westmnet:
1 Elite, 1 Leader.

Reinforcements:
6 Regular, 3 Elite, 2 Leader.





Isengard

Orthanc: 1

4 Regular, 1 Elite, Saruman.

Gap of Rohan: 2

6 Regular.

Reinforcements:

2 Regular, 5 Elite.

Sauron

Dol Guldur: 3

5 Regular, 1 Elite, 1 Nazgûl.

Eastemnet: 4

1 Nazgûl.

Gorgoroth: 5

4 Regular.

Minas Morgul: 6

5 Regular, 1 Elite, 1 Nazgûl.

Moria: 7

2 Regular, 1 Elite.

Mount Gundabad: 8

4 Regular.

Morannon: 9

1 Regular, 1 Elite, 1 Nazgûl.

North Ithilien: 10

5 Regular, 1 Elite, 1 Nazgûl.

Reinforcements:

10 Regular, 1 Elite, 1 Nazgûl.

Southrons & Easterlings

Dagorlad: 11

5 Regular, 1 Elite, 1 Nazgûl.

North Rhûn: 12

4 Regular, 1 Elite, 1 Nazgûl.

South Ithilien: 13

3 Regular, 1 Elite.

Umbar: 14

5 Regular, 1 Elite.

West Harondor: 15

3 Regular, 1 Elite.

Reinforcements:

4 Regular, 1 Elite.

FREE PEOPLES

Action dice Pool: 5

The Ring-bearers: *Eastemnet*
 Gandalf the White: *Lórien*
 Meriadoc, Peregrin: *Fangorn*
 Strider, Legolas, Gimli: *Eastemnet*

Corruption Track: 3
 Fellowship Track: 0/Revealed

Boromir is dead

SHADOW ARMIES

Action dice Pool: 8

Saruman: *Orthanc*
 The Witch-king: not in play
 The Mouth of Sauron: not in play



REINFORCEMENTS

All army units not placed on the board during the setup are available as reinforcements at the beginning of the scenario (no casualties have been inflicted yet).

POLITICAL TRACK

Place the Nations' Political Counters on the Political Track as instructed by this image. All Shadow Nations and the Elven Nation counters should have their active side facing up, while the North, Dwarves, Rohan, and Gondor counters should have their passive side facing up.



SETTING UP THE FELLOWSHIP AND SHADOW MINIONS

Place the Ring-bearers, Companions and Minions as instructed:

FREE PEOPLES PLAYER

STEP 1

Place the Ring-bearers in Eastemnet.

STEP 2

Boromir is dead, and is to be removed from the game during setup.

STEP 3

Gandalf begins the game as Gandalf the White and is placed in Lórien.

STEP 4

Place Strider, Legolas, and Gimli in Eastemnet.

STEP 5

Place Meriadoc and Peregrin in Fangorn.

SHADOW PLAYER

STEP 1

Saruman begins the game in play and is placed in the Orthanc region.

STEP 2

The Witch-king has not been brought into play and can be done so by following the normal rules.

STEP 3

The Mouth of Sauron has not been brought into play and can be done so by following the normal rules.

THE FELLOWSHIP

The scenario begins with the Fellowship “Revealed”, so you should place the Fellowship Progress Counter on the step marked “0” on the Fellowship Track, with the “Revealed” side up. The Corruption of the Ring-bearer is at three, so place the Corruption Counter on the step marked with the number three.

THE GUIDE

As all Companions have left the Fellowship, Gollum is the Guide of the Fellowship.

ACTION DICE

The Shadow player starts the game with eight Action Dice (due to Saruman being in play) in his pool, and the Free Peoples player starts the game with five Action Dice (due to Gandalf the White being in play) in his pool.

HUNT TILES

The following Hunt tiles should be removed from the Hunt Pool (they are considered used, and any Eye tiles should be reinserted into the Hunt Pool once the Fellowship is placed on the Mordor Track):

HUNT TILES



One
“EYE”
tile



One
“1”
tile



Two
“2”
tiles



Two
“Zero/
Reveal”
tiles

EVENT DECKS

When creating the Event Card decks for this scenario, some cards have to be removed from the game (they have already happened) and some will start the game in play and on the table. Please note that some of the Free Peoples cards that put the Special Hunt tiles in play have been used, and their corresponding Hunt tiles have to be inserted into the Hunt Pool once the Fellowship is placed on the Mordor Track.

Consult this chart for creating the Event Card decks for this scenario:

REMOVE

Free Peoples Character Cards

Mithril Coat and Sting (#5)
Mirror of Galadriel (#13)

Free Peoples Strategy Cards

A Power Too Great (#2)
Kindred of Glorfindel (#21)
Éomer, Son of Éomund (#23)

Shadow Character Cards

Foul Thing from the Deep (#7)
Cruel Weather (#10)
Lure of the Ring (#13)
The Breaking of the Fellowship (#14)
Worn With Sorrow and Toil (#15)
Flocks of Crebain (#16)
Balrog of Moria (#17)

Shadow Strategy Cards

Return to Valinor (#1)
Rage of the Dunlendings (#11)

REMOVE BUT HUNT TILE IN PLAY

Free Peoples Character Cards

Elven Cloaks (#1)
Elven Rope (#2)
Phial of Galadriel (#3)

IN PLAY ON THE TABLE

Shadow Character Cards

The Palantír of Orthanc (#21)
Wormtongue (#22)

Shadow Strategy Cards

Threats and Promises (#5)

EVENT CARD DRAWING

In the first Recover Action Dice and Draw Event Cards phase:

- The Free Peoples player draws four Event Cards. The only restrictions that apply to these draws are that at least one card must be drawn from each deck and all cards must be drawn before looking at them.
- The Shadow player draws six Event Cards. The only restrictions that apply to these draws are that at least one card must be drawn from each deck and all cards must be drawn before looking at them.

In all the following Recover Action Dice and Draw Event Cards phases the normal rules are followed, and the hand limit is the same as in the normal game.

MULTIPLAYER GAME

All normal multiplayer rules apply to this scenario with the following addition:

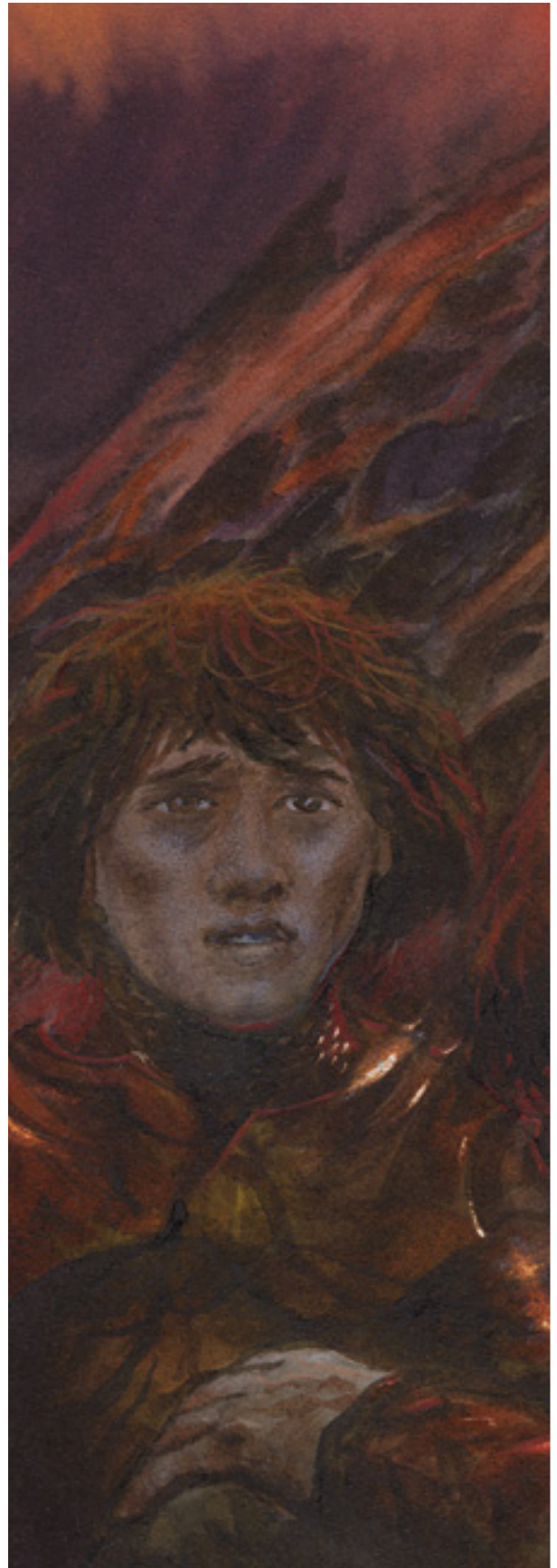
In the first Recover Action Dice and Draw Event Cards phase:

- The Free Peoples players draw two Event cards each. The only restrictions that apply to these draws are that at least one card, out of the total four, must be drawn from each deck and all cards must be drawn before looking at them.
- The Shadow players draw three Event cards each. The only restrictions that apply to these draws are that at least one card, out of the total six, must be drawn from each deck and all cards must be drawn before looking at them.

In all the following Recover Action Dice and Draw Event Cards phases the normal rules are followed, and the hand limit is the same as in the normal multiplayer game.

PLAYING THE GAME

Once the game has been set up and the first Recover Action Dice and Draw Event Cards phase has been completed, the game is played exactly in the same way as the normal game.



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Second Edition

THE BREAKING OF THE FELLOWSHIP

A SCENARIO FOR WAR OF THE RING 1ST EDITION
WITH THE TWILIGHT OF THE THIRD AGE EXPANSION

A SCENARIO BY
ROBERTO DI MEGLIO &
KRISTOFER BENGTTSSON



TWILIGHT OF THE THIRD AGE SCENARIO

It is possible to play *The Breaking of the Fellowship* using 1st Edition Rules and the *Twilight of the Third Age* expansion (included in the *Battles of the Third Age* expansion set and as part of the *Collector's Edition*).

In order to play *The Breaking of the Fellowship* with 1st Edition Rules you need to apply the following changes.

SETTING UP THE GAME

The Setup is the same described on pages 4 and 5, with the following exceptions:

ISENGARD

- Place 2 Regular and 8 Hillmen (instead of 6 Regular units) in Gap of Rohan.
- 10 Regular units are available as reinforcements.

FELLOWSHIP, COMPANIONS AND SHADOW MINIONS

- **Galadriel** is not in play and can be brought into the game later, by following the normal rules.
- **The Balrog** is dead and is to be removed from the game during setup.

THE FACTIONS

The **Hillmen of Dunland** faction begins the game in play, while the **Ents of Fangorn** and **Corsairs of Umbar** factions can be brought into the game following the normal rules.

HUNT TILES

As Gollum is the Guide, the Sméagol tiles can be left out of the Hunt Pool.

EVENT DECKS

Add the Expansion Event cards and replace some of the base game cards in the Event decks as usual.

Cards used or in play are the same as listed on page 8, except:

- **A Balrog is Come!** (17E) is to be removed.
- **Rage of the Dunlendings** (11E) is to be removed.

A game by **ROBERTO DI MEGLIO, MARCO MAGGI** and **FRANCESCO NEPITELLO**

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Second Edition

THE BREAKING OF THE FELLOWSHIP

A Free Expansion for the *War of the Ring* boardgame

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Special Thanks to Alija Vila, Andrew Poulter, and Kevin Chapman for their input, feedback, and above all their devotion to the game.

WAR OF THE RING 2ND EDITION

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