

WARRIORS OF MIDDLE-EARTH™

When playing **Warriors of Middle-earth™**, each player receives a special Faction die. When the first Faction of a player enters play, that player adds the Faction die to his Action Dice pool, at the start of the following turn.

New icons appear on these dice, and they are explained here. The other icons are used according to the rules from the base game.

These results of Faction dice can only be used on Faction cards and Faction figures, as described in the rules for each Faction.



RECRUIT FACTION



This die result can be used to execute one of the following actions:

- Add figure(s) to one Faction, following the rules for that Faction.
- Bring one new Faction into play.



PLAY/DRAW FACTION EVENT



This die result can be used to execute one of the following actions:

- **Play** any one Faction Event card from your hand, regardless of its type.
- **Draw** one Faction Event card from your Faction deck.



RECRUIT/PLAY FACTION EVENT



This die result can be used to execute one of the following actions:

- Choose any one action from those listed under **Recruit Faction**.
- **Play** any one Faction Event card from your hand, regardless of its type.



RECRUIT/DRAW FACTION EVENT



This die result can be used to execute one of the following actions:

- Choose any one action from those listed under **Recruit Faction**.
- **Draw** one Faction Event card from your Faction deck.

WILD DIE



This die result can be used to choose any one action from those listed under either **Recruit Faction** or **Play/Draw Faction Event**.

WAR RING



CHARACTER



This die result can be used to execute one of the following actions:

- **Leader Moves/Attacks with Armies.** Move an Army with a Leader to an adjacent region, which must be free for the purposes of Army movement; or attack an enemy Army in an adjacent region (or conduct a Siege Attack or Sortie) using an Army with a Leader.
- **Play an Event card.** Play a **Character** Event card from your hand.

Free Peoples only

- **Fellowship Progress.** Move the Fellowship Progress Counter one step forward on the Fellowship Track. Resolve the Hunt for the Ring, and then place the used Action Die in the Hunt Box.
- **Hide the Fellowship.** If the Fellowship was previously Revealed, it becomes Hidden again.
- **Separate Companions.** Separate one Companion or one group of Companions from the Fellowship. The Companion figures are removed from the Fellowship Box and must move on the map, up to a distance from the Fellowship equal to the step number on the Fellowship Track plus the highest Companion Level.

- **Move Companions.** Move all Companions or groups of Companions on the map, each up to a number of regions equal to that of the highest Companion Level in the group.

Shadow only

- **Move Minions.** Move all Nazgûl (including the Witch-king) anywhere on the map (except into a region that contains a Stronghold controlled by the Free Peoples, unless a Shadow Army is besieging it). Move other Minions according to their Level.



ARMY



This die result can be used to execute one of the following actions:

- **Move Armies.** Move up to two different Armies from their region(s) to adjacent region(s), which must be free for the purposes of Army movement.
- **Attack an Enemy Army.** Attack an enemy Army in an adjacent region with one of your Armies (or conduct a Siege Attack or Sortie).
- **Play an Event card.** Play an **Army** Event card from your hand.



MUSTER



This die result can be used to execute one of the following actions:

- **Diplomatic Action.** Move the Political Track of one friendly Nation one step forward (for a Free Peoples Nation, the step “At War” can be reached only if the Nation is Active).
- **Play an Event card.** Play a **Muster** Event card from your hand.

Only for Nations “At War”

- **Recruit Reinforcements.** Place reinforcements into play:
 - 1 Elite unit in any friendly and free Settlement **or**
 - 2 Leaders in any two different friendly and free Settlements **or**
 - 2 Regular units in any two different friendly and free Settlements **or**
 - 1 Leader and 1 Regular Army unit in any two different friendly and free Settlements.

Shadow only

- **Bring one Character into play** according to the rules on his Character card.



EVENT



This die result can be used to execute one of the following actions:

- **Draw an Event card.** Draw one Event card from an Event deck of your choice.
- **Play an Event card.** Play any one Event card from your hand, regardless of its type.



MUSTER/ ARMY



Choose any one action from those listed under **Muster** or **Army**.

SPECIAL

These die results are different on the Shadow dice and on the Free Peoples dice:

EYE OF SAURON



All dice showing the Eye must be placed in the Hunt Box.



WILL OF THE WEST

- Before taking an action, the Free Peoples player may change a **Will of the West** result into any other Action Die result, and use it to the same effect as the chosen result.
- The **Will of the West** result can also be used to bring into play **Gandalf the White** or **Aragorn – Heir to Isildur** according to the rules on their Character cards.

LORDS OF MIDDLE-EARTH™

When playing **Lords of Middle-earth™**, players receive new special dice, called Keeper dice (Free Peoples) and Lesser Minion dice (Shadow). When certain Characters enter play, that player adds the appropriate die to his Action Dice pool, at the start of the following turn.

Keeper dice (white): Lord Elrond, Keeper of Vilya (blue); Lady Galadriel, Keeper of Narya (grey); Gandalf the Grey, Keeper of Narya (red).

Lesser Minion dice (black): The Balrog of Moria, Evil of the Ancient World (orange); Gothmog, Lieutenant of Morgul (yellow).

If a player rolls multiple Keeper or Lesser Minion dice:

- He must select one die result to use.
- If any die result is an Eye, he must choose that die (which is placed in the Hunt Box as normal).

New icons appear on these dice, and they are explained here. The other icons are used according to the rules from the base game.



CARD DRAW



Draw one Event card from an Event deck of your choice.



REMOVE



This icon appears on some die faces, together with another action symbol. It means that **the die is removed**, in the Recover Action Dice phase of the turn after it is used, under the following circumstances:

- A Keeper die is removed if Gandalf the White is in play.
- A Lesser Minion die is removed if the Witch-king (any version) is in play.

USE BALROG



If the Balrog is inactive (Level 0), it **becomes active** (Level 2).

If the Balrog is active, this die result can be used to execute one of the following actions:

- **Move** an Army with the Balrog.
- **Attack** with an Army with the Balrog.
- **Move** (only) the Balrog on the board.