



(Amended from general rules
for Wizard/hero players)

I. VICTORY CONDITIONS

1. If a player's Ringwraith is eliminated, that player loses.
2. If a Ringwraith player moves *The One Ring* to Barad-dûr, that player wins.
3. Otherwise the winner is whoever has more marshalling points when one of the following occurs:
 - a. When each play deck has been exhausted once.
 - b. If a player plays *Sudden Call* as a **resource** after his/her deck has been exhausted; opponent gets 1 last turn.
 - c. If a player plays *Sudden Call* as a **resource** with at least 20 MP; opponent gets 1 last turn.
 - d. If a player plays *Sudden Call* as a **hazard** after his/her opponent's deck has been exhausted; that player gets 1 last turn.
 - e. If a player plays *Sudden Call* as a **hazard** when his/her opponent has at least 20 MP; that player gets 1 last turn.

II. CARDS AND DECKS

- **Manifestations:** If a player reveals or plays a Ringwraith, discard any corresponding Nazgûl hazards, and discard any corresponding Ringwraith followers if revealing as non-follower. A player can't reveal a Ringwraith if opponent has already revealed the same (non-follower) Ringwraith.
- **Items:** A Ringwraith player can use a hero item or a Wizard player can use a minion item, but all bonuses and special abilities (other than playing requirements and movement restrictions) are ignored and the item is only worth half (rounded up) of normal MP.
- **Card Effect Limitations:** The following cards have no effect on a Ringwraith player:
 - METW: *Bane of the Ithil-Stone*; *Foul Fumes*; *Mûmak*; *The Nazgûl Are Abroad* (but any player can still recycle Nazgûl hazards)

- METD: *Winds of Wrath*; *Worn and Famished* (unless Ringwraith vs. Ringwraith)
- MEDM: All events that require an agent; *The Black Enemy's Wrath*; *Chance of Being Lost* (unless Ringwraith vs. Ringwraith); *Great Secrets Buried There*; *In the Heart of His Realm*; *Mordor in Arms*
- Sauron-related cards (optional):
 - Aware of Their Ways*; *Black Breath*; *Eye of Sauron*; *Eyes of the Shadow*; *Gothmog*; *In Great Wrath*; *Long Dark Reach*; *Many Sorrows Befall*; *Morgul-Knife*; *Out of the Black Sky*; *Revealed to All Watchers*; *The Pale Sword*; *Rogrog*; *Wraith-lord*
- **Sideboard:** If an opponent's Ringwraith is in play, during opponent's untap phase, a player may move up to 5 hazards from his/her sideboard to discard pile; or, if his/her deck has at least 5 cards, may move 1 hazard from sideboard into deck. The hazard limit for that opponent's companies is reduced to half (rounded up) until end of turn.

III. GETTING READY TO PLAY

- 1) Starting Ringwraith companies can have up to 6 characters total (no Ringwraiths, no DM minion agents).
- 2) Starting Ringwraith companies can begin at Minas Morgul and/or Dol Guldur. (Tournament Rule)
- 3) Deck can contain 2 copies of the same Ringwraith (3 copies vs. Wizard).
- 4) Minion agents in Ringwraith deck count as characters for deck requirements.
- 5) Deck should contain at least 12 hazard creatures if both players have access to a large number of cards (whether Wizard, Ringwraith, etc.).

IV. THE PLAYER TURN

- During site phase, a player's company can attack an opponent's company with different alignment (hero/minion) at the same site (*see Combat*).

V. CHARACTERS & COMPANIES

- **Revealing a Ringwraith:** Ringwraiths can be brought into play at Minas Morgul, Dol Guldur, or home site.
- **Ringwraith Items:** Ringwraiths can carry items but can't use them (no bonuses or special abilities).

- **Ringwraith Followers:** Players can bring additional Ringwraiths into play as followers if: the primary Ringwraith is at a Darkhaven or the follower's home site; opponent doesn't already have the follower in play; and a card or ability allows a Ringwraith follower to be played. Ringwraith followers must always be under control of primary Ringwraith, using 1 point of direct influence for each follower. Ringwraith followers can't be influenced away and can't use special abilities.
- **Limitations on Company Composition:** A Ringwraith can't be in the same company with other characters (except Ringwraith followers) unless at a Darkhaven; Orcs and Trolls can't be in a company with Elves, Dwarves, or Dúnadan; and a company can only contain one "leader." If combining companies would violate a restriction, 1 company must return to site of origin.
- **Overt vs. Covert Companies:** Any company that contains a Ringwraith in *Fell Rider* mode, an Orc, a Troll, *The Balrog*, *Great Bats*, *Great Lord of Goblin-Gate*, *Last Child of the Ungoliant*, *Regiment of Black Crows*, "Two-headed" Troll, *Creature of an Older World*, or under the effect of *Freeze the Flesh* or *Cast from the Order* is an overt company; all other companies are covert.
- **Orc Scouts:** Only count as half toward company's size (rounded up).
- **Agents:** Can only be played at agent's home site for Ringwraith players.

VI. MOVEMENT

- Ringwraiths can't use region movement, can't travel through Coastal Sea regions, and can't travel to a non-Darkhaven site unless another card puts the Ringwraith in *Black Rider*, *Fell Rider*, or *Heralded Lord* mode.
- Údun is adjacent to Dagorlad for Ringwraith players.

VII. COMBAT

- **Body Checks for Ringwraiths:** If a Ringwraith's body check is exactly 7 or 8, it is returned to its owner's hand; that player can re-play it like normal, but can't play a different Ringwraith and other players can't play that same Ringwraith.

- **Detainment Attacks:** If a strike from a detainment attack is successful, the target is tapped instead of wounded. Defeating a detainment attack doesn't award marshalling points (it is removed from play). The following are treated as detainment attacks:
 - For hero companies: Any hazard creature with a * in the MP box
 - For minion companies: Any Nazgûl attack; any attack keyed to Dark-Domains, Dark-Hold, or Shadow-hold; any Orc, Troll, Undead, or Man attack keyed to Shadow-land.
- **Dragon Factions:** Give MP to hero company if defeated.
- **Defeating Hazard Creatures:** Ringwraith players only receive marshalling points from defeating hazard creatures with a * in the MP box.
- **Trophies:** If a minion company defeats another player's hazard creature, the creature can be placed with any Orc or Troll who faced one of its strikes as a "trophy," which is treated as a minor item with 0 corruption points that can't be transferred. If a non-detaiment trophy is discarded, it goes to player's MP pile; otherwise it is removed from play. A character's trophies provide the following bonuses based on total MP:
 - 1 MP = +1 to direct influence
 - 2 MP = +1 to direct influence and +1 to prowess (max. 9)
 - 3 MP = +2 to direct influence and +1 to prowess (max. 9)
 - 4 MP = +2 to direct influence and +2 to prowess (max. 9)
- **Cancelling Automatic Attacks:** A character can tap to cancel an automatic attack at its specific home site.
- **Company vs. Company Combat:** If a player's company has faced a site's automatic attack, hasn't made an influence attempt this turn, and is at the same site as another player's company with different alignment (hero/minion), an attack on the second company can be declared at the end of the site phase following all other actions. During this combat, hazards can't be played and have no effect, and cards that affect the number of strikes have no effect. The attacking company makes a single attack with 1 strike corresponding to each character in the company, and combat plays out normally except:

- Attack can be cancelled, but race-based cancellation must apply to all attackers. If attack is cancelled, the site phase ends.
- Strikes are assigned as follow:
 - 1) Defender assigns strikes to untapped defending characters.
 - 2) Attacker assigns remaining untapped attacking character strikes.
 - 3) Defender assigns strikes to remaining defending characters.
 - 4) Attacker assigns -1 modifications to prowess for excess strikes.
- Strike's prowess is based on character's prowess, modified like normal combat (-1 for tapped, -2 for wounded, -3 to stay untapped, etc.), and can be modified by resource cards (but only 1 resource requiring a skill per strike; attacker plays resources first). Attacker modifies prowess by rolling 2D6, as does defender.
- Body checks are resolved normally. Eliminated characters go to other player as "kill" marshalling points.

VIII. CORRUPTION

- **Ringwraiths:** Ringwraiths can't be corrupted; corruption cards can't be played on Ringwraiths.
- **Corruption Checks:** If a minion character's corruption check is equal or 1 less than corruption point total, the character taps. Corruption checks in Ringwraith's company get +2.
- **Removing Corruption Cards:** A character can skip tap requirement by suffering -3 penalty to roll.

IX. INFLUENCE

- **Influence Checks Between Alignments (Hero/Minion):** Modified by -5. A manifestation may be revealed in place of identical card.

X. PLAYING & DRAWING CARDS

- **Ring Checks:** Any gold ring in a Ringwraith's company is automatically tested at start of end-of-turn phase, with modification of -2; any gold ring at Barad-Dûr is automatically tested at start of end-of-turn phase, with modification of -3; any stored ring is automatically tested with modification of -2.
- **Agents:** Ringwraith players can play an agent as either a character or a hazard.