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THE LORD OF THE RINGS ROLEPLAYING GAME

Maps of Middle-earth, Set 2: Cities and Strongholds

MSRP: \$29.95

This boxed set contains six full-color maps of key cities and strongholds of Middle-earth, each recreated by the official *Lord of the Rings* movie calligrapher and cartographer: Daniel Reeves. Maps include Minas Tirith, Helm's Deep, Rivendell, Isengard, Edoras, and Umbar. The set also includes a 32-page guide to the locations depicted on the maps. A must-have for any J.R.R. Tolkien collector!



Paths of the Wise: The Guide to Magicians & Loremasters

MSRP: \$24.95

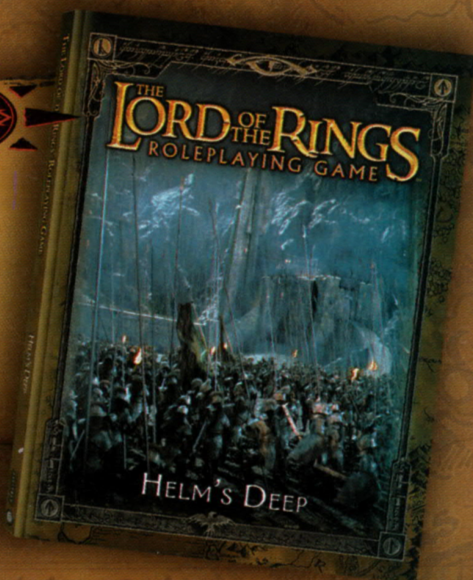
This 96-page, full-color hardcover book includes details on the magician and loremaster orders, including new professional abilities, skills, traits, and elite orders. It also contains detailed rules on herbs and herb-lore, as well as as more than fifty new spells for use with the RPG!



Helm's Deep Sourcebook

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SCRYE S PRESENTS

YOUR GUIDE TO GAMING IN MIDDLE-EARTH

The long wait is finally over! *The Return of the King* opens in just a few short weeks, and we'll all get to see the culmination of Peter Jackson's epic adaptation of *The Lord of the Rings* trilogy. Whatever nitpicking you, I, or anyone else have done about the films, they have undeniably defined how a new generation will view J.R.R. Tolkien's work. They've also made the story accessible to a much wider audience — including members who simply don't yet have the reading skills necessary to get through the original books. Like my 4-year-old niece, for example.

Samantha's seen both movies, via the wonders of home video, and while she's still mastering some basic skills like writing letters of the alphabet so that they can be deciphered by another human being, she knows all the major players in the story and will, if allowed, gladly provide her fellow viewers with helpful reminders. ("That's Air-a-gorn. He's gonna marry Ar-wen.") Her favorite character is Gimli, and she greatly enjoys "helping" her older siblings play their *Lord of the Rings* videogames — either assuming the dwarven warrior's role when they graciously allow her to participate or by coaching from the sidelines. "Don't forget to pick that up! Now go the other way. Get the Orc! Get the Orc!" — you get the idea.

Now you're probably feeling really sorry for her older sibs, but the fact is, most of what she knows about the characters and the story she learned from them, because all the kids (not to mention their parents) are genuinely interested in the world of Middle-earth, and they've enjoyed sharing their interest with others. The movies are something they can enjoy as a family. Decipher's trading-card game has given the older kids something else to enjoy, as have several of the other *LotR* games of varying types. This year, there are even some new *Lord of the Rings* games that are reaching out to a wider — and in some cases, younger — audience, as well. Which gives fans of the books and the movies even more ways to share their mutual enjoyment Tolkien's works.

So while we're waiting for Dec. 17 to get here ...

... let's play a game!

Joyce Greenholdt

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GO INSIDE THE LORD OF THE RINGS TMG



ably should have been covered.' Then I flog myself." No game is designed in a vacuum, and this game is no exception. "I took a look at some of the other games that are out there and listed some of the things that bothered me about them — the long play time, the small armies, and the way the warriors' stats decreased as they took damage, to name a few — and set to work."

And work he did. After my first few games, I was struck by how quickly and smoothly things went.

Playing against the game's designer was a little daunting, but Miller reassured me: "I have the Game Designer's Curse," he explained. "It keeps me from winning the games I design. When I start beating people at my own games, I start to worry!"

If that's the litmus test, then he should start worrying. He trounced me four games to one. In my one win, I got lucky and snatched a "Frodo victory." Frodo is a risky hero to play, because if you lose him, you lose the game! The flip side is that if you can manage to sneak him off of your enemy's side of the map, you win, which is how I was able to best the designer at his own game. It's a cool way to add flavor to the game.

The standard way to win is to reduce your enemy's army to half of its starting strength or less, and is one of the reasons gameplay is fast. You never get to that part of chess where each army has only one piece left — battles are often decided by one or two key combats.

Even though I was thoroughly beaten, I was pleased with the outcome. It showed that player skill matters more than the luck of the dice.

Such a little thing. I've been a *Lord of the Rings* fan since my father loaned me his weathered copy of *The Hobbit*. And even though I didn't write it, I admit to having "paternal" instincts whenever a new game comes out based on it. It's like I want to make sure that such a treasure gets a good home. "I did a lot of work in the early stages," Miller said, "to make sure the game 'felt' like *The Lord of the Rings*. In the end, I decided that the basic framework of the game should focus on battle, and the special abilities would bring out the flavor."

Checking out the various heroes and their special abilities, I could see what he meant. Boromir, for instance, is one of the few warriors with the Courage special ability. It means that the turn he is reduced to zero wounds is not his last — he gets to fight on for one more turn. Images of Boromir bravely fighting on, even with four arrows in his chest, instantly came to mind.

The most extensive special rule, of course, involves The One Ring. "I find the idea of an invisible model pretty cool, but executing the idea took some time," Miller recalled. "I messed around with some hidden-movement rules, but it seemed to be more trouble than it was worth. In the end, I went with a smoother, simpler system."

Basically, while Frodo wears The Ring, he can move around without penalty, and can only be attacked by Ringwraiths. There is a downside, though, represented by the struggle roll. If he fails this important roll, he can't move that turn and

loses one wound to the black breath. Wearing The One Ring is always a risk, but it can pay off if you get Frodo off the map.

In the end, I decided that the game really does capture the feel of *The Lord of the Rings*. The look of the models, the flow



Sitting in Sabertooth Games' Seattle office on a rainy October day, it was easy to see that the staff loves games. Sketches line the walls, and dice are as common as paper clips. "I love the smell of new cards in the morning," said lead designer Ryan Miller. "It's the smell of victory."

Misquotes notwithstanding, Miller's been designing games since he was 13, when his mother warned him against the dangers of *Dungeons & Dragons*. "I wasn't allowed to buy any of the books," he recalled, "so I made up the games on my own."

Miller has been the lead designer for Sabertooth Games for 2 1/2 years now, and he's only getting started. "*The Lord of the Rings TMG* was a great challenge," he said "I had to take my collectible card game experience and translate it to the tabletop." It wasn't as easy as he thought. "Card-game rules are finite, but on the tabletop, anything can happen. I'm still occasionally surprised by a question a player will pose, and I'll think 'Yeah, that prob-

of game play, everything contributed to a satisfying *Lord of the Rings* experience. And I have to give kudos to any game that features frying-pan-wielding hobbits!

"3-D cards." So how does a company like Sabertooth Games, known for collectible card games, make the move to miniatures? "It wasn't that big a leap," said Miller. "A tradeable miniatures game is a lot like a CCG, only with 3-D cards." Putting together my first army, I could see what he meant. It felt like I was building a deck, as I considered different warriors to fill different roles, and how my special abilities would combine.

The CCG feel extends to the 25 special abilities in the base set. They're divided into five categories, based on what part of the turn they affect, so they're really not that hard to remember. Combos and dirty tricks abound, such as using Magical Force to move an enemy warrior out of contact with one of your warriors and giving your warrior a free attack against it. "That raised a few eyebrows with the playtesters," Miller said. "They thought it was cheating." In war, there's often a fine line between "cheating" and good strategy.

A veteran designer with two published CCGs, Miller takes the collectible aspect very seriously. "I didn't want the coolest characters to be impossible to find," he said. To that end, there are two versions of each hero: one that costs fewer points and has fewer abilities, but is easier to find, and another that has more power but costs more points and is harder to find. "That way, if someone wants to play Gimli, they won't have too much



trouble finding one."

So will the best armies contain lots of ultra-rares? "I doubt it very much," Miller said. "The rarer models are on the high end of the point-cost spectrum, so filling your army with them will mean that you should only get three to six warriors. It's very hard for a small army like that to beat a more balanced army of 12 to 20 warriors."

There are some cool ultra-rares, though. Gandalf the Grey's ultra-rare version is currently the most expensive warrior in the game, weighing in at a whopping 680 points. He probably won't make his way into many standard 1000-point games, but he's a monster on the battlefield, as he should be! "In playtesting, we dubbed him the 'battle platform' because of his Arrow Flurry and Crack Shot abilities," Miller said, "which basically let him walk around the board shooting people." The standard rules don't allow shooting and moving in the same turn, but Crack Shot gets around that rule. Arrow Flurry doubles Gandalf's shots to 10, and lets him shoot at any number of targets.

Tournaments, tournaments, tournaments. While I was there, the folks at Sabertooth Games had a *Lord of the Rings* staff tournament in which I was fortunate enough to participate. While I didn't win, I do have the distinction of being the only player to defeat Jason Dawson's "arrows a-flyin'" army, which went on to win the tournament. All in all, it was a lot of fun, and it showed me how well the game functions in a tournament environment.

Many tabletop miniatures games have a fudge factor, which means that sometimes models that can only move 6" are sometimes "accidentally" moved a little more, and models that shouldn't have a line of sight to a particular

target end up being able to shoot at it anyway. While this accepted by most tabletop wargamers as part and parcel of the game, CCG players (myself included) demand more precision.

The *Lord of the Rings* TMG handles this aspect nicely, starting with the beautifully rendered hex map. With this, arguments about line-of-sight are over, and there's no fudge factor on movement because it's simply not possible. It also speeds up gameplay tremendously, something that is imperative in tournaments. Lastly, it's about 2' x 2', so it fits perfectly on the average CCG table.

The folks at Sabertooth took pains to ensure that the game held up well in tournament play. "First of all, the game had to take less than an hour to play," Miller explained, "and it had to have a comprehensive rules manual." Since rules manuals are not the best way to learn how to play the game, the Tournament Rulebook can be downloaded for free at the company's website, www.sabertoothgames.com. The standard rulebook in the starter set is enough to teach the game, so the Tournament Rulebook is used to answer specific rules questions, and provides several clarifications to the main rulebook. "It's also what we call a 'living' document," Miller continued, "so players will be able to give feedback and affect future versions."

Finally, nothing drives tournaments like free stuff! Sabertooth has made several exclusive models to be given out as free tournament support. "As long as the tournament is sanctioned on our website three weeks in advance," Miller explained, "we'll send out a free tournament kit, including some exclusive models."



THE LORD OF THE RINGS TRADEABLE MINIATURES GAME

by **Ryan Miller**
LotR TMG Designer

*"The board is set, the pieces are moving. We come to it at last — the great battle of our time."
— Gandalf, The Return of the King*

The base set of Sabertooth Games' *Lord of the Rings Tradeable Miniatures Game* contains 120 pre-painted 40mm models depicting the major characters from the *Fellowship of the Ring* and *The Two Towers* movies. All of the fellowship is here, from Frodo to Aragorn to Legolas. There are also a host of your favorite good and evil characters, including Saruman, Arwyn, Lurtz, and Elrond. There are plenty of soldiers for them to lead, like the Moria Goblins and Uruk-hai for the forces of Shadow or the stalwart Gondorian Warriors and Lothlorien Elves for the Free Peoples of Middle-earth.

Their large size offers many advan-

tages. Most miniatures games use models in the 25-30mm range, so these models stand, literally, head and shoulders above the competition! This has allowed the expert sculptors at Games Workshop to add a level of detail previously unknown in tradeable miniatures games.

The models are painted using a combination of hand painting and mechanical process. This means you get an amazing level of detail, with a minimum of "bleed." From Aragorn's five-o'clock shadow to the golden lines of Legolas' quiver, the paint detail is excellent.

How does it play? Using Sabertooth's Combat Hex system, play is fast and bloody. Standard games last about 30 to 45 minutes and involve around 12 to 20 warriors per side. This allows you to fight some satisfy-

ing battles without giving up your entire evening for a single game.

As its name implies, the Combat Hex system is played on a hex map. This means there are no arguments about movement or line-of-sight, and it speeds up play tremendously. You get one two-sided map with the starter set, and there are four more maps due out in December.

Where can I get some? The first place to look is your local game store. They should also have information on Sabertooth's tournament program, which includes exclusive models and lots of opponents. You can get a list of local retailers at Sabertooth's website: www.sabertoothgames.com. You can also find resources, downloads, and forums so you can interact and even trade with players from around the globe.

Base analysis: Aragorn

- A Movement Points.** How fast Aragorn moves across the map.
- B Toughness.** How hard it is to damage Aragorn.
- C Attacks.** How many dice Aragorn rolls in combat.
- D Rarity symbol.** Some models are harder to find than others. This version of Aragorn is ultra rare.
- E Collector number.** This number is just there to help you organize your collection. The two letters before the number tell you what set the model is from. This version of Aragorn is #98 in the Base Set.
- F Unique number.** Aragorn is unique number 1, and this means you can't have another model in your army with unique number 1. This keeps unscrupulous types from making a whole army out of Aragorns!
- G Point cost.** This version of Aragorn costs 400 points. Since you field a 1,000-point army in a standard game, he's pretty hefty!
- H Faction.** The leaf symbol tells us Aragorn is one of the good guys. As if we didn't know!
- I Special Abilities.** These are Aragorn's special skills — more on those later.
- J Wounds.** How much damage Aragorn can take before he falls.
- K Action points.** How many action points (APs) Aragorn can use during a battle. APs do not get replenished during the game, so use them wisely!

Looking at Aragorn's base, we can see that he's quite powerful, with five attacks, five toughness and five wounds. He's even more powerful when you look at his special abilities. He has three of them, as you can see on his base. Each symbol tells you which ability it is, and the number inside the symbol is that ability's action

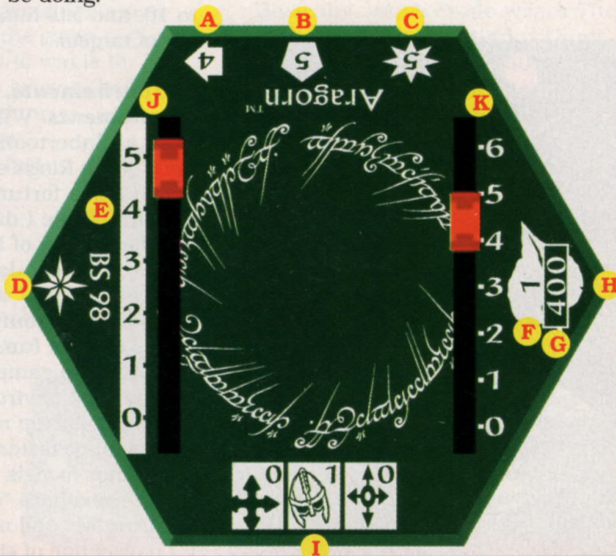
point cost.

His first ability (the four arrows in four directions) is called Berserk. This gives Aragorn +1 attack for each enemy in an adjacent hex. So if you get him in the thick of things, he could get up to +6 attacks.

Next is Armor (the helmet symbol), which allows him to ignore one wound per turn. Coupled with his toughness of five, Aragorn is hard to get rid of!

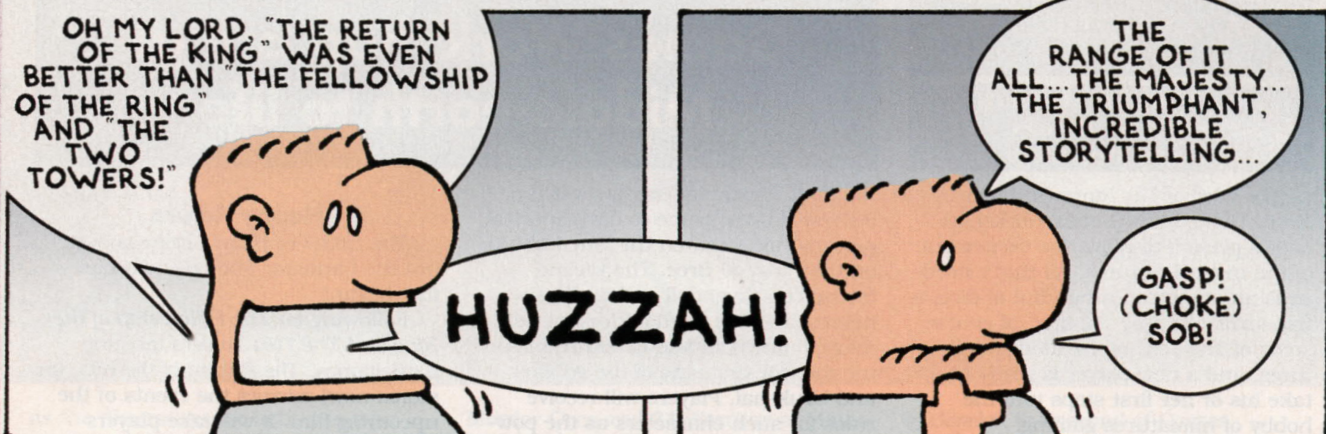
Finally there's Battle Awareness (the four arrows with the circle in the center). This means that he can attack any enemy, not just enemies to his front, as is normally allowed.

All of this means that Aragorn is best used by having him wade into the thick of the enemy's ranks, causing as much damage as possible — as the King of Men should be doing!



DORK TOWER®

BY JOHN KOVALIC



THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

by **Tim Huckleberry**
Public Relations
Games Workshop

The *Lord of The Rings Strategy Battle Game* from Games Workshop allows players to relive the excitement of the motion pictures. All that's needed is an opponent, a handful of dice, a flat surface to play on, and, of course, some of *The Lord of the Rings* miniatures, and a new player is ready to take his or her first steps into the hobby of miniatures gaming.

Drums in the deep

Shadow and Flame is a full-color 48-page supplement book out now, thrilling not only fans of *The Lord of the Rings Strategy Battle Game* but also lovers of the classic books themselves. The first in a series of supplements which will take the action beyond the epic films and into the original trilogy of books by J.R.R. Tolkien, *Shadow and Flame* allows players experience a new depth to the hobby with new characters, new forces, and new battle scenarios.

The book is divided into two main parts, starting with the ancient Dwarf realm of Moria. Here players learn its history, with a detailed map showing the path of the Fellowship through the underground kingdom. The expedition of Balin and his quest to reclaim this kingdom from the foul Moria Goblins is a main part of *Shadow and Flame*, with new forces and characters such as Balin's Dwarves and the dread Goblin King.

The second part contains three appendices, each adding to the game many of the favorite characters and scenes beloved by readers of *The Fellowship of*

PREPARE FOR BATTLE!

Games Workshop brings Middle-earth to life

the Ring. First, players discover the Barrow-downs, home to dark spectral powers that threaten the four Hobbits on their way to Bree. The second focuses on Rivendell and its Elven heroes, and the third addresses new magical forces in Middle-earth, including the evil shamans of the goblins and Uruk-hai. Players will receive rules for such characters as the powerful wizard Radagast the Brown, Tom Bombadil of the Old Forest and the river-daughter Goldberry, Glorfindel the Elf, and the twin sons of Elrond: Elladan and Elrohir.

Happy Return

The Battle of Helm's Deep is over, but the battle for Middle-earth has just begun!

Following on *The Fellowship of the Ring* and *The Two Towers* tabletop battlegames, *The Return of the King* (in stores now) mirrors the events of the upcoming film. It will take players through the key events of the movie, such as the fighting at Minas Tirith, the battle at the Black Gates of Mordor, and the culmination of Frodo's quest to destroy the Ring. Just





as the film raises the action to new heights, the action in the game also rises with the inclusion of new rules, warriors, and scenarios.

The Return of the King adds greater depth and detail to the previous games, with 12 new scenarios that allow players to re-create the events of the third film. The 176-page, full-color rulebook also includes a comprehensive forces section that gives players all the information needed to field warriors from any of the films. From older characters like Isildur to newer ones like the Mouth of Sauron, from the noble High Elves to the brutish Mordor Trolls, players will now be able to draw on an incredible variety of characters, warriors, and monsters for their armies. The rulebook also includes *The War of the Ring*, a special section presenting an additional five scenarios covering the great battles raging throughout Middle-earth.

Exciting new miniatures

Over the coming months, Games Workshop will be releasing many fantastic new models for the game. From Aragorn the King to the twisted Gorbag, from the Knights of Gondor to the Mordor Uruk-hai, players will get a wide variety of new miniatures to add extra depth to their armies. New warriors such as the Eastlerlings, monstrous characters such as Shelob, and heroes such as Denethor will arrive to bolster forces on both sides. The new game itself will come with great new plastic models, including 24 plastic

Mordor Orcs and 24 Warriors of Minas Tirith. Players also get new plastic scenery, evocative of the unique appearance of Middle-earth as seen in the motion pictures.

Other treasures

Two new Starter Paint Sets will be coming out in November as well, each with six starter paint pots, 12 Mordor Orcs or Warriors of Minas Tirith, a paint brush, and a painting guide. These are great introductory products for people who want try out the miniatures hobby, as they come with everything needed in one box.

The Heroes of the West comes with new models of Aragorn, Éomer, Gandalf, Faramir, Legolas, Gimli, Éowyn, Merry, and Pippin — the last three all in armor. These stalwart defenders stand against the forces of Mordor in the battle to protect the White City and the hope of all Middle-earth. This set of characters for *The Return of the King* is sure to be popular with players and collectors alike.

The Ruins of Middle-earth scenery collection evokes the strong imagery of the motion pictures. The ruined buildings, fallen statues, and building columns of forgotten ages contained in the new plastic set reinforce the fact that these games are set in Middle-earth and nowhere else. And this is just the start — there are many more releases coming after the launch, including the huge plastic Mûmakil ("Olipphants" to all you Hobbits).

Following in March will be *The Siege*

of Gondor, the second of Games Workshop's supplements for *The Lord of the Rings Strategy Battle Game*. This 64-page book will augment the rules with sieges, war machines, and more, reflecting the kind of large-scale battles seen in *The Return of the King*. Players will also get new characters and war machines for the forces of Gondor and Mordor. This promises to be an invaluable supplement for gamers looking to expand their armies beyond small skirmishes into larger-scale battles.

Future supplements will provide even more for players, also drawing on the literary works in the same manner as *Shadow and Flame*. Games Workshop's monthly hobby magazine, *White Dwarf*, will also feature painting and modeling advice, along with new scenarios and gaming material to further expand the game.

In January, the third annual *The Lord of the Rings* National Painting Competition starts up, and *The War of the Ring*, our national campaign for *The Lord of the Rings*, will kick off in March.

With the release of *The Return of the King Tabletop Battlegame* and associated releases, players are seeing just the third installment in *The Lord of the Rings Strategy Battle Game*. Though the third film brings the epic trilogy to a conclusion, it's still the beginning for *The Lord of the Rings Strategy Battle Game*. Players can be assured that they can look forward to great products for miniatures gaming in Middle-earth for many years to come!

The Lord of the Rings

Eagle Games • www.eaglegames.net • Available now • \$29.99

German game designer Reiner Knizia is best known for complex strategy games, like *Tigris and Euphrates* and *Samurai*. So it comes as a bit of a surprise that he would design a kids' game based on *The Lord of the Rings*. Kids love spinners, dice, and randomness; Knizia's designs focus on logic, strategy, and order. On the surface, this sounds like mixing peanut butter and chocolate in hopes of making caramel, but somehow the mixture works in the new *The Lord of the Rings* game from Eagle Games.

The game paints a friendly and wholesome picture of the story, touched with a child's cartoonish vision of the perils awaiting the Hobbits. Inside the box, you find large, easy-to-handle components that work great with younger players. Use the basic set of rules with younger kids (ages 6 and 7), and the advanced rules with older kids.

Like the story, the game follows the Hobbits' trek from Hobbiton to Mount Doom. To win, you must defeat Sauron and his flying Nazgûl at Mount Doom. Along the way, you meet up with friends like Aragorn and Bill the Pony, and encounter such enemies as Gollum and the Orcs.

As with any journey, getting there is half the fun. Multiple paths lead from place to place around the board, giving players a lot of leeway over how to proceed. If players prefer to seek out encounters to gain friends and defeat enemies, they can do that. If they'd rather race straight to Mount Doom and confront Sauron, they can do that, too.

On your turn, you roll a custom die, numbered from two to five, plus one face showing the dreaded Flying Nazgûl. If a player rolls the Flying Nazgûl symbol on the die, she can move a Flying Nazgûl piece from any encounter spot to any other, and then roll again. Flying Nazgûl make encounters harder, because the player must deal with them *before* overcom-



ing the encounter itself.

If a player rolls a number on the die, she moves her Hobbit up to that number of spaces (or not at all). When a Hobbit ends his move next to an encounter location, the player can engage the encounter in the hope of winning it and passing through to the other side of the space, shortening the journey to Mount Doom. A player can also bypass a particular encounter by staying on her side of the space and continuing down a longer path.

Players resolve encounters with a large, four-section spinner. The first section shows Sauron's Eye. If a player spins this position, her turn ends. (Ending your turn is the only "penalty" in the game.) The other sections show one, two, or three red cubes. Every enemy tile displays a number of red cubes, showing how strong the enemy is. When a player hits one of the cube spots on the spinner, she removes that number of red cubes from her enemy. When the enemy runs out of cubes, he's defeated and the Hobbit passes through.

The one-cube spot on the spinner also shows a Flying Nazgûl. To defeat

a Flying Nazgûl, a player must hit this spot on the spinner. If she gets either the two- or three-cube spot, she gets to try again, but doesn't get to remove any cubes — those must wait until you dispatch the Flying Nazgûl. If she gets Sauron's Eye, her turn ends.

A very small misprint problem affected the first wave of games; the backs of one token sheet got a dark green image instead of a light green one. Although it affects game play for adults, kids probably won't notice at all. Eagle offers free replacement sheets by mail if your game was affected. To get your replacement parts, send an e-mail request with your shipping information to info@eaglegames.net.

The Lord of the Rings from Eagle Games makes a wonderful gift for the holiday season (or any other time of year). The unique mixture of pre-set tracks and player choices makes this game design a real standout. It definitely engages both kids and the adults that play with them.

— John Kaufeld

Number of players: Two to five

Designed for ages: 6 and up

Learning curve: Easy

Playing time: 10-25 minutes

Pros: Clever artwork and constant interaction keeps kids engaged.

Cons: Small misprint in early editions may require replacement pieces from Eagle.

Gameplay ●●●●●○

Replay Value ●●●●●○

Appearance ●●●●●○

Overall ●●●●●○

The Lord of the Rings

Trivia Game

Fantasy Flight Games • www.fantasyflightgames.com • Available now • \$39.95

Thinking about trivia games evokes thoughts of games like *Trivial Pursuit* and — well, *Trivial Pursuit*. Fantasy Flight Games has bridged the gap between yesteryear's all-too-familiar triviation and today's fast-paced family board games with *The Lord of the Rings Trivia Game*. Based on the grandfather of epic fantasy fiction, this game offers a rewarding experience for everyone from Tolkien scholars to the guy on the corner who thinks a bad Hobbit is something akin to smoking cigarettes.

Gameplay boils down to answering questions to get resources and managing those resources to move on the map. Each player or team of players starts in Bag End. There are 13 other regions to navigate, and each region has a resource cost to enter. The cost varies from region to region and becomes progressively more expensive as you get closer to your ultimate goal: Mount Doom. Regions have a Lidless Eye icon or a stack of associated

Challenge tiles. The Lidless Eye represents a trivia question. Each trivia card contains three questions, numbered one to three, with a corresponding number of resources that the player will earn if he answers the question correctly.

The cleverest bit about the questions is the variable difficulty mechanic. Each of the 1,200 questions in the game may be asked as an easy, medium, or hard question.



Challenge tiles incorporate trivia questions and hazards or boons. Hazards may force a resource discard; boons offer a one-use action, such as automatically passing a question or ignoring a region's resource requirement.

After answering a question correctly, a player may pay resources to move to the next region or rest. If a player who moves on misses the question in the new region, he must move back to the region he began the turn in. If a player rests, he rolls the resource dice twice, collects the resources and ends his turn. There are three havens: Rivendell, Lothlorien, and Ithilien. Once a player passes

a haven, he may not be moved further back than that haven. Players with enough resources and confidence in their trivia knowledge can press on from a haven with minimal risk. Once a player reaches Mount Doom, he has to resolve one more challenge tile to win.

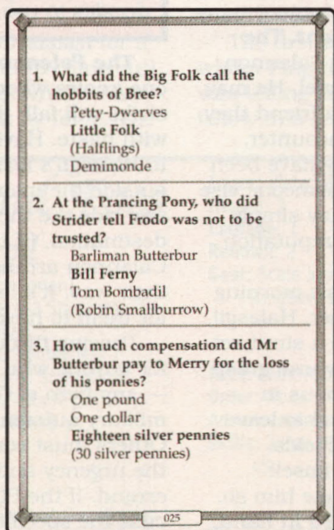
The optional short game has a more traditional trivia-game feel. Players ignore the resource-gathering mechanic altogether. Each turn, players move forward one space

and face the first question on the card. If they pass, they advance and may attempt a second question, and so on, until they miss a question or have faced a third question to end the turn. When a player answers incorrectly, he moves his playing piece back to the space he started from. The haven rule is ignored, so there's no safety net in this variant. You can press your luck and move up to three spaces per turn or steadily advance and minimize the result of an incorrect answer.

The most notable thing about this board game is that it continues Fantasy Flight's tradition of great-looking high-end games. The board is a lavish map with smartly designed graphic inlays representing key regions in the *Rings* saga. The playing pieces are cleanly designed, with easy-to-read icons. However, the trivia cards themselves are a touch stark. The bold, colorful designs of the rest of the game components are absent on the question face. The back of the card, however, pleasingly echoes the map board.

The rulebook is attractive and well-presented. It's full of pictures, illustrations and a swan-boatload of examples of play. The board and the rulebook both reference all the icons in the game for convenience. The game is a novel blend of trivia and adventure boardgaming, perfect for Tolkien fans, trivia buffs, and gaming families.

— Matt Hoskins



Number of players: Two to four players or teams

Designed for ages: 12 and up

Learning curve: Easy (though some of the questions are pretty tough!)

Playing time: 60-90 minutes

Pros: Beautiful game; blends trivia with adventure boardgaming; easy to learn; two games in one.

Cons: The trivia question cards don't have the same aesthetic standard as the rest of the components.

Gameplay	●●●●○
Replay Value	●●●●○
Appearance	●●●●○
Overall	●●●●○

Agent of Treachery

A Lord of the Rings
RPG adventure



by Jeff Tidball
RPG Line Developer

"Agent of Treachery" is an adventure for *The Lord of the Rings Role-playing Game* that takes place in the lands immediately surrounding Minas Tirith just before the Battle of the Pelennor Fields. It is suitable for nearly any number of players having from zero to four advancements.

Overview

In "Agent of Treachery," the player characters (PCs) travel into the Pelennor Fields on an urgent errand: to rescue an addled old militiaman from the barn where he has shut himself up in defiance of the hordes that are soon to attack. While doing so, the PCs discover a Gondorian child lurking nearby. He saw an agent of the Enemy meeting with a Gondorian traitor, hatching a plot to foil Minas Tirith's defences when Sauron's attack begins. The PCs follow the agent, galloping across the Pelennor Fields and out through the gates toward Osgiliath to capture the agent before it's too late to prevent his evil plan. After surviving an ambush, they finally run their quarry to ground, either capturing or slaying the minion of darkness.

For whatever reason — as the chronicle's Narrator, you must determine this — the heroes find themselves in Minas Tirith as the people of the city prepare for Sauron's armies

to move against them. As the young and aged are evacuated from the area and sent south, where they will be safe, the men of the city gird themselves for battle.

Act One: A Hurried Favor Calannon's Predicament.

The heroes are approached by Calannon, a young Guard of the Citadel. He may be the relative of a PC or a friend they made in some previous encounter. Alternately, Calannon may have been referred to the heroes by someone else they have helped, or he may simply have heard of the heroes' reputation for deeds of renown.

Calannon heard just this morning from cousins that his father, Halasgil, an elderly farmer but also a stout veteran of Gondor's militia, whose grasp of reality has become tenuous in recent seasons, has refused to leave his farm on the Pelennor Fields. Instead, he's barricaded himself against any attempt to make him go, and is prepared, with sword in hand, to stand until he defeats the horde or is overwhelmed.

Halasgil will meet a grim end if he is not sent south or brought within the city. Because of Calannon's duties, he cannot leave the city. He begs the heroes to go with all haste and retrieve his father. With any luck, it's an errand they can accomplish before nightfall.

Read this first!

If you're a player in a *Lord of the Rings RPG* campaign, and you think your Narrator might want to use this adventure, stop reading now! You wouldn't want to spoil the surprise if your Narrator decides to use this!

The Pelennor Fields. Because no one knows when the Dark Lord's strike will fall, the PCs must travel with haste. Having received directions to Halasgil's farm, they need only get outside the main gates of Minas Tirith and ride the three leagues to their destination. (If the PCs need horses, Calannon arranges mounts to speed their way. It's important to the story for them to have horses later.)

Passing through the gates is trivial for anyone who knows the pass-words — any hero of Gondor's nobility or military automatically knows them. Others must convince the guards of the urgency and nobility of their errand. If the PCs don't wish to discuss the specifics of their mission, this requires a TN 15 Persuade test. If they share the story of Calannon's father, the test is TN 5.

You may determine the precise time necessary to travel to the farm over easy ground using *Table 9.41: Travel Speed* on pages 252-3 of the core rulebook, but as long as the heroes hurry appropriately, the trip's exact duration matters little.

Act Two: Diversion and Pursuit

Halasgil's Byre. When the PCs arrive at Halasgil's farm, it's a simple matter to determine that he has barricaded himself in his byre (a cow barn), as the PCs can hear him pounding nails into the door from the inside to make it more secure.

The heroes have a number of options. The best one is to convince Halasgil that it's not in the best interests of his reputation, Gondor's glory, or even the pragmatic interests of the coming battle for him to remain in the barn. This dialogue — most likely shouted through the barn door — should be role-played. Halasgil's grip on reality is tenuous, but don't play this comedically. Use the tragic madness of Denethor in *The Return of the King* as your example, emphasizing the elderly veteran's embodiment of Gondor's diminishment since its pinnacle in elder days. In the end, Halasgil just wants to draw his last breath proudly fighting the Enemy in the one place in Middle-earth he loves most.

Once the role-playing runs its course, the PC who did the most talking should make a TN 20 Persuade test. The appropriate specialty depends on how the conversation went. Assign a test bonus or penalty of up to ± 5 , depending on the PCs' persuasiveness. Remind the players that they can spend Courage on this test.

Instead of talking to Halasgil (or if they fail to convince him to come out), the heroes may break down the barn door and take him back by force. The

door is, by now, well reinforced. Breaking it down requires a TN 10 Strength test.

Subduing Halasgil may prove difficult. If they break down the door, he views the PCs as agents of the Enemy and leaps to attack them with his longsword. If the PCs can grab him (see *Grab* on page 229 of the core rulebook) it requires a TN 10 Nimbleness test and a full-round action for another character to tie him up.

If the PCs dawdle in the course of this encounter, remind them of the darkness that has descended over the land, and that every moment they remain outside the stout walls of Minas Tirith increases their danger should the Enemy begin his attack.

Fing. Fing (short for Fingolin) is a 9-year old orphan who thought himself very brave and clever when he hid from his uncle (who has cared for him since his parents died) during the evacuation. Now, however, he's worried — the Pelennor Fields, where he has lived his whole life, have become eerily deserted.

While skulking around, trying to figure out what to do, he overheard a conversation between two men. Fing thought to reveal himself to them, hoping they'd take him to his uncle, but he thought better of it once he heard a few snippets of their conversation.

The first man, a hooded Gondorian whom Fing did not get a good look at, was telling the second man, an ugly fellow in a grey cloak, about how a

group of his fellows were willing to throw open the main gate of Minas Tirith as Sauron's army approached if their lives would be spared. After agreeing to this and specifying a signal to be given when the gates are to be opened, the ugly man leapt on a horse and rode off, while the Gondorian disappeared into the shadows. Just then, Fing heard the PCs talking to Halasgil.

Rather than approach right away, Fing remains hidden to make sure the heroes aren't enemies. Whenever you judge the time is right, allow the PCs to begin making opposed tests comparing their Observe (Spot) to Fing's Stealth (Hide). Depending on the heroes' actions with Halasgil, Fing may either try to run when spotted (if he fears the PCs will hurt him — likely if the PCs had to subdue Halasgil by force) or confide in them (if they've been kind to Halasgil).

When Fing is caught and questioned, he brings up the conversation he overheard to change the subject from his own misbehavior. He never did get a good look at the traitor, and can't remember the signal they used, but he's certain of the rest of it.

This changes everything. What was once a quick errand to collect Halasgil becomes a race to track down the grey-cloaked figure — who can't have more than a five- or 10-minute headstart — and prevent the treachery.

If the heroes don't realise the importance of giving chase, tailor Fing's recollections to paint as dire a picture as needed. If the heroes consider heading back to Minas Tirith to

Friends and Foes

Halasgil

Race: Man: Middle Man (Gondorian)
Racial Abilities: Adaptable (+2 Stamina), The Dominion of Man, Skilled
Attributes: Bearing 8 (+1), Nimbleness 7 (± 0)*, Perception 6 (± 0), Strength 8 (+1)*, Vitality 5 (± 0), Wits 4 (± 0)
Reactions: Stamina +2, Swiftsway +1, Willpower ± 0 , Wisdom +1
Defence: 10
Order: Warrior
Order Abilities: Evasion, Swift Strike, Warrior-born
Advancements: 2
Skills: Armed Combat: Blades (Longsword) +8, Craft: Farming (Raising Cows) +4, Healing (Treat Wounds) +1, Inspire +3, Intimidate (Majesty) +3, Language: Westron +6, Language: Sindarin +3, Lore: Realm (Gondor) +4, Observe (Spot) +6, Ranged Combat: Bows (Longbow) +4, Ride (Horses) +3, Run +1, Siegecraft (Unit Leadership) +3

Edges: Warwise
Health: 9
Courage: 1
Renown: 2
Gear: Scale armour, large shield, longsword, longbow, and quiver of arrows

Fing

Race: Man: Middle Man (Gondorian)
Order: None
Advancements: 0
Skills: Jump +1, Run +3, Sneak (Hide, Sneak) +5

Orc-scouts

See page 290 of the core rulebook. These Orcs are Warriors and have the Favored Weapon order ability.

Wolves

See page 297 of the core rulebook.

The Grey-cloaked Rider

Use the basic statistics for a Half-orc warrior (see page 292 of the core rulebook), with



the following modifications.

Advancements: +3
Statistics: Substitute Evasion for Lurking in Shadows, add five ranks Armed Combat: Blades (Longsword), add five ranks Ride (Horses), add two ranks Observe (Spot), add three ranks Run, add three Courage
Gear: Horse (see page 237 of the core rulebook), longsword, Orc-chainmail hauberk

warn someone or root out the traitors themselves, point out they can do that later, but they won't have another chance to give chase once the agent escapes.

The heroes may get sidetracked over how to get Halasgil and Fing to safety. If they think to convince Halasgil it should be his honorable duty to escort the child to safety, he immediately agrees. If they don't, he sees the obvious need and volunteers. Before hurrying off with the child, he urges the heroes to fly swiftly, for Gondor!

Pursuit! The distance from the farm to the Rammas Echor gate on the road to Osgiliath (where Fing says the rider headed) is about three miles. As they begin their pursuit, any Elves among the party can make an Observe (Spot) test to see the grey-cloaked figure approaching the gate at a gallop. The chase is on!

The PCs begin two miles behind their quarry. For every 10 minutes they ride (assuming they press their horses as fast as they will go), the heroes and grey-cloaked rider make opposed Ride tests. When the heroes prevail they gain one-quarter mile on their quarry. When the rider prevails they lose one-quarter mile. On a superior success, the distance gained or lost is doubled, and on an extraordinary success it is tripled.

Describe dramatic choices to keep the chase interesting. If one PC rolls much worse on his Ride test than his companions, will the other heroes slow down to wait (losing ground on the rider) or press ahead on their own? Improvise as needed. Remind the players they can spend Courage, and remember the grey-cloaked rider has Courage of his own you can use to keep the chase exciting.

Rammas Echor Gate. After two 10-minute pursuit turns, the heroes arrive at the Rammas Echor. If the heroes slow down to ask the guards there about their quarry, they discover that, although the guardsmen were suspicious of the rider, he knew the pass-words and was allowed to pass.

If the characters relate what they know (that the grey-cloaked rider is an agent of the Enemy who must be stopped), the gate is opened for them immediately, whether they themselves know the pass-words or not. The leader of these guards warns the PCs as they go that they must be careful — outside the wall, the scouts of Sauron are already active.

Act Three: Pursuit's End

Ambush! When the heroes come within half a mile of the rider, they see him clearly. Then they lose him behind a hillock. When the heroes come around the hillock, they discover that there, out of sight, the rider met a patrol of wolf-mounted Orc-scouts and set them to ambush his pursuers. There are half again as many Orcs as there are heroes, and one wolf for each Orc.

The PCs must make opposed tests pitting their Observe (Spot) against the Orc-scouts' Stealth (Hide). If they succeed, the ambush fails and they may act as they wish. If they fail, they are surprised, losing the initiative and one action in the first round of the ambush.

If the PCs try to blow through the ambush and outrun the scouts, they must make opposed Ride tests against the Orcs each round until they win three in a row, which leaves the wolf-riders behind for good. If the PCs stand and fight, for every three rounds of combat they fall one-quarter mile behind the rider. If the heroes try some other plan — such as leaving part of their party behind to fight while the rest ride on — you'll have to improvise, using the existing rules for the pursuit as appropriate.

Finale. After the ambush, the heroes must drive their horses all-out to overtake their quarry. Improvise to make the finale as exciting as you can.

If, despite their best efforts, the heroes are not able to overtake the rider, you have three options. First, you can allow them to fail in their mission, with the rider escaping. Second, you can arrange things so he flees head-on into a group of Rangers of Ithilien. (Faramir, perhaps, riding for Minas Tirith, but soon to be pursued by Nazgûl on wing.) Third, you may rule that the rider's horse takes a bad step, comes up lame, and the heroes catch up after all.

When the heroes eventually catch up with the rider, they discover he is a Half-orc minion of Sauron. He fights to the death, cursing and snarling all the while.

The best outcome is if the PCs capture him alive and bring him to Minas Tirith for interrogation. This way, the traitors can be rooted out. But even if the heroes slay the cloaked agent, they have at least negated any benefit the armies of the Enemy can hope to gain from the traitors, since they don't know the arranged signal.

Once the rider has been overcome,

hurry the PCs back to Minas Tirith. If they dawdle, they discover Faramir and a handful of Rangers galloping toward them, five Nazgûl flying in pursuit. But that is another adventure entirely ...

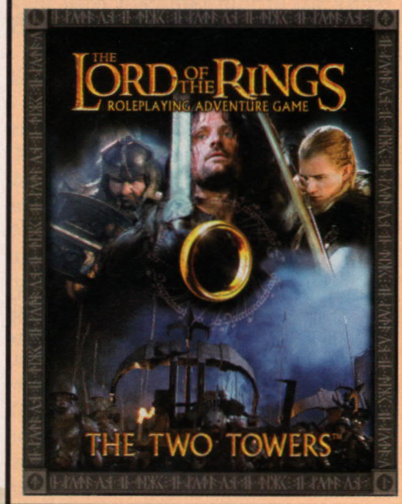
Conclusion

When the heroes return to Minas Tirith, the captains of the city want to hear what they've learned. Once they've told their tale (and perhaps gained a point or two of renown), the PCs are pressed into service in defence of the city. The PCs also find out Halasgil and Fing made it safely back, and for that, Calannon is grateful.

For the purposes of experience, stopping the grey-cloaked rider is the primary objective of this adventure. Secondary objectives include getting Halasgil to safety and defeating or outrunning the Orc-ambush.

With the Battle of the Pelennor Fields about to begin, there are many other adventures in the heroes' future. In addition to the obvious conflict battle will bring, the traitors' identities remain to be discovered. And since the heroes have proved themselves so resourceful, it is only a matter of time before the captains of Gondor call upon them again.

Not running a campaign around the War of the Ring? Or do you not want to have the PCs participate in the Siege of Gondor? No problem! This scenario can be adapted to just about any battle between the forces of good and evil. Simply replace Minas Tirith with whatever city your PCs are defending and change the names to better suit the local populace (Dwarven, Hobbit, etc.).



PLAY THE WORLD

with The Lord of the Rings Online TCG



Preliminary screenshot — may not be identical to final product.

If you're a fan of Decipher's *The Lord of the Rings Trading Card Game*, you may have heard that an online version is in the works. If you haven't tried this award-winning TCG yet, the ability to try it out online might be exactly what it takes to pull you in. Decipher and Denver-based online game developer Worlds Apart Productions are readying *The Lord of the Rings Online Trading Card Game* for release before the end of 2003, and here's an inside look:

One Ring, many opponents

Sitting down with the beta version of the game reveals a clean, easy-to-use interface; a supportive, growing community; and most importantly, a game that retains all the fun and strategy of the offline version.

The game's interface conveys a lot of information in a relatively small space, yet is straightforward and easy to pick up. It relies on context-sensitive drop-down menus, a robust rules-enforcing game engine, and a helpful hinting system to make playing cards online a breeze.

The rules engine and hinting system go hand-in-hand. Think of the rules engine as a built-in, behind-the-scenes tournament director that won't let you play a card incorrectly. Working with Decipher, Worlds Apart has tweaked and tuned the rules engine for each card printed so far and are currently prepping *The Return of the*

King set and introducing the new Threat and Initiative mechanics to online play. The hinting system is your gameplay advisor, letting you know when a card can be played or has a valid action; it will be highlighted with a thin green outline, or "hint." At any stage of the game, you can right-click a card and get a drop-down menu that shows everything you can currently do with that card, such as playing it or using its game text.

And how about the community? After all, an online game doesn't amount to much without a thriving community of players. Fortunately, the game's development forums (at <http://lotronline.decipher.com/forum>) are buzzing with enthusiastic players.

Participants in the Open Beta Test come from all over the world, their numbers keep increasing, and they're all looking for games and trades. This is a great place for any *Lord of the Rings* enthusiast. There are discussions of the books and movies, tutorials for new players, a trade lobby for people hunting down that last rare they need for their deck (made easier by the sheer number of players that you have contact with), and an endless supply of opponents and new strategies to compete against.

New gameplay

To top it off, the game will include a set of cards specifically designed for the online game by the Decipher TCG

THE LORD OF THE RINGS ONLINE TRADING CARD GAME

by John Nangle
Worlds Apart Productions

Studio. These cards introduce two completely new play mechanics to the game in the form two new loaded keywords: "Triumph" and "Menace."

Triumph is found on Free Peoples companions, who gain special abilities when Triumph is established (your chances of getting to use a Triumph ability increase based on the number of skirmish events played on the character in skirmishes throughout the game). On the Shadow side of the set, the Menace keyword allows huge minions to be played from the draw deck and trigger their own special abilities. Similar to Triumph, Menace tracks the amount of twilight that has been played throughout the entire game; your chances of using a Menace ability increases the more you play. The necessity of tracking stats for an entire game makes mechanics like these too cumbersome for the offline version of the game, but take advantage of the medium of computer-modernized play.

As the game nears completion, there's a lot to look forward to, not the least of which is the ability to play games at any time of day with players from all over the world. You'll have a wealth of trading opportunities and an intuitive interface to help you on your way. By sticking to the rules and entertaining elements of the offline version, and adding some unique options made possible by the digital environment, Decipher and Worlds Apart have crafted a fun and engaging game that's sure to appeal to veterans and new players alike.

For more information about *The Lord of the Rings TCG* online, visit: <http://lotronline.decipher.com>

DECIPHER PRESENTS:

Other ways to enjoy The Lord of the Rings

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The COUNTDOWN Collection 

With *The Return of the King* hitting theatres in December, Decipher decided to launch an 18-week celebration of *The Lord of the Rings Trading Card Game*, which began in August and runs until the end of the year. The Countdown Collection is a promotional set of 18 of the most popular rare cards from the first two blocks of *The Lord of the Rings TCG* — though these versions are not quite the same as when they were originally available in booster packs.

Each Countdown Collection card's game text is the same, but the card template and design is radically different. The Decipher art team had the opportunity to reinvent the wheel and pull out all the stops. Cultures such as the Riders of Rohan, Dwarves, and Gondor now have templates that represent their cultures' choice in armor. Gandalf, Mithrandir now has a template that reflects his transition to Gandalf the White; his new template resembles his white flowing robes.

One of the most radical changes definitely belongs to *The Balrog, Terror of Flame and Shadow* and his two weapons: *The Balrog's Sword* and *Whip of Many Thongs*. The cards themselves appear to be aflame, while the whip and sword cards can be placed side by side to give you one complete image. Besides reinventing the templates, the art department also had some fun with the card images. Some images now break right out of the frame, adding an aspect of dimension and depth.

Retailers worldwide have been



scrambling to keep up with demand for the Countdown Collection. Each week, when a player visits his or her local game store and purchases \$10 in *The Lord of the Rings TCG* product, they get a different exclusive rare card from the Countdown Collection. Besides the 18 redesigned rare cards, players who purchase all of the first six cards get a *Lord of the Rings Fellowship Block* poster for free. Those who purchase the second six cards also get a free *Tower Block* poster. Finally, once all 18 cards have been purchased, retailers can provide a coupon redeemable for four preview cards from future *The Lord of the Rings TCG* sets.

So what makes these four preview cards really special? They will feature characters

that you will not see in Peter Jackson's epic film trilogy. Though Decipher is not yet saying exactly which characters they will be featuring on these four cards, some of the characters that are being considered include Goldberry, Barrow-wights, Erkenbrand, and Glorfindel, among others.

But the one character you can definitely count on seeing is fan favorite Tom Bombadil. Probably the most-missed character when *The Fellowship of the Ring* film released in theaters, Decipher will bring him to life in the trading-card game. In addition to the 18 cards, two posters, and

four preview cards, Decipher is also including a Countdown Collection binder when you order your preview cards so that you will have a nifty way to store your collection.

It's still not too late to get your hands on these cool cards. Find a retailer near you and join in with the thousands of fans already participating as they Countdown to the King!

— Scott Gaeta
Sales Manager, Decipher

LotR TCG Organized Play

The 2003 Championship Circuit for *The Lord of the Rings TCG* has come to a close. Michael Dalton was crowned the 2003 World Champion, and the World Cup has come and gone. There will be many changes to the tournament scene with the release of *The Return of the King* set; here's the scoop:

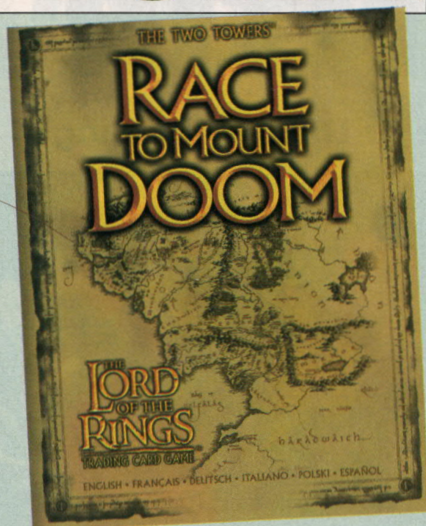
Standard Format. The Standard Format, introduced earlier this year, was initially met with apprehension among some players. Most tournament players now accept, and actually prefer, Standard Format tournaments as the best way to play *Lord of the Rings TCG*. In 2004, the DGMA will continue to host the majority of high-level tournaments in Standard Format.

Since its inception, there have not been any changes to the X-list — cards that are not playable in Standard Format tournaments — and there will be no changes to the X-list for the remainder of 2003. The most significant change to the Standard Format for 2004 will be the inclusion of *Return of the King* sites. All *Two Towers* sites will no longer be included in the Standard Format.

Open Format. The only change to Open Format at this time is the inclusion of *Return of the King* sites instead of *Two Towers* sites.

Block Format. A new format is now available for tournament play: King Block. The *Return of the King* set has been designed to work as a stand-

DGMA™



alone set and will be further expanded by *Siege of Gondor* and *Mount Doom* next year.

2004 Championship Circuit. As in previous years, championship tournaments will take place year-round. We'll once again have Premier Series Qualifiers (PSQs), Territorial Open Championships (TOCs), Premier Series events, Continental Championships, World Cup, and World Championships.

We're also introducing a new type of event: World Cup Qualifiers. These will be team events where the winning team qualifies for Day Two of the World Cup Team Championship in Essen, Germany. The first World Cup Qualifier will take place Dec. 13 at Gen Con So Cal in San Diego.

For more information on the 2004 championship circuit, visit DGMA.com.

Race to Mount Doom League. If sanctioned tournaments aren't for you, there's still the Race to Mount Doom, an exciting league program that lets you be a game designer. As you play, you will be affected by a global rule, and your opponent will also have a rule affecting him. As you progress through the league, the challenges increase. The kit includes 36 different rules designed by Decipher's TCG Studio as well as Decipher.com contest winners. But if none of them are tough enough for you, you can create your own!

The Race to Mount Doom: *The Return of the King* League Kit launches soon. This all-new kit includes exclusive alternate-image foils, collectible pins, a wall-mat featuring *Return of the King* imagery, a rule-

book, and much more. Ask your local retailer to order the Race to Mount Doom League Kit from his authorized Decipher distributor.

— **Dan Bojanowski**
Director, DGMA

The Lord of the Rings Fan Club

The *Lord of the Rings* Fan Club was formed to celebrate the hard work and creative talent behind making an epic movie trilogy like *The Lord of the Rings*. With one of the most dedicated fan bases, the Fan Club is a supportive community that encourages fan interaction and provides fans with information about their favorite *The Lord of the Rings* cast and crew members.

As part of the Fan Club, members receive *The Lord of the Rings Fan Club Official Movie Magazine*, an 84-page glossy magazine mailed to members six times a year. Full of still images from the films, this magazine is not sold in stores and is only available to Fan Club members. Each issue includes an exclusive interview with director Peter Jackson, articles about the films' cast and crew, and the latest news about anything and everything related to *The Lord of the Rings* films, from worldwide conventions hosting celebrity signings to current and upcoming products.

The magazine gives Fan Club members a special behind-the-scenes look at some of the set's "unsung heroes," such as construction supervisors, sound mixers, and caterers. It also gives an up-close look at some of the films' most intriguing "artifacts," from weaponry and sculptures to jewelry and fabric. In addition, the magazine provides in-depth articles detailing how the visual effects team, Weta Workshop, brings the inhabitants of Middle-earth to life with their creations, from fierce-looking Orcs to hairy, little Hobbit feet.

Fan Club members are encouraged to send the magazine any questions that they have for *The Lord of the Rings* cast and crew, since the magazine regularly includes Fan Club members' names and questions in its interviews. Members also have the opportunity to have their letters published in a special section of the magazine called "Mailbagins."

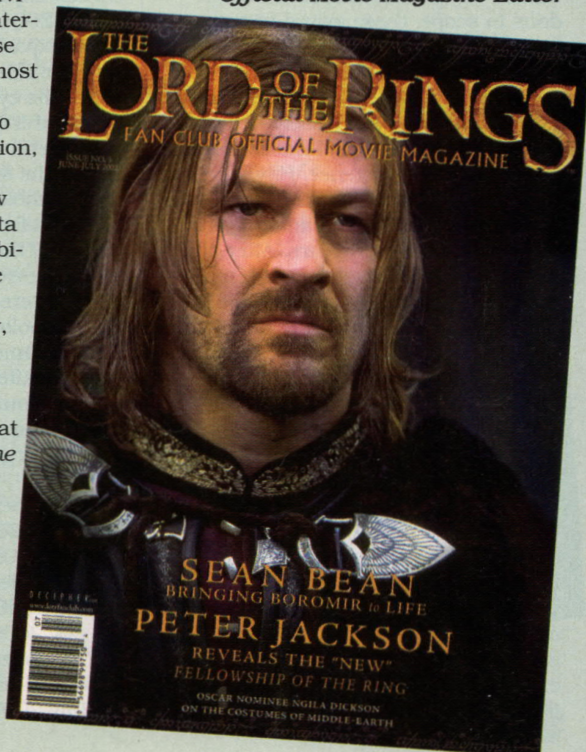
Along with the maga-

zine, Fan Club members receive a 10% discount on all merchandise purchased from the online Fan Club store at www.lotrxfanclub.com. The Fan Club store has an array of merchandise available, from *The Lord of the Rings* character statues and busts to maps of Middle-earth and watches. The store also features the latest trading-card games, unique puzzles, deluxe journals, and mouse pads, as well as back issues of the magazine.

The Fan Club Message Boards on the site are another special feature of membership. The five *The Lord of the Rings* Message Boards include: Middle-earth (for general discussion of *The Lord of the Rings*); The Fellowship (for discussing *The Lord of the Rings* actors and actresses); Rivendell (for Fan Club Q&A and announcements); Bag End (for planning fan gatherings and events); and The Prancing Pony (for all off-topic discussions). The Message Boards are a great way for fans to communicate with each other and find out about fan events. Numerous friendships have formed as a result of regular communication on the Message Boards — not to mention a couple of marriages!

The Lord of the Rings Fan Club is a must for any true fan of the films. For information on joining *The Lord of the Rings* Fan Club, visit www.lotrxfanclub.com.

— **Julie Matthews**
The Lord of the Rings Fan Club
Official Movie Magazine Editor



by **Chuck Kallenbach II**
Decipher, Inc.
Senior Game Designer

PEER INTO THE PALANTIR

and discover the future of Lord of the Rings

FRODO LIVES!

In the late 1960s, many people saw signs and bumper stickers with the peculiar statement "Frodo Lives!" without knowing what it meant. Some people were lucky enough to find out more about the magic of *The Lord of the Rings*. Those people proceeded to spread the word, as the success of this landmark literary work began to take hold.

The wonderful works of J.R.R. Tolkien were, in his own words, a tale that "grew in the telling." Beginning with the simple story of *The Hobbit*, he proceeded to create a wonderful universe that is the basis for the Western world's view of sword-and-sorcery fantasy. Tolkien spent more than a decade creating *The Lord of the Rings*. The completeness of his vision populated many great ages of the history of the entire world of Middle-earth.

Peter Jackson's epic trilogy of films from New Line Cinema will form the basis for this generation's view of Middle-earth. Fantastic and tremendous in scope, these award-winning films still cannot contain the entirety of the world that Tolkien created.

Decipher's *Lord of the Rings Trading Card Game* has been closely tied to these three marvelous films for the first few years of its existence. However, we plan to unveil even more of Tolkien's masterpiece to our fans and players over the next several years. After all, our company is populated with many readers of Tolkien's numerous works, and many of us have multiple versions of *The Lord of the Rings* at home in our collections. We were fans long before talk of a movie had begun.

Like many avid Tolkien readers, we wanted to see all of his characters on the movie screen. Even though we understood the intricacies of translation from one medium to another, that didn't reduce our desire to see characters we've loved for years.

Now, at last, Decipher can take us all deeper into the lands of Middle-earth. All of us can continue the exploration and meet the other characters that dwell in the imagination of Tolkien.



We will, of course, include elements of the films we've not yet addressed in the TCG. That means you'll see cards for Strider, Gwahir, more folks from The Shire, and the remaining characters from the Council of Elrond.

After the 365-card *Return of the King* base set, the King Block will be completed with the 122-card *Siege of Gondor* expansion, set for release in March 2004, and the 122-card *Mount Doom* expansion in July 2004. Along with the King Draft Pack, this completes the cycle of more than 600 cards for our third year.

Remember also that we'll be following up the successful *Fellowship of the Ring Anthology* release with similar products for *The Two Towers* and *Return of the King*. Players and collectors alike treasured the beautiful, hand-lettered Tengwar cards in the first anthology product.

The names of the sets we have planned after *Mount Doom* have already been announced. Like the *Fellowship of the Ring* and the *Wraiths from Minas Morgul*, they number nine:

November 2004 — *Shadows*
March 2005 — *Black Rider*
July 2005 — *Bloodlines*
November 2005 — *The Hunters*
March 2006 — *Rise of Saruman*
July 2006 — *Treachery and Deceit*
November 2006 — *The Great Eye*
March 2007 — *Shelob's Lair*
July 2007 — *Age's End*

Readers of the books are well aware of the beloved characters who could not be featured in the films. Every reader has his or her favorite. We'll visit them all, including old friends like Glorfindel, Gildor, Erkenbrand, Tom Bombadil, Goldberry, Old Man Willow, Celebrian, Elladan, Elrohir, Fatty Bolger, Radagast the Brown, Ghân-buri-Ghân, and the Barrow-wights. Decipher has the rights to *The Hobbit*, as well. We hope to be able to add people, places, and things from that book to our game in the near future.

Players of our trading-card game will be impressed with the level of innovation from the *Return of the King* base set. Decipher will continue to add new concepts to explore on the gaming table, as we proceed past the three blocks of the films.

A new site path will be introduced in the *Shadows* expansion, allowing players to journey from Hobbiton all the way to Mount Doom in nine steps. Maintaining the playability of the game while allowing new strategic possibilities has always been one of our top goals.

Whether you're enjoying the marathon viewings of all three films in your local theater or enjoying the soundtrack, collectibles, and toys, remember that Decipher will still be here, ready to take you on an exciting tabletop gaming adventure with your friends through the rest of Middle-earth.

THE LIBRARY OF MINAS TIRITH

Middle-earth's mysteries answered

With the seventh set for *The Lord of the Rings Trading Card Game*, *The Return of the King*, releasing this month, now is a great time to answer some of the most frequently-asked questions we have received over the past two years (and six sets).

Q: Are the "Tengwar" cards from *The Fellowship of the Ring* Anthology legal in tournaments?

A: Yes. All of the various languages that *The Lord of the Rings* cards are printed in, including Tengwar, are legal in all sanctioned tournaments.

Q: If I play an **Uruk-Hai Archer** and have two copies of **Weapons of Isengard** (4 R 211) in play, do I add an [Isengard] token to one or both of the Weapons of Isengard?

A: You only add an [Isengard] token to one of the Weapons of Isengard. You may not combine phase actions. When you play an Isengard archery with Weapons of Isengard, meeting the requirements and paying the costs, you're playing a Shadow-phase action, and those can't be combined.

Q: Why then when I play the **Uruk Crossbow Troop** (4 U 182) can I add two [Isengard] tokens to a Weapons of Isengard?

A: The text of the **Uruk Crossbow Troop** is a triggered action that happens automatically when you play it. You aren't combining Shadow-phase actions; the same is the case with the **Uruk Engineer** (5 C 61).

Q: How does site control work?

A: Site control was introduced in *The Two Towers* expansion and was prominent throughout all of the Tower Block sets. You take control of a site using the text of cards like **Attack on Helm's Deep** (4 C 137), for example. Once you take control of a site, you move it to

your support area, and it remains there until the site is liberated. You may only control an unoccupied site that is on the Adventure Path. You may not control a site that is already controlled by another player. Only a Shadow player can take control of a site.

Q: Can I use the text of controlled sites?

A: No. While controlled sites are active, the text of the sites may only be used when the active Fellowship is on the site. Since a site must be unoccupied to be controlled, the Fellowship can never be on a controlled site.

Q: **Quickbeam**, **Bregalad** (6 C 33) and the other Ents from the Ents of Fangorn are worded differently. Do they work differently?

A: **Quickbeam's** text uses the word "and" when referring to the number of Unbound Hobbits and Ents to reduce his twilight cost while the rest of the Ents, like **Host of Fangorn** (6 U 32), use the word "or." While this does seem different, they actually work in exactly the same way. You count the combined total of Unbound Hobbits and Ents to reduce the twilight cost. For example, the text on the **Host of Fangorn** says, "Host of Fangorn's twilight cost is -2 for each Ent or unbound Hobbit you can spot." If there were two Unbound Hobbits and three Ents in play when you play the **Host of Fangorn**, you would reduce the twilight cost by 10.

Q: If I transfer **Brego** (4 U 263) from one companion to another, do I heal the other companion?

A: No. While the cost to transfer a possession from one companion to another is the same as playing the possession, it is not considered playing the possession. You do not gain any of the "When you play" bonuses when transferring a possession.

Q: Are one-vitality Dunland Men considered exhausted?



by **Trevor McGregor**
DGMA Event Coordinator

A: Yes. All characters (minions, allies, and companions) that have one vitality (either printed on their cards or as the result of wounds) are considered exhausted.

Q: What does the keyword "Valiant" mean?

A: "Valiant" is what is referred to as an "unloaded" keyword. Unloaded keywords have no rule-based mechanic; they are only used when referenced or activated by other cards. Loaded keywords are listed in the rules with special meanings, like "Defender +1" or "Ring-Bound."

Q: What happens when you assign an exhausted minion to a companion bearing a Rohan mount?

A: Nothing. While exerting and wounding both place a wound token on the character, they both have different restrictions. You may never exert a character to death. The various Rohan mounts all state that you exert, not wound, a minion assigned to that character, and you may never kill a character with the Rohan mounts.

Q: **Sam, Son of Hamfest** (1 C 311) doesn't have the keyword "Ring-Bound" but **Sam, Nice Sensible Hobbit** (5 U 115) does. What's the difference?

A: According to the rulebook, all versions of Frodo and Sam, no matter if they have the Ring-Bound keyword or not, are Ring-Bound.



If you have questions that weren't answered here, e-mail them to elrond@decipher.com.

SCRYEDeck

by **Geoffrey Snider**
Developer, TCG Studio

With *The Return of the King*, Gollum's role in the game changes drastically. Before, he existed merely to fill a couple of gaps in specific strategies, like Easterling corruption decks, or as an archery-wound-soaking minion for the Nazgûl. He was an interesting inclusion in those deck types, but nowhere near a necessity.

Now, all is changed. Some of the best new cards for *The Lord of the Rings* TCG are found in the Ringwraith culture. Sadly, there's no terribly synergistic method available for the Nazgûl that will add threats to an opponent's dead pile — except for Gollum!

Captured by the Ring and **Fat One Wants** It are two of the best (and cheapest) threat-adding cards for several reasons. When you're exploring all the possibilities for cards to include in a Nazgûl deck, being cheap is your highest priority, because all those Ringwraiths can be expensive.

Did I say that it was difficult for the Nazgûl to add threats? Well, there's always **Úlairë Cantëa**, **Faster than Winds** for you to fall back on. The greater the number of companions your opponent has, the more threats Cantëa will add.

So what do you do with these threats, once they're added? First, realize that this deck's goal is to win in the long term, not to smash your opponent quickly. Sometimes it will happen, because of the sheer size of the Nazgûl, but not too often. What you really want to go for is the slow exhaustion of your opponent's companions.

As you accumulate threats, you can use them either to play more Ringwraiths from your discard pile with **The Witch-king**, **Morgul King** or use them with Cantëa's text to discard some (actually, a lot) of your opponent's possessions. Discarding possessions should almost always be a priority for you, since it will allow your minions to win quite a few of their skirmishes. Since many of your minions aren't too large, your opponent's companions aren't likely to be killed outright. You can help them

GOLLUM RETURNS

and he's brought some friends



DOUBLE WHAMMY

1x Frodo, Hope of the Free Peoples (RK)
1x The One Ring, Such a Weight to Carry (RK)

FELLOWSHIP (40)

1x Denethor, Steward of the City (RK) (starting)
1x Ingold (RK) (starting)
3x Gondorian Captain (RK)
2x Alcarin (HD)
2x Turgon (HD)
4x Aragorn, Captain of Gondor (RK)
4x Sword of Gondor (TT)

1x Gondorian Sword (RK)
2x Anduril, Flame of the West (RK)
1x Saga of Elendil (FR)
4x City Wall (HD)
2x Stone Tower (HD)
2x Citadel of the Stars (HD)
3x Strong and Old (RK)
3x Banner of the White Tree (EL)
3x Defend It and Hope (TT)
2x Hobbit Sword (RK)
SHADOW (40)
4x Captured by the Ring (RK)
2x We Must Have It (HD)
3x Fat One Wants It (RK)
3x So Polite (RK)
1x Gollum, Old Villain (EN)
1x Master Broke His Promise (EN)
2x Evil-smelling Fens (HD)
1x Held Ground (RK)
3x Out of Sight and Shot (RK)
4x Morgul Spawn (RK)
4x Morgul Spearman (RK)
3x Úlairë Otsëa, Lieutenant of Morgul (FR)
4x Úlairë Cantëa, Faster than Winds (RK)
3x The Witch-king, Morgul King (RK)
2x Úlairë Enquêa, Lieutenant of Morgul (FR)

ADVENTURE PATH (9)
Steps of Edoras (RK)
West Road (RK)
Hall of the Kings (RK)
Pelennor Plain (RK)
City Gates (RK)
Minas Tirith Sixth Circle (RK)
Osgiliath Crossing (RK)
Morgulduin (RK)
Dagorlad (RK)

along by using **Úlairë Otsëa**, **Lieutenant of Morgul** to make your Orcs fierce; each of them will cause four wounds if they win both their fights!

The icing on this deck's cake is **The Witch-king** himself, with his ability to exclude the Ring-bearer from taking threat wounds. If your opponent has five or six companions in play that are badly beaten, and one of them happens to die, then all threats must be soaked up by those companions — not Frodo! Many times, this kind of "bomb" will decimate a Fellowship, leaving no one but Frodo to suffer at the hands of Gollum's treachery. If **The Witch-king** doesn't come through for you, surely **Master Broke His Promise** will level your opponent's fellowship, or even win the game for you!

On the fellowship side, **Denethor, Steward of the City** does for the knights of Gondor what **Ents of Fangorn** did for the Ents — you can play as many free companions as you want. Not only are your companions free, your fortifications are also much cheaper when using **Strong and Old**. **Denethor's** mad tactics do come with a cost, however, and it's not cheap. Any Shadow strategy that uses threats or burdens will put a serious hurt on this deck, so you must try to play it perfectly.

The trick is realizing what strategy your opponent is using before it's too late. If he's playing any type of threat- or burden-adding deck, you have to adapt right away — and by adapting, I mean getting rid of **Denethor**! He becomes a major liability

ity against these deck types, so use him for everything he's worth (play as many free knights as possible) and then get him killed. Even if it means not healing Denethor at a sanctuary, you must get rid of him before your opponent can corrupt your Ring-bearer or over-wound your fellowship. Your worst enemies are Sauron Orcs and Nazgûl that add threats. Will many people be playing decks like those in the post-*Return of the King* game environment? They probably will, if they have to deal with the twilight-pool choke brought on by cards like Denethor, the likes of which hasn't been seen since *Aragorn, Heir to the White Tree*.

After you've dealt with any in-game issues relating to Denethor, your road to victory should be relatively easy. Barring Moria swarm, every other deck type relies on minions for their specific abilities. These

abilities usually become unusable when "teammate minions" (minions of the same culture) are eliminated or when a minion's vitality is reduced. This deck is great for accomplishing both tasks. With all the fortifications that the knights can throw at a Shadow strategy, it's a wonder that they haven't already dominated the tournament scene. Be sure to kill every possible minion you can with fortifications or events, and your knights will double-move multiple times in a game.

If you face a nasty swarm deck, hold on to *Banner of the White Tree* to bridge critical gaps in your defensive line. Frodo's new ring, *The One Ring, Such a Weight to Carry*, is another great defensive card against the swarm. With that and a *Hobbit Sword*, he'll withstand a lot of punishment before being overwhelmed.



TO ARMS, TO ARMS!

Minas Tirith is beseiged

This is a fun deck to play on Race to Mount Doom league nights. It's fun, strong, and uses some mechanics that you probably wouldn't see out of a regular Standard deck.

Rich with heritage, Gondor has had its share of troubles as of late: The strength of Mordor is knocking at its gate; the Steward is failing; and the king has not yet arrived. That will change, in due time, but for now the walls must hold the enemy at bay. This deck consists entirely of cards from *Return of the King*, which means you'd be ready to go to a King Block tournament this winter.

The Fellowship side is built around the threat mechanic. Threats are tokens placed on your dead pile which can be used as a different kind of currency, like twilight tokens or burdens. They stay on the dead pile until a companion or ally is placed in the dead pile from play. When this happens, the threats are converted to wounds and placed on the remaining companions that are still in play. (Threats may not be placed on allies.) *Return of the King* is the first set where threats appear, but they'll also be in the next two expansions, *Siege of Gondor* and

Mount Doom.

Since it's a threat-based Free Peoples strategy, it's only natural that the deck's cornerstone is *Aragorn, Driven By Need*. He's a seven-strength Gondor companion — low for Aragorn, but his game text makes up for that: He gets +1 strength for each threat he spots (up to three), so Aragorn can get up to strength 10 before adding weapon modifiers.

Several cards trigger off of threats as well. *Knight's Sword* can add a threat to make a Gondor Man strength +1, until you can spot two threats. *Stout Resistance* can make a Gondor Man strength +3 for the mere cost of one threat. It's not that easy, though: You can't add a threat if it would make the threat total higher than the number of companions in your fellowship. That means that after you've added a few threats here and there, you'll need a way to get rid of them so you aren't stuck with unplayable cards in your hand. Fortunately, Aragorn can exert twice during the regroup phase to remove three threats, and *Frodo, Hope of the Free Peoples* can add three twilight when the fellowship moves to remove a threat.



SCRYEDEC

by Mike Girard,
Developer, LotR TCG

Another companion who keys off of threats is *Pippin, Sworn to Service*. He gets +1 strength for each threat you spot, up to a total of +3. In *Return of the King*, Pippin also gets armor and his own Gondorian sword. When Pippin bears both these possessions, he starts looking more like a Gondor companion.

The Free Peoples side is rounded out with strong Gondor companions, like *Faramir*, *Stout Captain* and *Denethor, Wizen Steward*. Since you're playing three of the four big-name Gondor companions, it's only natural to play with *Noble Leaders*.

The Sauron culture gets a new sub-faction of minions focused on site control. The besiegers represent Orcs using siege engines to scour the walls of Minas Tirith. The besiegers were the first wave of the tens of thousands of Orcs that were present on the Pelennor Plain for the siege.

The first, and probably the most obvious, advantage the besiegers have over a regular Sauron Orc is that they have a home site of five. This means you can get a better swarm, because they stop roaming at

a site where there's usually a lot of twilight to spend. And don't forget that these guys are still Sauron Orcs, so their roaming penalty can be further reduced by Sauron Orc trackers.

Besiegers key off the site-control mechanic. If you don't control any sites, they're pretty plain, but this deck offers three ways to control sites. The first is **Din of Arms**. This event allows you to control a site if you can spot more besiegers than the twilight cost of the top card of your opponent's deck. It gets better, though: If you pull this off, all of your besiegers are also strength +3 until the regroup phase. This is a hefty requirement to control a site, though. **Tower Walkway** is a condition that allows you to control a site if you discard three Sauron Orcs during the regroup phase. It also gives a +1 strength bonus to all your besiegers for each site you control. The third way to control a site with this deck is probably the easiest and takes the least card commitment. **Troop Tower** allows you to control a site for the mere cost of discarding a besieger during your regroup phase. Like Tower Walkway, it also provides an additional benefit: all Sauron Orcs are +1 strength for each besieger stacked on a site. With three ways to control a site, your besiegers should be able to get very powerful, very quickly.

A card that doesn't specifically benefit besiegers is **Encirclement**, which provides cost reduction for each pair of sites that you control. Control two sites and your Sauron cards are -1



SCRYEDECK

by Mike Girard,
Developer, LotR TCG

"X marks the spot," and that spot is squarely in the middle of your opponent's minion's head. "Maneuver X" is a deck type that saw lots of play when *The Two Towers* was first released. The idea is to exterminate as many minions as possible during the maneuver phase. This will tilt the skirmish match-ups in your Fellowship's favor. Unfortunately, the deck required too many different cultures to be effective and that left the door open for **Gríma**, Chief Counselor to



TO ARMS, TO ARMS!

All cards from *Return of the King*

1x Frodo, Hope of Free Peoples
1x The One Ring, Such a Weight to Carry
FELLOWSHIP (30)
2x Faramir, Stout Captain (starting)
1x Pippin, Sworn to Service (starting)
4x Aragorn, Driven By Need
2x Denethor, Wizenad Steward

twilight; control four and they're -2, and so on. Cost reduction is a common mechanic in the Sauron culture, and, since it triggers off controlled sites, it's a natural fit for the besiegers.

Again, these Orcs are straightforward — you play a few, control some sites, play more Orcs at a lower cost,

1x Dervorin
1x Cirion
1x Iorlas
1x Derufin
1x Anduril, Flame of the West
1x Hobbit Sword
1x Pippin's Armor
1x Pippin's Sword
4x Knight's Sword
1x Noble Leaders
4x Dagger Strike
4x Stout Resistance
SHADOW (30)
1x Siege Commander
4x Gorgoroth Garrison
1x Gorgoroth Troop
4x Gorgoroth Soldier
4x Gorgoroth Sapper
3x Gorgoroth Engineer
2x Gorgoroth Pillager
2x Gorgoroth Ransacker
3x Din of Arms
3x Troop Tower
2x Tower Walkway
1x Encirclement
ADVENTURE PATH (9)
Steps of Edoras
West Road
Hall of the Kings
Anduin Banks
City Gates
Minas Tirith Sixth Circle
Osgiliath Crossing
Morgul Vale
Haunted Pass

and eventually overwhelm the Ring-bearer. Once these guys get rolling, they're hard to stop.

The adventure path is set up to aid the Men of Gondor. **Steps of Edoras** protects against the early beatdown and **Minas Tirith Sixth Circle** allows for a double move to site seven, if needed.

MANEUVER X

marks the spot

wreak havoc.

So what in the *Return of the King* set could rekindle the direct-damage approach and still defend against Gríma? One card goes a long way toward offering the protection the deck needs:

Terrible and Evil is the new addition to "Maneuver X" that will cause players to rethink this strategy. This pre-skirmish wounding event causes more than one wound with a single card. The flaw with previous pre-skirmish wounding cards was that they only caused a single wound. The

Shadow player would then get a chance to cause damage with Gríma or Úlairë Enquëa, Lieutenant of Morgul. The only other card that can pull off a string of multiple wounds is **Baruk Khazâd**, but, to be effective, you need more than one maneuver-phase wounding event.

Just because you can take out some minions during the maneuver phase doesn't mean that you're home free in the skirmish phase. A good strategy to go with this deck type is to eliminate large minions that would almost certainly beat your compan-

ions. After that, you can take on the smaller ones and win your skirmishes handily. To aid this tactic, this deck includes multiple copies of **Trust Me As You Once Did**. You'll notice that all the companions in the deck have the Gandalf signet, to maximize the strength bonus from **Trust Me**.

One of the drawbacks of having Gandalf around to use **Terrible and Evil** and **Trust Me As You Once Did** is that he'll be exhausted quickly. Some possessions that increase his vitality are his ring, **Narya**, and **Gandalf's Staff, Walking Stick**. Both add one to vitality, so Gandalf can go all the way up to six. To keep Gandalf healthy, you need **Have Patience** and **Moment of Respite**. Both cards heal Gandalf; **Have Patience** can also heal Gimli if he's exerted multiple times for Baruk Khazād and/or for his built-in strength bonus.

The Shadow side of this deck is a threat-adding, Raider-based minion strategy. The **Desert Fighter** and **Desert Villain** can each add a threat at the start of a skirmish for a mere one twilight. **Southron Bandit** ensures that there's pool present to spend after the maneuver phase. If the Free Peoples player doesn't like having all that twilight added to the pool, she can "buy out" the pool-adding effect at the cost of adding a threat. That makes 12 minions that have a chance to add a threat relatively easily — which is to say, each ability to add a threat is contained within the minion itself. There isn't a multiple-step process that the Shadow player has to go through to add more than a fair number of threats.

So now there's threats sitting on the Free Peoples player's dead pile. What can the Shadow player do to capitalize on that? **Desert Nomad** and **Southron Captain** both get damage bonuses when they spot multiple threats, and **Troop of Haradrim** becomes a multi-talented minion if you spot enough threats. With four threats, the Troop is a fierce, damage +1, 10-strength archer for the bargain price of just five twilight. However, without help, these Southrons won't win many skirmishes. But what goes best with Southrons? Mûmaks! Oliphaunts are just what the men of the Harad ordered.

The Mûmaks can be played on any of the Raiders in this deck and, in turn, wreak havoc on the Fellowship. For an added bonus, the **Desert Fighter** and **Desert Villain** can add additional threats if they're riding Mûmaks. Being fierce always comes in handy when dismantling

Fellowships, and **Trample** is an added bonus. This maneuver event is an efficient way for the Shadow player to stock up on pool. If the Free Peoples player opts to discard companions, well, that's just that much better for you.

If the Free Peoples player doesn't choose to add a threat for **Southron Bandit** or doesn't choose to discard a companion with **Trample**, you'll have a lot of extra pool, and only so much can be filtered through **Desert Fighter** and **Desert Villain**. This is where **Fierce in Despair** comes in handy — one way or another, the Fellowship is going to be missing companions.

Last but not least, **Southron Thief** is sort of a metagame choice. If you feel you're going to face a lot of large-Fellowship strategies, you need large-Fellowship hammers. Other choices you could include are **Úlairë Enquëa**, Lieutenant of Morgul or maybe **War Towers** (which adds additional threats for each companion over four).

The site path is straightforward; any sites that give benefits to Raiders or threats are used. If there was no choice to be made based on the requirements of either side of the deck, the site with the highest twilight was chosen.

Before taking this deck to a Premier Series Qualifier, try it out



with your play group or at a couple of local tournaments. Knowing the right time to add threats and capitalize on them is crucial. Also, knowing which type of minions to wound with pre-skirmish wounding events is very important. One or two mistakes could hurt you over the course of the game. After you feel comfortable, let loose the Mûmaks and take aim at enemy minions!

MANEUVER X

- 1x Frodo, Wicked Masster! (RK)
- 1x The One Ring, Such a Weight to Carry (RK)

FELLOWSHIP (30)

- 1x Legolas, Elven Comrade (TT) (starting)
- 1x Gimli, Son of Glóin (FR) (starting)
- 3x Gandalf, the White Wizard (TT)
- 1x Arwen, Fair Elf Maiden (RK)
- 3x A Wizard is Never Late (FR)
- 2x Trust Me As You Once Did (EL)
- 1x Gandalf's Staff, Walking Stick (TT)
- 1x Glamdring, Elven Blade (RK)
- 1x Narya (EL)
- 4x Terrible and Evil (RK)
- 1x Moment of Respite (RK)
- 3x Quick As May Be (TT)
- 3x Baruk Khazād (HD)
- 1x Fool's Hope (RK)
- 1x Asfaloth (FR)
- 1x Gimli's Battle Axe, Trusted Weapon (RK)
- 2x Have Patience (RK)

SHADOW (30)

- 4x Desert Fighter (RK)
- 4x Southron Bandit (RK)
- 4x Desert Villain (RK)
- 3x Desert Nomad (RK)
- 1x Southron Captain (RK)
- 2x Troop of Haradrim (RK)
- 1x Southron Thief (RK)
- 4x Mûmak (HD)
- 2x War Mûmak (HD)
- 2x Trample (EN)
- 2x Fierce in Despair (RK)



- ADVENTURE DECK (9)
- Rohirrim Road (RK)
- King's Tent (RK)
- Hall of the Kings (RK)
- Pelennor Plain (RK)
- City Gates (RK)
- Minas Tirith Fifth Circle (RK)
- Ruined Capitol (RK)
- Cross Roads (RK)
- Haunted Pass (RK)

SCRYEDECK

by **Geoffrey Snider**
Developer, TCG Studio

The centerpiece of *The Lord of the Rings TCG* since the game's inception is the Moria Swarm deck. Almost always making an appearance in top tournament placing, Moria is one of the strongest archetypes any player could build upon. Mastering its ins and outs, however, isn't as easy as it would seem.

At last year's World Championships at Gen Con, some interesting Moria builds made an appearance, and two came out on top. One sacrificed every bit of its Free Peoples integrity to propel its Moria Orcs into a massive one-shot swarm. I've tried to build off that deck strategy, while including a couple of new twists from *The Return of the King* expansion. The main difference with this deck is its reliance on the King site path. Since old sites like **Cavern Entrance** and **Orthanc Balcony** are no longer available, Moria players will have to customize their decks to fit the new (and more powerful) site path.

For a Free Peoples strategy that lends itself to card-drawing, there really isn't much else you can do except include more cards that draw more cards — to draw more cards. Setting up the perfect Shadow hand of Moria Orcs is the prime objective here, so I've included the best new card-drawer in the new set: **Out of Darkness**. The Moria deck previously had no way to draw cards during the skirmish phase, but **Out of Darkness** makes it much easier for players to break the Rule of 4. ("A player may not draw more than four cards during his or her fellowship phase.")

The Shadow strategy is heavily influenced by the site path. Every new site in this deck lends its cause to the Moria swarm:

- Site 1:** Draws cards.
- Site 2:** Occasionally your minions aren't roaming.
- Site 3:** Draws cards.
- Site 4:** Gives strength bonuses to minions in skirmishes.
- Site 5:** Adds and removes threats (which will inevitably be placed on the Ring-bearer).
- Site 6:** Keeps your opponent from double moving through the sanctuary

THE MORIA SWARM

invades Return of the King



THE SWARM

- 1x Frodo, Wicked Masster! (RK)
- 1x The One Ring, Answer to All Riddles (TT)
- FELLOWSHIP (50)**
- 1x Gimli, Faithful Companion (RK) (starting)
- 1x Forest Guardian (HD) (starting)
- 2x Farin, Dwarven Emissary (FR)
- 2x Frór, Gimli's Kinsman (MM)
- 4x Gandalf, The Grey Pilgrim (MM)
- 2x Lindenroot, Elven Shepherd (HD)
- 1x Birchseed, Tall Statesman (HD)
- 1x Skinbark, Fladrif (EN)
- 1x Sam, Proper Poet (MM)
- 2x Barliman Butterbur (FR)
- 1x Albert Dreary (FR)
- 1x Grown Suddenly Tall (TT)

before you're ready to swarm.

Site 7: Draws cards on a massive scale. This one is a real game-breaker.

Site 8: Plays a minion (Gollum) from the discard pile.

Site 9: Draws cards.

What else could a Moria deck ask for?

Oh, you want some cool minions, too? Sure! **Úlairë Cantëa, Faster than Winds** is one of the greatest swarm tools ever. He can get rid of pesky anti-swarm Free Peoples possessions before they can be used: **Aragorn's Bow**, **Frying Pan**, **Bow of the Galadhrim**, **Gimli's Battle Axe**, and the trusty **Hobbit Sword**. Since

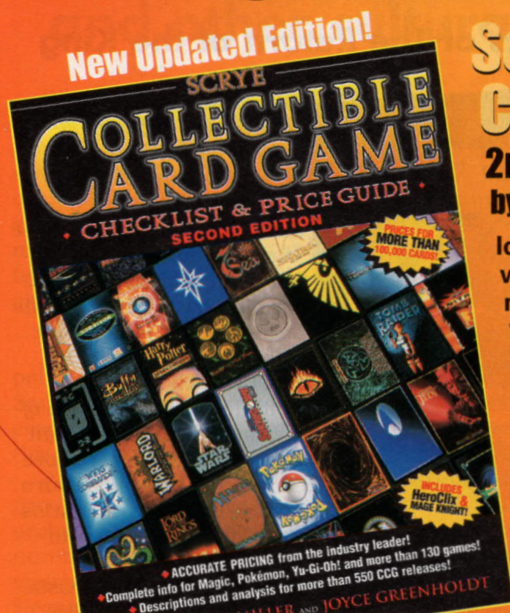
- 2x Grimir, Dwarven Elder (FR)
- 1x Thrarin, Dwarven Smith (FR)
- 4x A Wizard is Never Late (FR)
- 4x Out of Darkness (RK)
- 4x Delving (FR)
- 3x Mithril Shaft (FR)
- 2x Frying Pan (MM)
- 4x Severed His Bonds (TT)
- 4x Hobbit Intuition (FR)
- 3x Power According to His Stature (FR)
- SHADOW (50)**
- 2x Úlairë Enquëa, Lieutenant of Morgul (FR)
- 3x Úlairë Cantëa, Faster than Winds (RK)
- 2x Morgul Whelp (RK)
- 1x Held Ground (RK)
- 1x Gollum, Stinker (HD)
- 1x Evil-smelling Fens (HD)
- 2x Orc Insurgent (EN)
- 4x Goblin Runner (FR)
- 4x Goblin Sneak (FR)
- 4x Moria Scout (FR)
- 4x Goblin Scavenger (FR)
- 1x Guard Commander (FR)
- 2x Goblin Flankers (MM)
- 4x Goblin Scimitar (FR)
- 4x Goblin Armory (FR)
- 3x Goblin Swarms (FR)
- 2x Relics of Moria (FR)
- 4x They Are Coming (FR)
- 2x The Underdeeps of Moria (FR)
- ADVENTURE PATH (9)**
- Isengard Ruined (RK)
- Rohirrim Camp (RK)
- Hall of Kings (RK)
- Anduin Banks (RK)
- City Gates (RK)
- Minas Tirith First Circle (RK)
- Osgiliath Crossing (RK)
- Northern Ithilien (RK)
- Haunted Pass (RK)

Frodo will lose fights right and left to Orcs and Nazgûl, **Morgul Whelp** is a great choice for this deck. Not only does he help Cantëa use his text, he's a huge minion for just one pool.

For the final trick of the day, look to **Held Ground**. Against swarm decks, many players find themselves playing lots of extra companions on the table. This leaves you with only one option: **Úlairë Enquëa, Lieutenant of Morgul**. He's a brutal killer, and works even better in conjunction with **Held Ground**. Not only will playing this condition get you a couple extra wounds, it can also trash a few Free Peoples possessions during the maneuver phase when **Enquëa** works his magic.

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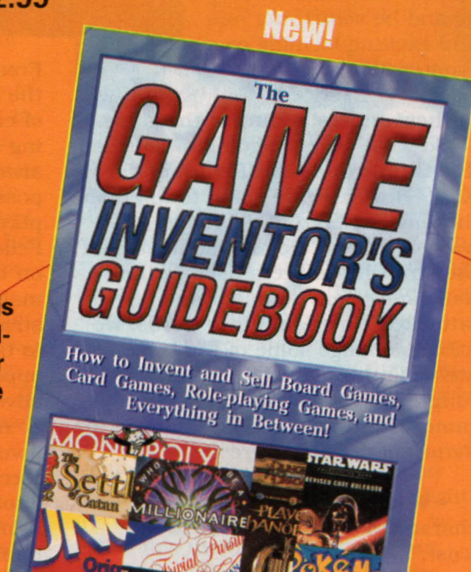
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by Joe Alread
LotR TCG Development
Manager

IT'S THE SAME GAME

(ONLY DIFFERENT)

The new mechanics of The Return of the King

The goal is simple: Every time a new set of *The Lord of the Rings* TCG is released, we want players to be excited about the new strategies and deck types available to them. We want them to sit down to an essentially new game that, while still the same TCG they know and love, is slightly different than the one they were playing a few months earlier. The things they've enjoyed from months past should still be there, but there should be something new and exciting looming over them, something that they'll now need to master in order to continue in their understanding of the game.

So what were we going to do when it was time to design *Return of the King*? How were we going to re-create the way *The Lord of the Rings* TCG was played? We documented some of the strategies players used in the tournament environment and "attacked" them. In other words, we tried to change some of the basic ways players played by introducing a couple of new mechanics into the game. The two things we attacked in *Return of the King* were:

- With the exception of Frodo, characters dying had little to no "cost."
- Players always want to play as many cards as possible so that they can draw more cards and then play even more cards.

The attack on each of these standards led to the two mechanics you'll find throughout the *Return of the King* set: threats and initiative.

Initiative. Initiative is something a side either has or does not have. At all times, either the Free Peoples player or Shadow player(s) have initiative. The rule of initiative is simple: If the Free Peoples player has four or more cards in hand, then the



Free Peoples has initiative. Otherwise the Shadow has initiative. With lots of cards in *Return of the King* revolving around initiative, the days of always playing as many cards as possible are now gone. Is it worth playing your last card in your Fellowship phase, or should you hold on to initiative instead? Along with making decisions like that, there are strategies that involve you attempting to take initiative away from your opponent and using it to your own advantage.

Along with creating scenarios involving risky card plays, the mechanic also allowed us to address another minor problem in the game: hand jam. Have you ever had a handful of Nazgûl that you couldn't play because you weren't getting enough pool from your opponent? That's hand jam, and it's a terrible experience for a *Lord of the Rings* TCG player. Many of the costs in *Return of the King* involve discarding cards from your hand, thus allowing you to discard those expensive Nazgûl that you don't have the pool to pay for.

Threats. Threats are the mechanic that gives a cost to the death of one of your unimportant companions. Threats are tokens that are placed in

the dead pile and are added and removed, much like burdens. Whenever one of your Free Peoples characters dies, you must place those threats onto your remaining fellowship as wounds. Imagine having five threats out — do you really want your *Dwarf Guard* to fight that *Cave Troll* for you? Multiple cards in *Return of the King* add large amount of threats and then remove them at the end of the turn, creating one-turn scenarios where your one goal is to keep everybody in your Fellowship alive at all costs.

Other strategies involve adding threats and removing them for other in-game bonuses, such as extra strength, wounds, or card plays. The Free Peoples player can get in on the action as well, with *Aragorn, Driven by Need*, who is strength +1 for each threat and *Gimli's Battle Axe, Trusted Weapon*, which has three powerful abilities depending on the number of threats it can spot.

The best part is that everything I've said here is only the tip of the iceberg. Along with threats and initiative there are Ringwraith-culture Orcs (a first!), Denethor, Rohan, and Gondor equipment for Pippin and Merry, respectively, and lots more. There's a whole new world for *Lord of the Rings* TCG players to explore in this set!



LEARN PROPER LAWN CARE

and other cultural mechanics

While initiative and threats are the big new mechanics that weave through all of *The Return of the King* set (and the King Block), I'm going to come at things from a different angle and talk about some of the new mechanics that relate to specific cultures, and even a new take on the site path.

Sauron on the march. Until this point in the trilogy, the forces of Sauron guarded their borders and escorted prisoners — now they go on the attack!

A subset of the minions in the culture gain the keyword “besieger,” but probably more importantly, a site number of five. This subset also makes use of “engines,” tools of siege-craft long prepared for the assault on Gondor.

Central to the besiegers will be the mechanic of site control, initially introduced in *The Two Towers*. While we first saw it there, the Sauron culture didn't really do too much with it — until now. The engines help to control sites, as well as providing damaging bonuses once the sites are in hand. The besiegers themselves provide hand extension by stacking on controlled sites. Of course, we'll see this mechanic

expanded in the *Siege of Gondor* set in March.

On second thought. One of the automatic decisions in *The Lord of the Rings* TCG has always been for the Fellowship to stop moving at site six and take one last deep breath before moving into the last three sites. Obviously, the five wounds of sanctuary healing has a lot to do with that.

When we started work on *The Return of the King*, we decided that we wanted to shake up that pattern. The decision about whether to move again is one of the more interesting and fun ones that players face, so it seemed a shame to have an “automatic” choice so close to the end of the site path.

The approach that we took was to put big incentives on each site six to move again. Obviously, this will do more to help the trailing player, as he'll be able to play on his own site six (or encourage that leading player to include a card like *Pathfinder* in her deck). These sites are culturally specific and allow a player who moves again to heal all companions of that culture. Depending on the situation, this can provide more total healing than the sanctuary normally does. It will be interesting to see what impact this has on high-level play, as it's still a risky maneuver.

One-cost Ringwraith minions?

Okay, so the Orcs we've added are actually Ringwraith-culture minions and not Nazgûl, but it's still a departure for the culture to have smaller minions available (excluding *Bill Ferno* from *Mines of Moria*). The Ringwraiths themselves start to take on the roles of leaders and big hitters instead of the core of the culture.

The Ringwraith Orcs revolve around improving the survivability and potency of the Nazgûl; they'll provide new challenges and options for Ringwraith deck-builders. These guys will also get stronger as Frodo starts to wear down and carry more wounds.

THE
LORD
OF THE
RINGS
TRADING CARD GAME

by Tom Lischke
LotR TCG Senior
Game Designer



Some Shire toys. Well, actually, some cards that were Shire culture but were moved out to Rohan and Gondor. Merry and Pippin get some new ways to play in *The Return of the King*. Both gain armor and a sword, transforming them into fighters. With the increase in strength and the decrease in vitality, they look more and more like Gondor or Rohan companions, with the difference being their ability to easily access the Shire verb cards.

Watering the grass. The Rohan culture will finally get to do some fighting on the open plains. In testing, we called this the “lawn-care” program. Rohan receives several new horses, including *Snowmane*, *Windfola*, and *Swift Steed*, and a number of the companions get stronger as more plains come into play.

For this reason, an interesting card is *Strong Arms*, which can actually create plains sites. This card shares a trait with the new site sixes from the site path, in that it helps a player who's trailing and is thus able to play *Strong Arms* onto the site he is moving to instead of the one he is moving from. Otherwise, a player has to squeeze in *Pathfinders* or a card like *Grimbold* that yields extra plains sites.



THE LORD OF THE RINGS

TRADING CARD GAME

RETURN OF THE KING

PLAYER'S GUIDE



1. •The One Ring, The Ruling Ring C
Response: If bearer is about to take a wound in a skirmish, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound during a skirmish, add a burden instead. +1/-

2. •The One Ring, Such a Weight to Carry R
Maneuver: Add a burden to wear The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound, add a burden instead. +2/-

Dwarven

3. Battle Tested U 0
Event • Skirmish. Make a Dwarf strength +2 (+4 if you spot a card stacked on a [Dwarven] condition).

4. Calculated Risk C 2
Event • Fellowship. Spot a Dwarf and add a threat to draw 3 cards.

5. Dark Ways R 0
Condition • Support Area. To play, spot a Dwarf. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to heal a Dwarf twice and take a [Dwarven] skirmish event into hand from your discard pile.

6. •Gimli, Faithful Companion C 2
Companion • Dwarf. Damage +1. While you have initiative, Gimli is strength +2. 6/3/T

7. •Gimli, Feared Axeman R 2
Companion • Dwarf. Damage +1. Response: If a [Dwarven] condition is about to be discarded by an opponent, exert a Dwarf or discard a [Dwarven] card from hand to prevent that. 6/3/A

8. •Gimli's Armor U 2
Possession • Armor. Bearer must be Gimli. Response: If you have initiative and Gimli is about to take a wound, discard 2 cards from hand to prevent that wound.

9. •Gimli's Battle Axe, Trusted Weapon R 2
Possession • Hand Weapon. Bearer must be a Dwarf. While you can spot a threat, bearer is damage +1. While you can spot 2 threats, bearer is strength +1. While you can spot 3 threats, the fellowship archery total is +1. +2/-

10. Loyalty Unshaken R 1
Condition • Support Area. When you play this condition, you may stack 2 cards from hand here. Draw a card for each [Dwarven] card you stack. Skirmish: Make a Dwarf strength +2. Also, make that Dwarf damage +2 for each [Dwarven] card stacked on this condition. Discard this condition.

11. Out of Darkness C 1
Event • Skirmish. Make a Dwarf strength +2. You may also exert that Dwarf to draw 2 cards.

12. Preparations R 2
Condition • Support Area. Regroup: Exert a Dwarf companion to stack a card from your discard pile here. Skirmish: Wound a minion skirmishing a Dwarf once for each [Dwarven] card stacked here. Discard this condition.

13. •Reckless Pride U 2
Condition. Bearer must be a [Dwarven] companion. Each minion gains this ability: "Assignment: Assign this minion to bearer of Reckless Pride." Regroup: Discard this condition to draw 4 cards.

er of Reckless Pride." Regroup: Discard this condition to draw 4 cards.

14. Slaked Thirsts U 1
Event • Maneuver. Spot a Dwarf to draw a card, or if this card is stacked on a [Dwarven] condition, spot a Dwarf companion and discard this event to exert a minion twice.

Elven

15. •Ancient Blade U 2
Condition. Bearer must be an [Elven] companion. Each minion gains this ability: "Assignment: Assign this minion to bearer of Ancient Blade." Regroup: Discard this condition to discard a minion and reconcile your hand.

16. •Arwen, Fair Elf Maiden R 2
Companion • Elf. While skirmishing a fierce minion, Arwen is strength +3. 6/3/G

17. •Asfaloth, Elven Steed R 2
Possession • Mount. Bearer must be an Elf. Skirmish: If bearer is Arwen, exert her to make each minion skirmishing her strength -2. +2/-

18. •Bow of the Galadhrim, Gift of Galadriel R 1
Possession • Ranged Weapon. Bearer must be Legolas. Each time you play an [Elven] skirmish event during a skirmish involving Legolas, you may heal him. +1/-

19. Careful Study U 1
Event • Regroup. Spot an Elf and discard 3 cards from hand to reconcile your hand.

20. Defiance C 1
Event • Skirmish. Make an Elf strength +2 (or +4 if skirmishing a Nazgûl).

21. •Elrond, Elven Lord R 4
Companion • Elf. To play, spot Aragorn or an Elf. At the start of each turn, you may exert Elrond to heal a character bearing an artifact. 8/4

22. •Hope Comes R 2
Condition • Support Area. To play, spot 2 Elves. Response: If an [Elven] skirmish event is played, discard this condition to draw 3 cards.

23. Into the West C 0
Condition • Support Area. Regroup: Exert an Elf to reveal the top card of your draw deck. If it is an [Elven] card, remove 3 threats. Place the revealed card beneath your draw deck.

24. Leaving Forever R 0
Condition • Support Area. To play, spot 3 Elves. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to discard a condition or draw 2 cards.

25. •Legolas, Fearless Marksman R 2
Companion • Elf. Archer. Archery: If you have initiative, discard 4 cards from hand to wound a minion. 6/3/A

26. •Legolas, Nimble Warrior C 2
Companion • Elf. Archer. Archery: If you cannot spot a threat, add a threat to make the fellowship archery total +1. 6/3/T

27. Mirkwood Bowman R 1
Event • Archery. Exert 2 [Elven] companions to discard the top 3 cards of your draw deck. Make the fellowship archery total +1 for each [Elven] card discarded.



28. •Shadow Between R 2
Condition • Support Area. To play, spot an Elf. At the start of your regroup phase, you may discard this condition or a card from hand to heal an Elf.

29. Still Needed C 2
Event • Skirmish. Make an Elf strength +2. You may place this event on top of your draw deck.

30. Uncertain Paths C 1
Event • Skirmish. Make an Elf strength +2 and you may shuffle your draw deck.

Gandalf

31. All Save One C 2
Event • Skirmish. Make Gandalf strength +2 (or +4 and damage +1 if you have initiative).

33. Citadel to Gate R 5
Event • Fellowship. Exert Gandalf twice to remove all threats and to heal all companions of one culture (except [Gandalf]).

34. Echoes of Valinor C 1
Condition • Support Area. Each time Gandalf wins a skirmish, you may exert him to draw 2 cards.

35. Fool's Hope U 3
Event • Fellowship. Spot Gandalf and discard 2 cards from hand to make an opponent discard all but 2 Shadow conditions.

36. •Gandalf, Defender of the West C 4
Companion • Wizard. While you cannot spot 3 companions of the same culture, Gandalf is strength -2. 9/4/G

37. •Gandalf, Manager of Wizards R 4
Companion • Wizard. Skirmish: Place 3 cards from hand on top of your draw deck to make a minion skirmishing an unbound companion strength -3. Any Shadow player may place 3 cards from his or her hand on top of his or her draw deck to prevent this. 7/4/T

38. •Gandalf's Staff, Focus of Power R 2
Artifact • Staff. Bearer must be Gandalf. While you can spot 4 twilight tokens, Gandalf is strength +1. -/1

39. •Glamdring, Elven Blade R 2
Possession • Hand Weapon. Bearer must be Gandalf. He is damage +1. Skirmish: If you have more cards in hand than each opponent, discard 2 cards from hand to make an opponent exert a minion. +2/-

40. Have Patience C 3
Event • Fellowship. Spot Gandalf to heal an unbound companion twice.

41. Intimidate C 2
Event • Response. Spell. If a companion is about to take a wound, spot Gandalf to prevent that wound.

42. King's Advisor U 2
Event • Maneuver. Exert Gandalf twice to make an opponent exert a minion for each [Rohan] companion you spot.

43. Light the Beacons R 3
Event • Maneuver. Exert Gandalf three times (or twice if you have initiative) to make all unbound companions of one culture (except [Gandalf]) strength +3 until the regroup phase.

44. •Moment of Respite R 2
Condition • Support Area. At the start of your regroup phase, you may discard 2 cards from hand to heal Gandalf.

45. Númenor's Pride U 1
Condition • Support Area. To play, spot Gandalf and add 3 threats. Gandalf is defender +1 and cannot take wounds. Discard this condition at the start of the regroup phase.

46. Peace of Mind C 4
Event • Regroup. Spot Gandalf to heal an unbound Hobbit 3 times.

47. Sharpen Your Swords U 1
Event • Skirmish. Spot Gandalf to make a [Gondor] companion strength +1 for each [Gondor] companion you spot (limit +4).

48. Stay This Madness R 0
Condition • Support Area. To play, spot Gandalf. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to wound 2 minions.

49. •Steadfast Champion U 2
Condition. Bearer must be Gandalf. Each minion gains this ability: "Assignment: Assign this minion to Gandalf." Regroup: Discard this condition to discard a minion and heal a companion 3 times.

50. Terrible and Evil R 3
Event • Maneuver. Spell. Exert Gandalf X times to wound a minion X times. If that minion is a Nazgûl, wound it again.

52. The Board Is Set R 0
Event • Response. Spell. If an event is played, exert Gandalf to make that opponent remove [2] or cancel that event.

51. Undaunted C 2
Event • Skirmish. Exert Gandalf to make him strength +1 for each twilight token you spot (limit +8).

52. Wizard Staff C 2
Possession • Staff. Bearer must be a Wizard. Skirmish: Exert bearer twice to make a minion strength -3. +1/-

Gollum

53. Captured by the Ring C 0
Event • Shadow. Play Gollum from your draw deck or discard pile to add a threat.

54. Clever Hobbits U 2
Event • Skirmish. Discard any number of [Gollum] conditions. For each condition discarded, make Sméagol strength +3 and damage +1.

55. Days Growing Dark U 2
Condition • Support Area. Fellowship: Discard 3 cards from hand to play Sméagol from your discard pile.

57. •Fat One Wants It R 1
Condition • Support Area. Each time Gollum or Sméagol is played, add a threat. Regroup: Discard this condition to return Gollum to his owner's hand.

58. •Gollum, Plotting Deceiver R 2
Minion. If you have initiative during the Shadow phase, you may play this minion from your discard pile. 5/4/3

59. •Gollum, Vile Creature C 2
Minion. Skirmish: Exert Gollum twice or remove a threat to make him strength +2. 5/4/3

60. Heavy Burden U 1
Condition • Support Area. Regroup: Discard Gollum and remove a threat to add a burden.





61. Hobbitses Are Dead R 1
Event • Skirmish. Spot Gollum or Sméagol to make a Nazgûl, [Sauron] minion, or [Gollum] minion strength +2. If you have initiative, you may play this event from your discard pile; place it under your draw deck instead of discarding it.

62. It's Mine C 1
Condition • Support Area. Shadow: Remove [1] and exert Gollum to discard the top card of your draw deck. If that card is a [Gollum] or [Ringwraith] card, take it into hand.

63. Let Her Deal With Them R 1
Condition. To play, spot Gollum or Sméagol. Bearer must be a minion. Limit 1 per bearer. Bearer is damage +1. If you have initiative during the Shadow phase, you may play this condition from your discard pile.

64. Nasty U 1
Event • Skirmish. Make Sméagol strength +1 for each [Gollum] card you spot.

65. Never C 0
Condition • Support Area. To play, spot Sméagol. Regroup: Discard Sméagol to remove 2 threats.

66. No Safe Places R 2
Event • Regroup. Exert Sméagol to reveal an opponent's hand. That opponent must discard a card for each culture revealed.

67. Plotting R 5
Condition • Support Area. To play, spot Gollum and add up to 9 threats. Gollum is strength +2. Discard this condition and remove 9 threats at the start of the regroup phase.

68. Scouting R 2
Condition • Support Area. To play, spot Sméagol. Each time the fellowship moves, add a threat or discard this condition. Maneuver: Discard Sméagol to discard a minion. An opponent may exert a minion twice to prevent this.

69. Secret Paths R 2
Condition • Support Area. To play, spot Sméagol and add 2 threats. The move limit for this turn is +1. Discard this condition at the end of the turn.

70. Serving the Precious R 3
Event • Fellowship. Discard Sméagol to play a companion from your discard pile.

71. Sméagol, Always Helps R 0
Companion. Ring-bound. To play, add a burden. Assignment: Assign a minion to Sméagol and add 2 threats to exhaust that minion. 3/4/F

72. Sméagol, Hurried Guide C 0
Companion. Ring-bound. To play, add a burden. Skirmish: If you have initiative, discard 2 cards from your hand. Sméagol cannot be overwhelmed unless his strength is tripled. 3/4/F

73. Sneaking! R 2
Event • Skirmish. Stealth. Heal Sméagol (or cancel Sméagol's skirmish if he has more vitality than the minion or minions he is skirmishing).

74. So Polite R 0
Event • Shadow. Play Gollum from your discard pile to add [1] for each threat you spot.

75. Sweeter Meats C 0
Event • Response. If a minion is about to take a wound, spot Gollum to prevent that wound.

76. The Dead City R 3
Condition. Stealth. Bearer must be Sméagol. If Sméagol is about to be killed in a skirmish, he is discarded instead.

76. Very Nice Friends C 0
Event • Regroup. Play Sméagol from your discard pile to play the fellowship's next site (replacing an opponent's site if necessary). If you do not move again this turn, discard your hand.

77. We Hate Them U 2
Condition. Bearer must be Sméagol. Each minion gains this ability: "Assignment: Assign this minion to Sméagol." Regroup: Discard this condition to discard a minion and play a companion from your discard pile.

78. Where Shall We Go U 0
Event • Skirmish. If you have initiative, discard 2 cards from hand to wound a minion Sméagol is skirmishing twice.

Gondor

79. Andúril, Flame of the West R 3
Artifact • Hand Weapon. Bearer must be Aragorn. Discard other weapons he bears. He is damage +1 and cannot bear other weapons. Fellowship or Regroup: If the fellowship is at any site 2 or any site 5, play the fellowship's next site (replacing opponent's site if necessary). +2/+1

80. Andúril, King's Blade R 3
Artifact • Hand Weapon. Bearer must be Aragorn. If you cannot spot a threat, Aragorn is defender +1. +2/-

81. Aragorn, Captain of Gondor C 4
Companion • Man. Knight. At the start of each fellowship phase, you may add [2] to heal another [Gondor] companion. 8/4/A

364. Aragorn, Driven by Need P 4
Companion • Man. While you cannot spot 4 threats, Aragorn is strength +1 for each threat. Regroup: Exert Aragorn twice to remove 3 threats. 7/4/G

82. Círión C 2
Companion • Man. While you have only 4 or 5 cards in hand, Círión is strength +2. 5/3

83. City of Men C 1
Event • Skirmish. Make a [Gondor] Man strength +2. If that Man is skirmishing a [Sauron] minion, discard that minion at the end of the skirmish.

84. Dagger Strike C 0
Event • Skirmish. Make a [Gondor] or [Shire] companion bearing a hand weapon strength +2 and damage +1.

85. Denethor, Steward of the City R 2
Companion • Man. Fellowship: Play a [Gondor] knight. That knight's twilight cost is -2. Each time a Shadow card adds a threat, add a burden. Each time a Shadow card adds a burden, add a threat. 8/3/A

86. Denethor, Wizen Steward C 2
Companion • Man. Denethor is strength +1 for each other [Gondor] Man you can spot (limit +4). 5/3/A

87. Derufin R 2
Companion • Man. Regroup: While you have exactly 5 cards in hand, you may exert Derufin to discard an engine, machine, or possession. 6/3

88. Dervorin U 2
Companion • Man. At the start of the regroup phase, if you have only 4 cards in hand, you may spot another [Gondor] Man to discard a minion. 6/3

89. Duty of Two C 1
Event • Fellowship. Add 3 threats to heal all [Gondor] companions.

90. Faramir, Stout Captain C 3
Companion • Man. Ranger. To play, spot a [Gondor] Man. Each time Faramir wins a skirmish involving a fierce minion, you may exert Faramir to discard that minion. 7/3/T

91. Faramir, Wizard's Pupil R 3
Companion • Man. Ranger. Fellowship: Play a [Rohan] Man to heal Faramir. Skirmish: Exert Faramir to make an unbound Hobbit strength +2. Skirmish: Exert Gandalf to prevent all wounds to Faramir. 7/3/F

92. First Level C 1
Condition • Support Area. Fortification. Maneuver: Exert a [Gondor] Man or spot a knight to transfer this condition from your support area to a minion. -1/-

93. Footman's Armor U 1
Possession • Armor. Bearer must be a [Gondor] Man. Response: If bearer is about to be overwhelmed, discard a [Gondor] fortification or a card from hand to make bearer strength +2.

94. Gondor Bow U 1
Possession • Ranged Weapon. Bearer must be a [Gondor] Man. If bearer is a knight, he or she is strength +1. Skirmish: Exert bearer to wound a minion he or she is skirmishing if that minion bears a fortification.

95. Gondor Still Stands R 3
Condition • Support Area. To play, spot 3 [Gondor] companions. While no opponent controls a site, wound a minion at the start of each regroup phase. Regroup: Discard this condition to place a [Gondor] fortification from your discard pile on top of your draw deck.



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96. Gondorian Captain C 2
Companion • Man. Knight. Fellowship: Discard a fortification to remove a threat. 6/3

97. Gondorian Merchant R 1
Ally • Home 3(TT) • Man. Maneuver: If you have initiative, discard 2 cards from hand to make the site number of a minion +2 until the regroup phase. 6/1

98. Gondorian Sword U 1
Possession • Hand Weapon. Bearer must be a [Gondor] Man. Skirmish: Discard 3 cards from hand to make bearer damage +1. +2/-

99. Great Gate C 1
Event • Skirmish. Make a [Gondor] companion strength +2 and, if you can spot 2 [Gondor] fortifications, exert a minion that companion is skirmishing.

100. Greatest Stronghold R 2
Event • Archery. Exert a [Gondor] Man and spot 3 fortifications to make the fellowship archery total +2.

101. Guarded R 0
Condition • Support Area. To play, spot 3 [Gondor] Men. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to discard a minion (or all roaming minions).

102. Hasty Repairs U 1
Condition • Support Area. To play, spot 3 [Gondor] Men. Regroup: While you have only 4 cards in hand, you may discard 2 cards from hand to play a [Gondor] fortification from your discard pile.

103. Hearts Raised R 2
Condition • Support Area. At the start of your regroup phase, you may spot a [Gondor] Man and discard a card from hand to remove a threat.

104. Hidden Knowledge R 1
Event • Fellowship. Spot a [Gondor] companion to reveal the top 5 cards of an opponent's draw deck. For each Shadow card revealed, add a threat. For each Free Peoples card revealed, place a [Gondor] token on one of your conditions with a [Gondor] token on it. Shuffle that draw deck.

105. I Will Go C 3
Condition. Bearer must be a [Gondor] Man. If you have initiative, bearer is defender +1.

106. Ingold C 2
Companion • Man. Knight. Fellowship: Discard a fortification to heal Ingold twice. 6/3

107. Iorlas U 2
Companion • Man. Response: If a possession or engine is played by your opponent, remove a [Gondor] token from your condition to make that opponent remove [1]. If he or she cannot, discard that possession or engine. 6/3

108. Knight's Sword C 1
Possession • Hand Weapon. Bearer must be a [Gondor] Man. Skirmish: If you cannot spot 2 threats, add a threat to make bearer strength +1. +2/-

109. Long Prepared U 2
Condition • Support Area. To play, add 2 threats. Skirmish: Exert a [Gondor] Man to wound a roaming minion that Man is skirmishing. Discard this condition at the start of the regroup phase.

110. Madril, Faramir's Aide U 2
Companion • Man. Ranger. Skirmish: If you have initiative, discard 2 cards from hand to wound a roaming minion Madril is skirmishing. 6/3

111. Man the Walls C 1
Condition • Support Area. The site number of each minion skirmishing a [Gondor] Man is +1.

112. Noble Leaders R 1
Condition • Support Area. When you play this condition, place a [Gondor] token here for each of the following characters you can spot: Aragorn, Boromir, Denethor or Faramir. Skirmish: Remove a token from here or discard this condition to make a [Gondor] companion strength +1 and damage +1.

113. Pippin's Armor R 0
Possession • Armor. Bearer must be Pippin. While you can spot 3 [Gondor] Men, Pippin may take no more than 1 wound in a skirmish. +2/-1

114. Pippin's Sword R 1
Possession • Hand Weapon. Bearer must be Pippin. Skirmish: Exert Pippin twice make him strength +1 for each [Gondor] companion you spot. +2/-

115. Ranger of Minas Tirith C 2
Companion • Man. Ranger. While skirmishing a roaming minion, this companion is strength +2 and damage +1. 5/3

116. Ranger of Osgiliath C 2
Companion • Man. Ranger. Regroup: Discard 2 cards from hand to exhaust a minion. 6/3

117. Reckless Counter C 1
Event • Regroup. Spot 2 knights or exert 2 [Gondor] Men to liberate a site or discard any number of cards from hand.

118. Second Level C 1
Condition • Support Area. Fortification. Maneuver: Exert a [Gondor] Man or spot a ranger to transfer this condition from your support area to a minion. 2

119. Seventh Level R 5
Condition • Support Area. Fortification. Skirmish: Exert 3 [Gondor] Men to transfer this condition from your support area to a minion skirmishing a [Gondor] Man. -2/-2

120. Stand to Arms U 0
Event • Skirmish. If you have initiative, discard 2 cards from hand to wound a roaming minion skirmishing a [Gondor] Man twice.

121. Stout Resistance C 0
Event • Skirmish. Add a threat to make a [Gondor] Man strength +3.

122. Strong and Old R 1
Condition • Support Area. To play, spot 2 [Gondor] Men. The twilight cost of each of your [Gondor] fortifications is -1. Response: If an opponent is about to control a site, discard 2 [Gondor] fortifications to prevent this.

123. Support of the City U 0
Condition • Support Area. Fellowship: Play a [Gondor] Man to place a [Gondor] token here. Fellowship: Play a [Gondor] companion. That companion's twilight cost is -1 for each token here. Discard this condition.

124. Targon C 2
Companion • Man. Ranger. Skirmish: If you have initiative, discard 2 cards from hand to wound a Man Targon is skirmishing. 6/3

125. Third Level U 1
Condition • Support Area. Fortification. Skirmish: Exert a [Gondor] Man or spot 2 rangers to transfer this condition from your support area to a minion skirmishing a [Gondor] Man. -1/-4

126. Unexpected Visitor U 2
Condition. Bearer must be a [Gondor] companion. Each minion gains this ability: "Assignment: Assign this minion to bearer of Unexpected Visitor." Regroup: Discard this condition to discard a minion and remove [4].

127. Vorondil R 2
Companion • Man. While no opponent controls a site, Vorondil is strength +2. Regroup: Exert 3 [Gondor] Men or 2 knights to liberate a site. 5/3

128. While We Yet Live U 0
Event • Skirmish. Make a roaming minion skirmishing a [Gondor] Man strength -3.

Raider

129. Bold Men and Grim R 1
Condition • Support Area. To play, spot 2 [Raider] Men and add a threat. Each time a companion is about to be killed, you may remove a threat to discard a companion (except the Ring-bearer). Discard this condition at the start of the regroup phase.

130. Dark Tidings C 1
Condition • Support Area. Regroup: Spot 2 [Raider] Men and remove [3] to add a threat (limit 1).

131. Desert Fighter C 3
Minion • Man. Southron. At the start of each skirmish involving this minion, you may remove [1] to add a threat. 8/2/4





132. Desert Nomad C 4
Minion • Man. Southron. While you can spot 2 threats, this minion is damage +1. 9/2/4

133. Desert Runner C 2
Minion • Man. Southron. Ambush [1]. When the Free Peoples player assigns this minion to a character and you have initiative, wound that character. 8/2/4

134. Desert Scout U 3
Minion • Man. Southron. Ambush [1]. When the Free Peoples player assigns this minion to a character and you have initiative, wound that character. 8/2/4

135. Desert Sneak C 1
Minion • Man. Southron. Ambush [1]. When the Free Peoples player assigns this minion to a character and you have initiative, wound that character. 8/2/4

137. Desert Spearman C 3
Minion • Man. Southron. At the start of each skirmish involving this minion, you may remove [3] to wound a companion or ally he is skirmishing. 8/2/4

136. Desert Soldier U 4
Minion • Man. Southron. At the start of each skirmish involving this minion, you may remove [3] to wound a companion or ally he is skirmishing. 8/2/4

138. Desert Villain U 4
Minion • Man. Southron. At the start of each skirmish involving this minion, you may remove [1] to add a threat. 9/2/4

139. Easterling Aggressor C 3
Minion • Man. Easterling. Skirmish: If you have initiative or you spot 3 Easterlings, discard 2 cards from hand to heal another Easterling. 8/2/4

140. Easterling Assailant C 4
Minion • Man. Easterling. Skirmish: Remove a burden and exert this minion to heal another Easterling (or 2 Easterlings if you have initiative). 9/2/4

141. Easterling Attacker C 2
Minion • Man. Easterling. Skirmish: Exert this minion to make him damage +1. 9/2/4

142. Easterling Blademaster C 3
Minion • Man. Easterling. Skirmish: Exert this minion to make him damage +1. 8/2/4

143. Easterling Footman R 4
Minion • Man. Easterling. Maneuver: If you cannot spot 2 burdens, spot another Easterling and discard a card from hand to add a burden. 9/2/4

144. Easterling Ransacker C 4
Minion • Man. Easterling. Skirmish: Exert this minion to make him damage +1. 9/2/4

145. Easterling Regiment R 5
Minion • Man. Easterling. Fierce. Each time Easterling Regiment wins a skirmish, you may add [1] for each burden. 11/3/4

146. Easterling Sergeant U 3
Minion • Man. Easterling. Maneuver: If you cannot spot a burden, spot another Easterling and exert this minion to add a burden. 8/2/4

147. Easterling Veteran U 5
Minion • Man. Easterling. Skirmish: Remove 2 burdens to heal another Easterling. 10/3/4

148. Fierce in Despair R 7
Event • Regroup. Spot 2 [Raider] Men to discard a companion (except the Ring-bearer).

149. Great Beasts C 0
Condition • Support Area. To play, spot a [Raider] Man. Regroup: Remove [9] and spot 3 [Raider] Men to make the move limit -1.

150. Harsh Tongues C 1
Condition • Support Area. To play, spot a [Raider] Man. Regroup: Remove [3] and spot a [Raider] Man to place a [Raider] token here. While there are 3 [Raider] tokens here, the Shadow has initiative regardless of the Free Peoples player's hand.

151. Hosts Still Unfought U 0
Event • Maneuver. To play, spot 2 [Raider] Men. Discard any number of cards from hand. The Free Peoples player then discards any number of cards from hand. For each card you dis-

carded more than the Free Peoples player, add [1].

152. Mûmak Commander R 8
Minion • Man. Southron. To play, spot a [Raider] Man. While you can spot 6 threats, each time this minion wins a skirmish, the companion he was skirmishing is killed. 16/4/4

153. Mûmakil of the Harad C 1
Event • Maneuver. Spot a [Raider] minion to add [2] for each threat.

154. New Strength Came Now C 2
Event • Skirmish. Make a [Raider] Man strength +3 (or +6 if you have initiative).

155. Raider Bow C 2
Possession • Ranged Weapon. Bearer must be a [Raider] Man. Bearer is an archer and ambush [5].

156. Raider Halberd C 0
Possession • Hand Weapon. Bearer must be a [Raider] Man. Skirmish: Exert bearer to add [2]. +2/-

157. Red Wrath U 5
Event • Skirmish. Exert a [Raider] Man to wound a companion he is skirmishing twice.

158. Rout R 1
Condition • Support Area. To play, spot a [Raider] Man. Each time the fellowship moves, the Free Peoples player must exert 2 companions if you have initiative.

159. Small Hope R 1
Condition • Support Area. Maneuver: If you cannot spot 2 burdens, exert an Easterling to add a burden. Skirmish: Discard this condition to make an Easterling strength +2.

160. Southron Bandit U 3
Minion • Man. Southron. Maneuver: Exert this minion to add [5]. The Free Peoples player may add a threat to prevent this. 8/2/4

161. Southron Brigand C 4
Minion • Man. Southron. Shadow: Remove [3] and spot 3 [Raider] Men to make one of those Men damage +1 until the regroup phase. 9/2/4

162. Southron Captain U 6
Minion • Man. Southron. While you can spot 4 threats, this minion is damage +2. 13/3/4

163. Southron Chieftain R 4
Minion • Man. Southron. To play, spot a [Raider] Man. Each time the Free Peoples player assigns this minion to a character, the Shadow has initiative until the end of the turn. 9/2/4

164. Southron Conqueror R 5
Minion • Man. Southron. Archer. While you can spot 6 twilight tokens, other [Raider] Men are damage +1. While you can spot 9 twilight tokens, other [Raider] Men are damage +1. 10/3/4

165. Southron Intruder R 6
Minion • Man. Southron. Archer. While you can spot 3 twilight tokens, all [Raider] Men are strength +1. While you can spot 6 twilight tokens, all [Raider] Men are strength +1. While you can spot 9 twilight tokens, all [Raider] Men are strength +1. 11/3/4

166. Southron Leader R 5
Minion • Man. Southron. Archery: Spot 4 Free Peoples cultures and either exert this minion or remove a threat to wound a companion (except the Ring-bearer). 10/3/4

167. Southron Marksman R 5
Minion • Man. Southron. Archer. Fierce. To play, spot a [Raider] Man. Archery: Exert this minion and remove a threat to make the minion archery total +1. 10/3/4

168. Southron Thief U 3
Minion • Man. Southron. Archery: Spot another [Raider] Man, spot 6 companions, and remove a threat to exert a companion. 8/2/4

169. Surging Up R 1
Condition • Support Area. Regroup: Exert an Easterling and discard this condition to make the move limit -1 for this turn. The Free Peoples player may add 2 burdens to prevent this. Skirmish: Discard this condition to heal an Easterling.

170. Suzerain of Harad R 6
Minion • Man. Southron. Archer. While you have initiative, the Ring-bearer cannot take wounds during the archery phase and this minion is ambush [8]. 11/3/4



171. Thrice Outnumbered U 3
Event • Regroup. Spot a threat and X [Raider] Men to make the Free Peoples player exert X companions (limit 3).

172. Troop of Haradrim C 5
Minion • Man. Southron. While you can spot 2 threats, this minion is an archer. While you can spot 3 threats, this minion is fierce. While you can spot 4 threats, this minion is damage +1. 10/3/4

173. War Towers C 1
Event • Maneuver. Spot a [Raider] minion to add a threat. Add an additional threat for each companion over 4.

Ringwraith

174. Called U 1
Condition • Support Area. Assignment: Remove 5 threats to assign a Nazgûl to a companion (except the Ring-bearer). The Free Peoples player may discard that companion.

175. Corrupt U 1
Event • Skirmish. Make a Nazgûl strength +1 for each Free Peoples culture you spot.

176. Disposable Servants U 1
Event • Regroup. Spot a Nazgûl to discard any number of cards from your hand. The Free Peoples player then discards any number of cards from his or her hand. For each card you discarded more than the Free Peoples player, add a threat.

177. Feel His Blade R 2
Condition • Support Area. Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl. During the turn this card is transferred, the Shadow has initiative, regardless of the Free Peoples player's hand.

178. Foul Clutches U 1
Event • Skirmish. Discard 3 cards from hand to make a Nazgûl strength +3.

179. Ghostly Host R 2
Condition • Support Area. Shadow: Spot a Nazgûl and remove a threat to play a Nazgûl. Its twilight cost is -2.

180. Gorbag, Lieutenant of Cirith Ungol R 5
Minion • Orc. While you can spot a Nazgûl, Gorbag is strength +2 and damage +1. 11/3/4

181. Held Ground R 1
Condition • Support Area. To play, spot 2 Nazgûl and add up to 3 threats. Each time a companion is about to be killed, you may remove a threat to discard up to 2 possessions. Discard this condition and remove 3 threats during the regroup phase.

182. Loathsome R 2
Event • Response. If a skirmish involving a Nazgûl is about to end, discard a possession borne by a companion in that skirmish.

183. Mind and Body R 1
Event • Response. If a Nazgûl kills a character, wound each character bearing a [Ringwraith] condition.

184. More Unbearable C 1
Condition • Support Area. To play, spot a Nazgûl. Regroup: Discard a Nazgûl to place a [Ringwraith] token on this card. While there are 3 [Ringwraith] tokens on this card, the Shadow has initiative, regardless of the Free Peoples player's hand.

185. Morgul Answers U 1
Condition • Support Area. To play, spot a Nazgûl. Skirmish: Remove [3] and spot 3 Nazgûl to discard a possession or condition borne by a companion a Nazgûl is skirmishing.

186. Morgul Axe C 1
Possession • Hand Weapon. Bearer must be a [Ringwraith] Orc. While you can spot 2 wounds on the Ring-bearer, bearer is damage +1. +2/-

187. Morgul Brawler U 4
Minion • Orc. While the Ring-bearer is exhausted, this minion is strength +3, fierce and damage +1. 10/1/4

188. Morgul Brute R 2
Minion • Orc. When you play this minion, you may spot a Nazgûl to add a burden. The Free Peoples player may wound the Ring-bearer to prevent this. Skirmish: Remove a burden to make this minion strength +3. 6/2/4

189. Morgul Cur C 3
Minion • Orc. While you can spot a Nazgûl, this minion is strength +2. 8/2/4

190. Morgul Destroyer U 2
Minion • Orc. When you play this minion, you may spot a Nazgûl to add 2 threats. The Free Peoples player may wound the Ring-bearer to prevent this. Skirmish: Remove a threat to make this minion strength +3. 6/2/4

191. Morgul Detachment R 7
Minion • Orc. While you can spot a Nazgûl, this minion is fierce and damage +1. 15/4/4

192. Morgul Hound C 2
Minion • Orc. While you can spot 2 wounds on the Ring-bearer, this minion is strength +4 and fierce. 5/2/4

193. Morgul Lackey C 2
Minion • Orc. Skirmish: Exert this minion to make a Nazgûl or [Ringwraith] Orc strength +1. 6/2/4

194. Morgul Mongrel C 3
Minion • Orc. While you can spot 3 wounds on the Ring-bearer, this minion is fierce and damage +1. 7/2/4

195. Morgul on the March U 1
Condition • Support Area. To play, spot a Nazgûl. Each time the Free Peoples player draws a card (except during the regroup phase), add a threat. Regroup: Discard a Nazgûl and this condition to add a threat.

196. Morgul Predator C 5
Minion • Orc. Skirmish: Exert this minion to make a Nazgûl or [Ringwraith] Orc strength +1. 11/3/4

197. Morgul Regiment R 7
Minion • Orc. For each Nazgûl you can spot, the Free Peoples player must exert a companion to assign this minion to a skirmish. Skirmish: Exert this minion to make a Nazgûl or [Ringwraith] Orc strength +1. 15/4/4

198. Morgul Ruffian C 2
Minion • Orc. While you can spot a Nazgûl, this minion may only take wounds during skirmish phases. 7/1/4

199. Morgul Soldier C 2
Minion • Orc. Nazgûl are strength +1. 6/2/4

200. Morgul Spawn C 4
Minion • Orc. While you can spot a Nazgûl, the Free Peoples player must exert a companion to assign this minion to a skirmish. 9/2/4

201. Morgul Spearman C 2
Minion • Orc. While you can spot a Nazgûl, the Free Peoples player must exert a companion to assign this minion to a skirmish. 6/2/4

202. Morgul Whelp U 1
Minion • Orc. While you can spot a wound on the Ring-bearer, this minion is strength +6. 3/1/4

203. Nazgûl Scimitar U 1
Possession • Hand Weapon. Bearer must be a [Ringwraith] minion. While you can spot 5 threats, bearer is damage +1. +1/-

204. Out of Sight and Shot R 1
Condition • Support Area. To play, spot a Nazgûl. Each time a companion is played, the Free Peoples player must exert a companion. Shadow: Spot a Nazgûl and discard this condition to play a Nazgûl from your discard pile.

205. Put Forth His Strength R 1
Condition • Support Area. To play, spot a Nazgûl. Shadow: If you have initiative and there are 3 characters in the dead pile, spot 3 burdens, 3 threats and a Nazgûl to corrupt the Ring-bearer.

206. Stronghold of Minas Morgul R 1
Condition • Support Area. Response: If your [Ringwraith] minion wins a skirmish, place a [Ringwraith] token here (limit 1 per site). Regroup: Spot 3 [Ringwraith] tokens here to exhaust the Ring-bearer. Discard this condition.

221. The Witch-King, Morgul King R 8
Minion • Nazgûl. Fierce. When you play The Witch-King, you may remove a threat to take a [Ringwraith] card into hand from your discard pile. The Ring-bearer cannot take threat wounds. 14/4/3

207. Their Power is in Terror U 0
Event • Maneuver. Exert a Nazgûl to wound each ally.





208. **There Came a Cry** C 1
Event • Shadow. Spot a Nazgûl to add a threat (or 3 threats if you have initiative).

209. **Too Late** C 1
Condition • Support Area. Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl. Each time bearer exerts, add [1].

210. **•Ulaire Attëa, Wraith on Wings** R 6
Minion • Nazgûl. Fierce. Shadow: If you have initiative, exert Ulaire Attëa and spot another [Ringwraith] minion to add a burden. 12/3/3

211. **•Ulaire Cantëa, Faster Than Winds** R 5
Minion • Nazgûl. Fierce. When you play Ulaire Cantëa, add a threat for each companion over 4. Maneuver: Remove 2 threats and spot another [Ringwraith] minion to discard a possession. 10/3/3

212. **•Ulaire Enquëa, Faster Than Winds** U 6
Minion • Nazgûl. Fierce. While you can spot 6 companions, Ulaire Enquëa is damage +1. Each time a companion is killed, you may exert Ulaire Enquëa to exert the Ring-bearer. 11/4/3

213. **•Ulaire Lemenya, Assailing Minion** R 4
Minion • Nazgûl. Ulaire Lemenya is strength +1 for each other [Ringwraith] minion you spot. While you can spot 3 [Ringwraith] minions Ulaire Lemenya is fierce. While you can spot 4 [Ringwraith] minions Ulaire Lemenya is damage +1. 9/2/3

214. **•Ulaire Lemenya, Wraith on Wings** U 4
Minion • Nazgûl. Regroup: If you have initiative, discard Ulaire Lemenya to discard a possession. 9/2/3

215. **•Ulaire Nelya, Assailing Minion** R 5
Minion • Nazgûl. Fierce. Skirmish: Discard a [Ringwraith] minion to make Ulaire Nelya strength +2. 10/3/2

216. **•Ulaire Nelya, Black-Mantled Wraith** U 5
Minion • Nazgûl. Fierce. Regroup: If you have initiative, discard Ulaire Nelya to exert each Ring-bound companion. 10/3/2

217. **•Ulaire Nertëa, Black-Mantled Wraith** U 4
Minion • Nazgûl. Regroup: If you have initiative, discard Ulaire Nertëa to add a burden. 9/2/3

218. **•Ulaire Otëa, Black-Mantled Wraith** U 4
Minion • Nazgûl. Regroup: If you have initiative, discard Ulaire Otëa to make the Free Peoples player exert a Ring-bound companion twice or return an unbound companion to his or her hand. 9/3/3

219. **•Ulaire Toldëa, Wraith on Wings** R 6
Minion • Nazgûl. Fierce. While you have initiative and can spot a Nazgûl, Ulaire Toldëa's twilight cost is -6. 12/3/3

220. **War Long Planned** C 1
Event • Skirmish. Make a [Ringwraith] Orc strength +2 (or +4 if you spot 2 wounds on the Ring-bearer).

Rohan

223. **Death They Cried** R 2
Event • Maneuver. Spot a mounted [Rohan] Man to exert a minion. That minion's owner may exert a companion and if he or she does so, you may exert a minion; repeat this until a player does not exert a character.

222. **•Déor** C 1
Ally • Home 3[TT] • Man. Villager. Skirmish: If you have initiative, discard a card from hand to make a [Rohan] Man strength +1. 4/2

224. **•Elfhelm, Marshal of Rohan** U 2
Companion • Man. Valiant. Skirmish: Exert Elfhelm to make him strength +1 for each uncontrolled plains site you can spot. 6/3

225. **Elite Rider** C 3
Companion • Man. When this companion is in your starting fellowship, its twilight cost is -1. While skirmishing a wounded minion, this companion is strength +2. 6/3

226. **Enraged Horseman** C 2
Companion • Man. While you can spot another [Rohan] Man and this companion is skirmishing a wounded minion, this companion is strength +2 and damage +1. 5/3

227. **•Eomer, Skilled Tactician** R 3
Companion • Man. Valiant. While you can spot a [Rohan] Man, Eomer's twilight cost is -1. Fellowship: Play a [Rohan] companion to take a [Rohan] possession or [Rohan] skirmish event into hand from your discard pile. 8/3/4

365. **•Eomer, Valiant Warchief** P 3
Companion • Man. Valiant. While you can spot a [Rohan] Man, Eomer's twilight cost is -1. Skirmish: If you have initiative, discard 3 cards from hand to make Eomer strength +1 for each valiant companion you spot. 7/3/7

228. **•Eowyn, Dornhelm** R 2
Companion • Man. Valiant. While skirmishing a mounted minion, Eowyn is strength +2. While skirmishing a fierce minion, Eowyn is strength +2. 6/3/7

229. **•Eowyn, Restless Maiden** C 2
Companion • Man. Skirmish: Discard a possession borne by Eowyn to make her strength +2. 6/3/4

230. **•Eowyn's Sword, Dornhelm's Blade** R 1

Possession • Hand Weapon. Bearer must be Eowyn. You may play this possession anytime you could play a skirmish event. When you play this possession, you may wound a minion Eowyn is skirmishing. +3/-

231. **Fey He Seemed** U 1
Event • Skirmish. Make a [Rohan] Man strength +2 (or +3 and damage +1 if skirmishing a wounded minion).

232. **•Firefoot, Eomer's Steed** R 1
Possession • Mount. Bearer must be a [Rohan] Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert. Regroup: If bearer is Eomer, exert him to discard a condition. Any Shadow player may remove [1] to prevent this.

233. **•Grimbold, Marshal of Rohan** R 2
Companion • Man. Valiant. Replace the fellowship's site with your plains site of the same number to discard a card from hand. 6/3

234. **Guarded Fastness** U 1
Event • Maneuver. If you have initiative, discard 2 cards from hand to heal all [Rohan] allies.

235. **•Guthláf, Herald** C 2
Companion • Man. Skirmish: Discard a [Rohan] condition to make Guthláf strength +1. 6/3

236. **•Herugrim, Sword of the Mark** R 3
Possession • Hand Weapon. Bearer must be Théoden. He is damage +1. Response: If Théoden is about to take a wound and you cannot spot 3 threats, add 2 threats to prevent that wound. +2/+1

237. **His Golden Shield** C 0
Event • Regroup. Spot 3 [Rohan] Men to make an opponent remove [1] or place a random card from hand beneath his or her draw deck. Do this once for each card in that player's hand when you play this event.

238. **Knights of His House** U 0
Event • Maneuver. Choose an opponent. For each mounted companion you spot, that opponent must remove [1] or place a random card from hand beneath his or her draw deck.

239. **•Leowyn** R 1
Ally • Home 3[TT] • Man. Villager Fellowship: If you have initiative, discard 2 cards from hand to heal a [Rohan] Man. 4/2

240. **Long Spear** C 1
Possession • Hand Weapon. Bearer must be a [Rohan] Man. You may add a threat to play this possession anytime you could play a skirmish event. +2/-

241. **•Merry's Armor** R 0
Possession • Armor. Bearer must be Merry. While you can spot 3 [Rohan] Men, Merry cannot be overwhelmed unless his strength is tripled. 2/-

242. **•Merry's Sword** R 1
Possession • Hand Weapon. Bearer must be Merry. Maneuver: Exert Merry twice to exert a minion once for each [Rohan] companion you spot. +2/-



243. **Morning Came** C 1
Event • Skirmish. Make a [Rohan] Man strength +4. Any Shadow player make place a random card from hand beneath his or her draw deck to make that Man strength +2 instead.

244. **Mustering for Battle** U 1
Condition • Support Area. To play, spot 3 [Rohan] Men. Maneuver: Exert a [Rohan] companion twice or discard this condition to play a [Rohan] possession from your discard pile.

245. **Riding Armor** U 1
Possession • Armor. Bearer must be a [Rohan] Man. Response: If you have initiative and bearer is about to take a wound in a skirmish, discard 3 cards from hand to prevent that wound.

246. **Rohirrim Guard** C 2
Companion • Man. Skirmish: Discard a card from hand to exert a minion skirmishing this companion. 6/3

247. **Rohirrim Herdsman** C 1
Ally • Home 3[TT] • Man. Villager. To play, spot 2 [Rohan] Men. Regroup: Discard 3 cards from hand to remove a threat. 4/2

248. **Rohirrim Javelin** C 1
Possession • Ranged Weapon. Bearer must be a [Rohan] Man. Archery: Discard this possession to make the fellowship archery total +1. +1/-

249. **Seeking New Foes** R 2
Condition • Support Area. Skirmishes are resolved in an order decided by the first Shadow player. Each time a [Rohan] Man wins a skirmish, place a [Rohan] token here. Each [Rohan] Man is strength +1 for each token here. Discard this condition during the regroup phase.

250. **•Snowmane** R 2
Possession • Mount. Bearer must be a [Rohan] Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert. Regroup: If bearer is Théoden, exert him to liberate a site. Any Shadow player may remove [2] to prevent this.

251. **Stern People** R 3
Condition • Support Area. To play, spot 2 [Rohan] Men. Regroup: Discard cards from hand equal to the number of cards in an opponent's hand to make the move limit +1 for this turn. Each Shadow player may take up to 4 cards into hand from his or her discard pile. Discard this condition.

252. **Strong Arms** U 1
Condition. To play, spot a [Rohan] Man. Plays on a site. This site is a plains. Bearer takes no more than 1 wound during each skirmish. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

253. **Swift Steed** C 2
Possession • Mount. Bearer must be a [Rohan] Man. While at a plains site, bearer takes no more than 1 wound during each skirmish. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

254. **•Théoden, Leader of Spears** U 3
Companion • Man. Valiant. While you can spot a [Rohan] Man, Théoden's twilight cost is -1. Each time the fellowship moves, you may exert a [Rohan] companion to exert a minion. 7/3/7

255. **•Théoden, Rekindled King** R 3
Companion • Man. While you can spot a [Rohan] Man, Théoden's twilight cost is -1. Fellowship: If the twilight pool has fewer than 2 twilight tokens, play a [Rohan] possession on Théoden and add [2] to heal another [Rohan] companion. 7/3/6

256. **They Sang as They Slew** C 1
Event • Regroup. Exert X mounted companions to wound X minions.

257. **Veteran Horseman** C 2
Companion • Man. Skirmish: Exert this companion to make him strength +1 for each mounted companion you spot. 6/3

258. **White Hot Fury** U 2
Event • Skirmish. Make a mounted [Rohan] Man strength +1 for each mounted companion. If that Man is skirmishing a [Raider] minion, also make him or her strength +2 and damage +2.

259. **Wind in His Face** C 1
Event • Skirmish. Make a [Rohan] Man strength +2. If that Man is mounted, choose an opponent who must place a random card from hand beneath his or her draw deck.

260. **•Windfola** R 2
Possession • Mount. Bearer must be a [Rohan] Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert. Skirmish: If bearer is Eowyn, exert her twice to wound a fierce minion she is skirmishing.

261. **With Strength to Fight** R 0
Condition • Support Area. To play, spot a [Rohan] companion. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to heal up to 2 [Rohan] companions.

Sauron

262. **Above the Battlement** C 0
Event • Shadow. Play a besieger stacked on a site you control or remove a burden to play a [Sauron] Orc from your discard pile.

263. **Anguish** C 1
Event • Skirmish. Remove 3 threats to make a character skirmishing a [Sauron] Orc strength -3.

264. **•Army of Udûn** U 9
Minion • Orc. Shadow: Discard a [Sauron] Orc to add a threat. Skirmish: Remove a threat to make Army of Udûn strength +1. Regroup: Discard Army of Udûn and X other [Sauron] Orcs to add X threats. 19/5/6

265. **Besieging Pike** C 0
Possession • Hand Weapon. Bearer must be a [Sauron] Orc. If you have initiative, bearer is strength +3. +2/-

266. **Breached** R 1
Event • Regroup. Remove 4 threats and spot 2 [Sauron] Orcs to make the Free Peoples player spot a companion and place that companion in the dead pile.

267. **Din of Arms** R 2
Event • Maneuver. Choose an opponent to discard the top card of his or her draw deck. If the twilight cost of that card is less than the number of besiegers you spot, take control of a site and all besiegers are strength +3 until the regroup phase.

268. **•Encirclement** R 2
Condition • Support Area. For each 2 sites you control, the twilight cost of each of your [Sauron] cards is -1. Regroup: Spot a [Sauron] minion to draw a card (or draw 2 cards instead if that minion is a besieger). Discard this condition.

269. **Fires Raged Unchecked** R 1
Condition • Support Area. The site number of each [Sauron] Orc is -1 for each threat. While you can spot 3 threats, each [Sauron] Orc that is not roaming is strength +1.

270. **Gorgoroth Attacker** U 3
Minion • Orc. Besieger. When you play this minion from a site you control, add a burden for each site you control. 9/2/5

271. **Gorgoroth Axeman** U 3
Minion • Orc. Besieger. Skirmish: Discard this minion to make a [Sauron] minion strength +1 for each site you control (or +2 if you have initiative). 9/2/5

272. **Gorgoroth Engineer** U 3
Minion • Orc. Besieger. When you play this minion from a site you control, add 2 threats. 9/2/5

273. **Gorgoroth Garrison** C 3
Minion • Orc. Besieger. Regroup: Discard 2 cards from hand to stack a [Sauron] Orc on a site you control (or discard 1 card from hand if that Orc is a besieger). 9/2/5

274. **Gorgoroth Officer** R 5
Minion • Orc. Besieger. Skirmish: Discard 2 cards from hand to play a [Sauron] Orc stacked on a site you control. That Orc is fierce and strength +6 until the regroup phase. 12/2/5

275. **Gorgoroth Pillager** C 4
Minion • Orc. Besieger. While this minion is stacked on a site you control, besiegers are fierce. 10/2/5

276. **Gorgoroth Ransacker** C 4
Minion • Orc. Besieger. Skirmish: If this minion is stacked on a site you control, discard him to make a [Sauron] Orc strength +5 (or +10 if you have initiative). 10/2/5

277. **Gorgoroth Sapper** C 3
Minion • Orc. Besieger. Shadow: Discard 2 cards from hand to play a [Sauron] Orc stacked on a site you control (discard 1 card from hand instead if that Orc is a besieger). 9/2/5





278. Gorgoroth Soldier U 3
Minion • Orc. Besieger. Response: If a besieger is about to take a wound, discard 2 cards from hand to prevent it. 9/2/5

279. •Gorgoroth Troop R 6
Minion • Orc. Besieger. Skirmish: Stack your besieger on a site you control. Maneuver: Discard an engine to discard a condition from the Free Peoples support area.

280. Great Peril of Fire U 1
Condition • Support Area. To play, spot a besieger or a site you control. Maneuver: Discard an engine to discard a condition from the Free Peoples support area.

281. Great Siege-towers U 1
Condition • Support Area. Engine. Shadow: Play a besieger to place a [Sauron] token here. Skirmish: Remove a [Sauron] token from a condition to make a [Sauron] Orc strength +1 (limit +2).

282. •Host of Udûn U10
Minion • Orc. When you play Host of Udûn, you may remove X threats to make its twilight cost -X. 2/15/6

283. •Legions of Morgul R 3
Condition • Support Area. To play, spot 2 [Sauron] Orcs and add up to 3 threats. Each time a companion is about to be killed, you may remove a threat to make all minions fierce until the regroup phase. Discard this condition and remove 3 threats at the start of the regroup phase.

284. Mordor Assassin R 3
Minion • Orc. Response: If a companion is overwhelmed during a skirmish involving a [Sauron] Orc, remove a threat to assign this minion to the Ring-bearer (even if the Ring-bearer is already assigned). 9/3/6

285. Mordor Defender C 2
Minion • Orc. Skirmish: Exert this minion and spot another [Sauron] minion and to add a threat. 7/2/6

286. Mordor Fighter R 2
Minion • Orc. While you can spot a threat and another [Sauron] Orc, the Shadow has initiative, regardless of the Free Peoples player's hand. 7/2/6

287. Mordor Guard C 3
Minion • Orc. Skirmish: Exert 3 [Sauron] Orcs to add 3 threats. When this minion is discarded, remove 3 threats. 9/3/6

288. Mordor Regular C 3
Minion • Orc. Skirmish: Exert this minion and spot another [Sauron] minion to add a threat. 8/2/6

289. Mordor Savage U 4
Minion • Orc. Skirmish: Exert this minion and spot another [Sauron] minion and to add a threat. 10/2/6

290. Mordor Soldier C 1
Minion • Orc. Skirmish: Remove a threat to make this minion strength +4. 3/2/6

291. Mordor Trooper C 2
Minion • Orc. Skirmish: Remove 2 threats to make a [Sauron] Orc strength +6. 6/2/6

292. Mordor Veteran U 3
Minion • Orc. Skirmish: Remove 3 threats to make a [Sauron] minion strength +8. 9/3/6

293. Mordor Warrior U 3
Minion • Orc. Skirmish: Discard a card from your hand to make a companion skirmishing this minion strength -1 for each other [Sauron] Orc you spot (limit -3). 9/3/6

294. •Orc Archer Troop U 6
Minion • Orc. Archer. If you have initiative, the minion archery total is +1 and Orc Archer Troop is fierce. 15/4/6

295. Orc Assault Band U 4
Minion • Orc. Skirmish: Spot 6 companions and exert this minion to make another [Sauron] Orc strength +6. 10/3/6

296. Orc Brood C 2
Minion • Orc. Skirmish: Discard 3 cards from hand to make this minion strength +3. 7/2/6

297. Orc Butcher C 2
Minion • Orc. For each [Sauron] condition you can spot, this minion is strength +1. 6/2/6

298. Orc Chaser C 2
Minion • Orc. Tracker. The site number of each [Sauron] Orc is -1. While you have initiative, this minion is strength +6. 6/2/6

299. Orc Destroyer C 3
Minion • Orc. Shadow. Remove [3] and spot 3 [Sauron] Orcs to draw a card. 9/3/6

300. Orc Fanatic C 2
Minion • Orc. Skirmish: Discard this minion to make another [Sauron] Orc strength +3. 7/2/6

301. Orc Marauder U 4
Minion • Orc. While you can spot 3 other [Sauron] Orcs, this minion is strength +5. 11/3/6

302. Orc Officer U 3
Minion • Orc. Each time a [Sauron] Orc overwhelms a companion, add 3 burdens. 9/3/6

303. Orc Pursuer C 1
Minion • Orc. Tracker. The site number of each [Sauron] Orc is -1. While you have initiative, this minion is strength +5. 5/2/6

304. Orc Rager C 3
Minion • Orc. Skirmish: Discard this minion to make another [Sauron] Orc strength +4. 9/3/6

305. Orc Savage U 3
Minion • Orc. While you can spot 6 companions and another [Sauron] Orc, this minion is strength +9 and fierce. 9/3/6

306. •Orc Seeker R 4
Minion • Orc. Tracker. The site number of each [Sauron] Orc is -1. If you have initiative when you play this minion, you may spot another [Sauron] Orc to draw 2 cards. 11/3/6

307. Orc Stalker U 3
Minion • Orc. Tracker. The site number of each [Sauron] Orc is -1. While you have initiative, this minion is strength +8. 8/2/6

308. Rally the Host R 0
Condition • Support Area. To play, spot 2 [Sauron] Orcs. Regroup: Exert a [Sauron] Orc and remove a threat to shuffle a [Sauron] Orc from play into your draw deck.

309. Rope and Winch U 1
Event • Skirmish. To play, spot 2 [Sauron] Orcs. Discard any number of cards from hand. The Free Peoples player then discards any number of cards from hand. For each card you discarded more than the Free Peoples player, make a [Sauron] Orc strength +2.

310. Sauron's Hatred U 0
Condition • Support Area. To play, spot a [Sauron] Orc. Shadow: Remove a threat to play a [Sauron] Orc without paying any roaming penalty. Regroup: Spot a [Sauron] Orc and remove [4] to add a threat.

311. •Siege Commander R 5
Minion • Orc. Besieger. Skirmish: Discard 2 cards from hand to make a besieger fierce until the regroup phase. 12/3/5

312. Siegecraft C 4
Event • Response. If your [Sauron] Orc wins a skirmish, make all your [Sauron] Orcs fierce until the regroup phase.

313. Some Secret Art of Flame C 1
Condition • Support Area. To play, spot a [Sauron] Orc. Regroup: Play a [Sauron] condition to place a [Sauron] token on this card. While there are 3 tokens on this card, the Shadow has initiative, regardless of the Free Peoples player's hand.

314. •Stronghold of Cirith Ungol R 1
Condition • Support Area. Response: If your [Sauron] minion wins a skirmish, place a [Sauron] token here (limit 1 per site). Regroup: Add [2] for each token here. Discard this condition.

315. •Tower Walkway C 1
Condition • Support Area. Engine. To play, spot a [Sauron] Orc. Each besieger is strength +1 for each site you control. Regroup: Discard 3 [Sauron] Orcs to take control of a site. Discard this condition.

316. •Troop Tower R 1
Condition • Support Area. Engine. To play, spot a [Sauron] Orc. All [Sauron] Orcs are strength +1 for each besieger stacked on a site. Regroup: Discard a besieger to take control of a site. Discard this condition.

317. •Frodo, Hope of Free Peoples C 0
Companion • Hobbit. Ring-bearer (resistance 10). Ring-bound. Each time the fellowship moves, you may add [3] to remove a threat. 3/4/4

318. •Frodo, Wicked Masster! R 0
Companion • Hobbit. Ring-bearer (resistance 10). Ring-bound. Skirmish: At sites 6[K] to 8[K], add 4 burdens to wound a minion skirmishing Frodo. 3/4/6

319. Hobbit Sword C 1
Possession • Hand Weapon. Bearer must be a Hobbit. +2/-

320. •Merry, Rohirrim Squire C 1
Companion • Hobbit. Skirmish: If you cannot spot 3 threats, add a threat to make Merry strength +2. 3/4/6

321. •Merry, Swordthain R 1
Companion • Hobbit. Skirmish: If Merry is not assigned to a skirmish, return him to your hand to play up to 2 [Rohan] possessions from your discard pile. 3/4/7

322. Noble Intentions C 0
Event • Skirmish. Exert a companion (except a Hobbit) to make a Hobbit strength +3.

323. •Pippin, Sworn to Service C 1
Companion • Hobbit. While you cannot spot 4 threats, Pippin is strength +1 for each threat you can spot. 3/4/6

324. •Pippin, Wearer of Black and Silver R 1
Companion • Hobbit. Skirmish: If Pippin is not assigned to a skirmish, return him to your hand to wound a roaming minion twice. 3/4/4

325. Pressing On R 0
Condition • Support Area. To play, spot 2 Hobbits. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition and exert a Hobbit companion to play the fellowship's next site (replacing opponent's site if necessary).

326. •Sam, Needer of Vittles C 2
Companion • Hobbit. Ring-bound. Fellowship: Play a Hobbit companion to remove a burden. Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5). 3/4/4

327. •Sam, Resolute Halfling R 2
Companion • Hobbit. Ring-bound. Fellowship: If you have initiative, discard a card from hand to heal Sam. Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5). 3/4/6

328. •Slow-kindled Courage U 2
Condition. Bearer must be Merry or Pippin. Each minion gains this ability: "Assignment: Assign this minion to bearer of Slow-kindled Courage." Regroup: Discard this condition to discard a minion and remove 2 burdens.

329. Dunharrow Plateau U
Fellowship: Spot a Dwarf to play a [Dwarven] condition from your draw deck (limit once per turn). Site 1

330. Edoras Hall U
The twilight cost of each [Rohan] possession is -1. Site 1

331. Isengard Ruined U
Fellowship: Spot Gandalf and add [2]. Each player may draw a card. Site 1

332. Rohirrim Road U
Fellowship: Exert an Elf to make the twilight cost of each condition and possession +2 until the end of the turn. Site 1

333. Sleeping Quarters U
When the fellowship moves from this site, the Free Peoples player may spot 3 Hobbits to remove [2]. Site 1

334. Steps of Edoras U
Each [Gondor] companion is defender +1 until the end of the turn. Site 1

335. King's Tent U 1
Shadow: If the Shadow has initiative, spot your minion to make the move limit for this turn -1. Site 2

336. Rohirrim Camp U 2
Plains. If the Shadow has initiative, minions are not roaming. Site 2

337. West Road U 3
Plains. If the Shadow has initiative, the Shadow number of this site is +3. Site 2

338. Beacon of Minas Tirith U 0
Sanctuary. Fellowship: If you cannot spot 3 threats, add a threat to heal a companion. Site 3



339. Hall of the Kings U 1
Sanctuary. Fellowship: If you cannot spot 3 threats, add a threat to draw a card. Site 3

340. Tower of Ecthelion U 0
Sanctuary. Fellowship: If you cannot spot 3 threats, add 3 threats to make the move limit for this turn +1. Site 3

341. Anduin Banks U 3
River. Skirmish: Spot your minion and remove a burden to make that minion strength +2. Site 4

342. Osgiliath Fallen U 2
Skirmish: Spot your minion and remove 2 burdens to make that minion damage +1. Site 4

343. Pelennor Plain U 4
Plains. Archery: Spot your minion and remove 3 burdens to make the minion archery total +3. Site 4

344. City Gates U 6
When the fellowship moves to this site, add 3 threats. When the fellowship moves from this site, remove 3 threats. Site 5

345. Pelennor Flat U 6
Plains. At the start of the maneuver phase, the Free Peoples player must discard his or her hand or add 2 burdens. Site 5

346. Minas Tirith Fifth Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal Gandalf three times. Site 6

347. Minas Tirith First Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, wound each companion. Site 6

348. Minas Tirith Fourth Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each [Rohan] companion. Site 6

349. Minas Tirith Second Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each [Dwarven] companion. Site 6

350. Minas Tirith Seventh Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each [Elven] companion. Site 6

351. Minas Tirith Sixth Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each [Gondor] companion. Site 6

352. Minas Tirith Third Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each Hobbit companion. Site 6

353. Osgiliath Crossing U 6
River. Shadow: Exert 2 minions and spot 6 companions to draw 2 cards. Site 7

354. Pelennor Grassland U 6
Plains. Shadow: Exert a minion and spot 6 companions to add [1]. Site 7

355. Ruined Capital U 6
River. Shadow: Spot your minion and 6 companions to make the move limit for this turn -1. Site 7

356. Cross Roads U 8
Shadow: Spot 2 [Raider] Men and remove a threat to add [2]. Site 8

357. Morgul Vale U 8
Skirmish: Remove 2 threats to make your [Sauron] minion strength +3. Site 8

358. Morguldun U 8
Shadow: Remove 2 threats to play a Nazgûl from your discard pile. His twilight cost is -2. Site 8

359. Northern Ithilien U 8
Shadow: Remove 2 threats and play Gollum from your discard pile to add 2 burdens. Site 8

360. Dagorlad U 9
Plains. When the fellowship moves to this site, add 3 threats. Site 9

361. Haunted Pass U 9
Shadow: Remove a threat and spot your minion to draw a card. Site 9

362. Narchost U 9
Shadow: Spot 8 burdens to make the Ring-bearer wear The One Ring until the regroup phase. Site 9

363. Slag Mounds U 9
Each time a companion is killed, add a burden. Site 9

364. Dagorlad U 9
Plains. When the fellowship moves to this site, add 3 threats. Site 9

365. Haunted Pass U 9
Shadow: Remove a threat and spot your minion to draw a card. Site 9

366. Narchost U 9
Shadow: Spot 8 burdens to make the Ring-bearer wear The One Ring until the regroup phase. Site 9

367. Slag Mounds U 9
Each time a companion is killed, add a burden. Site 9

339. Hall of the Kings U 1
Sanctuary. Fellowship: If you cannot spot 3 threats, add a threat to draw a card. Site 3

340. Tower of Ecthelion U 0
Sanctuary. Fellowship: If you cannot spot 3 threats, add 3 threats to make the move limit for this turn +1. Site 3

341. Anduin Banks U 3
River. Skirmish: Spot your minion and remove a burden to make that minion strength +2. Site 4

342. Osgiliath Fallen U 2
Skirmish: Spot your minion and remove 2 burdens to make that minion damage +1. Site 4

343. Pelennor Plain U 4
Plains. Archery: Spot your minion and remove 3 burdens to make the minion archery total +3. Site 4

344. City Gates U 6
When the fellowship moves to this site, add 3 threats. When the fellowship moves from this site, remove 3 threats. Site 5

345. Pelennor Flat U 6
Plains. At the start of the maneuver phase, the Free Peoples player must discard his or her hand or add 2 burdens. Site 5

346. Minas Tirith Fifth Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal Gandalf three times. Site 6

347. Minas Tirith First Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, wound each companion. Site 6

348. Minas Tirith Fourth Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each [Rohan] companion. Site 6

349. Minas Tirith Second Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each [Dwarven] companion. Site 6

350. Minas Tirith Seventh Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each [Elven] companion. Site 6

351. Minas Tirith Sixth Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each [Gondor] companion. Site 6

352. Minas Tirith Third Circle U 3
Sanctuary. If the fellowship moves from this site during the regroup phase, heal each Hobbit companion. Site 6

353. Osgiliath Crossing U 6
River. Shadow: Exert 2 minions and spot 6 companions to draw 2 cards. Site 7

354. Pelennor Grassland U 6
Plains. Shadow: Exert a minion and spot 6 companions to add [1]. Site 7

355. Ruined Capital U 6
River. Shadow: Spot your minion and 6 companions to make the move limit for this turn -1. Site 7

356. Cross Roads U 8
Shadow: Spot 2 [Raider] Men and remove a threat to add [2]. Site 8

357. Morgul Vale U 8
Skirmish: Remove 2 threats to make your [Sauron] minion strength +3. Site 8

358. Morguldun U 8
Shadow: Remove 2 threats to play a Nazgûl from your discard pile. His twilight cost is -2. Site 8

359. Northern Ithilien U 8
Shadow: Remove 2 threats and play Gollum from your discard pile to add 2 burdens. Site 8

360. Dagorlad U 9
Plains. When the fellowship moves to this site, add 3 threats. Site 9

361. Haunted Pass U 9
Shadow: Remove a threat and spot your minion to draw a card. Site 9

362. Narchost U 9
Shadow: Spot 8 burdens to make the Ring-bearer wear The One Ring until the regroup phase. Site 9

363. Slag Mounds U 9
Each time a companion is killed, add a burden. Site 9



FELLOWSHIP BLOCK PLAYER'S GUIDE

FELLOWSHIP OF THE RING™

MINES OF MORIA™

REALMS OF THE ELF LORDS™

THE
LORD
OF THE
RINGS
TRADING CARD GAME



FR 1. •The One Ring, Isildur's Bane R
Response: If bearer is about to take a wound, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound, add two burdens instead. +1/-1

FR 2. •The One Ring, The Ruling Ring C
Response: If bearer is about to take a wound in a skirmish, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound during a skirmish, add a burden instead. +1/-

Dwarven

RE 4. A Royal Welcome U 2
Condition. Plays to your support area. Regroup: Exert a Dwarf ally to heal a Dwarf companion.

FR 3. Axe Strike C 0
Event. Skirmish: Make a Dwarf strength +2 (or +3 if bearing an axe).

FR 4. Battle Fury C 0
Event. Skirmish: Exert a Dwarf to make that Dwarf strength +3 and damage +1.

MM 1. Beneath the Mountains R 1
Condition. Tale. Plays to your support area. Fellowship: Discard the top 3 cards from your draw deck to play a [Dwarven] weapon from your discard pile.

RE 1. •Book of Mazarbul R 2
Possession. Tale. Bearer must be a Dwarf. At the start of each fellowship phase when the fellowship is at site 4 or higher, you may draw a card for each Dwarf companion.

FR 5. Cleaving Blow C 1
Event. Skirmish: Make a Dwarf strength +2 and damage +1.

FR 6. Delving C 1
Event. Fellowship: Exert a Dwarf companion to draw 3 cards.

MM 2. Disquiet of Our People C 1
Event. Maneuver: Exert a Dwarf to make that Dwarf defender +1 (or defender +2 if you spot an Orc) until the regroup phase.

FR 7. Dwarf Guard C 1
Companion • Dwarf. To play, spot a Dwarf. 4/2

FR 8. Dwarven Armor C 0
Possession • Armor. Bearer must be a Dwarf. Bearer may not be overwhelmed unless his strength is tripled.

FR 9. Dwarven Axe C 0
Possession • Hand Weapon. Bearer must be a Dwarf. Each time a player's minion loses a skirmish to bearer, that player discards the top card from his draw deck. +2/-

MM 3. Dwarven Bracers U 1
Possession • Bracers. Bearer must be a Dwarf. Response: If bearer is about to take a wound, discard this possession to prevent that wound. +1/-

FR 10. Dwarven Heart C 0
Condition. Bearer must be a Dwarf. When you play this condition, heal bearer up to 2 times. At the start of each of your turns, exert bearer.

MM 4. Endurance of Dwarves U 1
Condition. Bearer must be a Dwarf. Skirmish: Discard this condition to make bearer strength +1. +1/-

FR 11. •Farin, Dwarven Emissary C 2
Companion • Dwarf. To play, spot a Dwarf. While skirmishing

an Orc, Farin is strength +2. 5/3

MM 5. Flurry of Blows C 1
Event. Skirmish: Make a Dwarf strength +2 (or +4 and damage +1 if bearing 2 hand weapons).

MM 6. •Frór, Gimli's Kinsman C 2
Unique Companion • Dwarf. To play, spot a Dwarf. While skirmishing an Uruk-hai, Frór is strength +3. 5/3

FR 12. •Gimli, Dwarf of Erebor U 2
Companion • Dwarf. Damage +1. Fellowship: Add [2] to place a card from hand beneath your draw deck. 6/3A

MM 122. •Gimli, Dwarf of the Mountain-race P 2
Unique Companion • Dwarf. Damage +1. Each underground site's Shadow number is -2. 6/3F

FR 13. •Gimli, Son of Glóin R 2
Companion • Dwarf. Damage +1. Skirmish: Exert Gimli to make him strength +2. 6/3G

FR 14. •Gimli's Battle Axe R 2
Possession • Hand Weapon. Bearer must be Gimli. He is damage +1. Each time Gimli wins a skirmish, you may wound an Orc. +2/-

FR 15. •Gimli's Helm R 0
Possession • Helm. Bearer must be Gimli. He takes no more than 1 wound during each skirmish phase. Skirmish: Discard Gimli's Helm to prevent all wounds to him.

RE 2. •Gimli's Pipe U 1
Possession • Pipe. Bearer must be Gimli. Fellowship: Exert Gimli to add 1 to the number of pipes you can spot.

MM 7. •Glóin, Friend to Thorin R 2
Unique Companion • Dwarf. For each [Dwarven] tale you can spot, Glóin is strength +1 (limit +4). 5/3

MM 8. Golden Light on the Land U 0
Condition. To play, spot a Dwarf. Plays to your support area. At a site which is not underground, each [Moria] Orc's twilight cost is +2. Discard this condition during the regroup phase.

MM 9. Great Works Begun There C 1
Condition. Tale. Plays to your support area. Each time you play a Dwarf, you may discard the top 2 cards from your draw deck to take a [Dwarven] event into hand from your discard pile.

FR 16. •Greatest Kingdom of My People R 0
Condition. Tale. Exert a Dwarf to play this condition. Plays to your support area. Each time your opponent plays an Orc, that player discards the top card of his or her draw deck.

FR 17. •Grimir, Dwarven Elder U 1
Ally • Home 3 • Dwarf. Fellowship: Exert Grimir to shuffle a [Dwarven] event from your discard pile into your draw deck. 3/3

FR 18. Halls of My Home C 1
Event. Fellowship: Exert a Dwarf to reveal the top 3 cards of any draw deck. You may discard 1 Shadow card revealed. Return the rest in any order.

MM 10. Hand Axe C 0
Possession • Hand Weapon. Bearer must be a Dwarf. This weapon may be borne in addition to 1 other hand weapon. Archery: Discard this weapon to make the fellowship archery total +1. +1/-

FR 19. Here Lies Balin, Son of Fundin C 0
Event. Maneuver: Exert a Dwarf to wound 2 Orcs or to wound 1 Orc twice.

FR 20. Let Them Come! C 2
Condition. Plays to your support area. Each time a Dwarf wins a skirmish against an Orc, discard that Orc. Discard this condition if a Dwarf loses a skirmish.

FR 21. Lord of Moria C 2
Condition. Plays to your support area. Each Dwarf is damage +1.

MM 11. Make Light of Burdens R 1
Condition. Plays to your support area. Maneuver: Exert a Dwarf companion and discard the top 3 cards from your draw deck to discard either a Shadow condition from a Dwarf or a weather condition.

RE 3. Mines of Khazad-Dûm R 1
Condition. Plays to your support area. Each time you play a [Dwarven] tale, you may heal a Dwarf companion.

FR 22. Mithril Shaft R 0
Event. Maneuver: Exert a Dwarf to discard cards from the top of your draw deck until you choose to stop (limit 5). Add [1] for each card discarded in this way. Take the last card discarded into hand.

FR 23. Nobody Tosses a Dwarf R 0
Event. Response: If a Dwarf wins a skirmish, make an opponent discard 3 cards from the top of his or her draw deck.

MM 12. •Realm of Dwarrowdelf R 1
Unique Condition. Plays to your support area. Skirmish: Discard the top 3 cards from your draw deck to make a Dwarf strength +1 (limit +3) and, if underground, damage +1 (limit +3).

RE 5. Song of Durin U 0
Condition. Tale. To play, exert a Dwarf. Plays to your support area. The twilight cost of each [Moria] weapon is +2. Fellowship: Discard this condition to discard up to 2 [Moria] conditions.

FR 24. Stairs of Khazad-dûm C 0
Condition. Tale. Plays to your support area. While a Dwarf skirmishes a [Moria] minion, that Dwarf is strength +1.

FR 25. Still Draws Breath C 0
Event. Response: If a Dwarf wins a skirmish, heal that Dwarf.

RE 6. Storm of Argument C 1
Event. Fellowship: Reveal a card at random from an opponent's hand. Shuffle up to X [Dwarven] cards from your discard pile into your draw deck, where X is the twilight cost of the card revealed.

FR 26. Their Halls of Stone C 0
Event. Skirmish: Make a Dwarf strength +2 (or +4 if at an underground site).

FR 27. •Thrarin, Dwarven Smith U 1
Ally • Home 3 • Dwarf. Maneuver: Exert Thrarin to allow him to participate in archery fire and skirmishes until the regroup phase. 4/2

MM 13. Tidings of Erebor U 0
Event. Regroup: Spot a Dwarf to draw 3 cards. Any Shadow player may remove [3] to prevent this.

MM 14. Tili Durin Wakes Again C 0
Condition. Tale. Plays to your support area. Each time a Dwarf companion moves from an underground site, you may heal that Dwarf.

FR 28. Wealth of Moria R 2
Event. Fellowship: Spot a Dwarf to reveal the top 3 cards of your draw deck. Take all Free Peoples cards revealed into hand and discard the rest.

MM 15. What Are We Waiting For? R 1
Event. Fellowship: Exert a Dwarf to make an opponent draw 2 cards. That player then chooses to either discard 2 Shadow cards from hand or skip his next Shadow phase.

Elven

MM 16. A Blended Race U 1
Condition. To play, spot an Elf. Plays to your support area. Each Uruk-hai is strength -2 and loses all damage bonuses. Discard this condition during the regroup phase.

FR 29. Ancient Enmity U 0
Event. Skirmish: Make an Elf strength +1. If a minion loses this skirmish to that Elf, that minion's owner discards 2 cards at random from hand.

FR 30. •Arwen, Daughter of Elrond R 2
Companion • Elf. Ranger. While skirmishing a Nazgûl, Arwen is strength +3. 6/3A

RE 7. •Arwen, Elven Rider U 2
Companion • Elf. Ranger. Response: If the Ring-bearer is about to take a wound, discard 3 cards from hand to prevent that wound. 6/3F

RE 8. •Arwen, Lady Undómiel R 2
Companion • Elf. While you can spot 3 [Elven] allies whose home is site 3, each minion skirmishing Arwen is strength -3. 6/3G

FR 31. •Asfaloth U 2
Possession • Mount. Bearer must be an Elf. When played on Arwen, Asfaloth's twilight cost is -2. While at a plains site, bearer is strength +2. Discard Asfaloth when at an underground site. +2/-

RE 9. Beren and Lúthien U 1
Condition. Tale. Plays to your support area. Skirmish: Exert an [Elven] ally to discard the bottom card of your draw deck. If that card is an [Elven] card, make a minion skirmishing an Elf strength -1.

FR 32. Border Defenses C 1
Event. Skirmish: Make an Elf strength +2 (or +4 if skirmishing an archer).

FR 33. •Bow of the Galadhrim R 1
Possession • Ranged Weapon. Bearer must be Legolas. Each time Legolas wins a skirmish, you may wound a minion. +1/-

RE 10. •Galaglin, Elf of Lórien U 2
Ally • Home 6 • Elf. Archer. Regroup: Exert Galaglin to wound a minion. 3/3

RE 11. Cast it into the Fire! C 1
Event. Maneuver: Spot an Elf to make each opponent discard a card from his or her hand. Draw a card for each card dis-

carded in this way.

FR 34. •Celeborn, Lord of Lórien R 2
Ally • Home 6 • Elf. Fellowship: Exert Celeborn to heal an [Elven] ally. 6/3

FR 36. Curse Their Foul Feet! R 0
Event. Fellowship: Exert an Elf to reveal an opponent's hand. That player discards a card from hand for each Orc revealed.

FR 37. Defiance C 1
Event. Skirmish: Make an Elf strength +2 (or +4 if skirmishing a Nazgûl).

RE 12. •Dinendal, Silent Scout U 2
Ally • Home 6 • Elf. Archer. Regroup: Exert Dinendal to remove [2]. 3/3

MM 17. Dismay Our Enemies U 0
Event. Response: If an Elf archer wins a skirmish, make an opponent choose a minion to discard. That opponent may remove [3] to prevent this.

FR 38. Double Shot R 0
Event. Archery: Spot an Elf archer companion to make the fellowship archery total +1.

FR 39. Elf-song C 1
Event. Fellowship: Spot an Elf to remove a burden.

RE 13. •Elrond, Herald to Gil-galad R 4
Ally • Home 3 • Elf. At the start of each of your turns, you may spot an ally whose home is site 3 to heal that ally twice. Regroup: Exert Elrond twice to heal a companion. 8/4

FR 40. •Elrond, Lord of Rivendell R 4
Ally • Home 3 • Elf. At the start of each of your turns, heal every ally whose home is site 3. Fellowship: Exert Elrond to draw a card. 8/4

FR 41. Elven Bow C 1
Possession • Ranged Weapon. Bearer must be an Elf. Bearer is an archer.

FR 42. Elven Cloak C 1
Possession • Cloak. To play, spot an Elf. Bearer must be a companion. The minion archery total is -1.

RE 14. •Erestor, Chief Advisor to Elrond C 2
Ally • Home 3 • Elf. To play, spot an Elf. Response: If an Elf is about to take a wound from a [Sauron] minion or [Sauron] event, exert Erestor to prevent that wound. 5/2

FR 43. Far-seeing Eyes C 2
Condition. Plays to your support area. Each time you play an Elf, choose an opponent to discard a card from hand.

RE 15. Forests of Lothlórien R 1
Condition. Plays to your support area. Each time the fellowship moves, you may spot [Elven] allies to wound a minion.

FR 44. Foul Creation U 1
Event. Fellowship: Exert an Elf to reveal an opponent's hand. You may discard a [Isengard] minion revealed to draw 2 cards.

RE 16. Friends of Old C 1
Event. Fellowship: Reveal a card at random from an opponent's hand. Heal X [Elven] allies, where X is the twilight cost of the card revealed.

FR 45. •Galadriel, Lady of Light R 3
Ally • Home 6 • Elf. At the start of each of your turns, heal every ally whose home is site 6. Fellowship: Exert Galadriel to play an Elf for free. 3/3





RE 17. •Galadriel, Lady of the Golden Wood

R 3
Ally • Home 6 • Elf. At the start of each of your turns, you may heal an Elf. Fellowship: Exert Galadriel to play the fellowship's next site if it is a forest (replacing opponent's site if necessary). 3/3

RE 18. •Galdor, Councilor From the West

U 2
Ally • Home 3 • Elf. To play, spot an Elf. Regroup: Exert Galdor and spot a minion to return that minion to its owner's hand. 5/2

FR 46. •Gift of Boats **U 1**
Condition. To play, exert an Elf ally. Plays to your support area. When the fellowship is at a river during the fellowship phase, the move limit for this turn is +1.

RE 19. •Gift of the Evenstar **R 1**
Condition. To play, spot Arwen. Bearer must be Aragorn. Skirmish: Exert Aragorn or discard 2 cards from hand to make a minion skirmishing Aragorn strength -1.

RE 20. •Gollradir, Councilor of Imladris

U 2
Ally • Home 3 • Elf. To play, spot an Elf. Skirmish: Exert Gollradir to make an Orc strength -1. 4/3

FR 47. •Gwemegil **R 2**
Possession • Hand Weapon. Bearer must be Arwen. She is damage +1. Skirmish: Exert Arwen or discard 2 cards from hand to make her strength +1. +2/-

FR 48. •Haldir, Elf of the Golden Wood

U 2
Companion • Elf. To play, spot an Elf. While Haldir is at site 6, 7, or 8, he is strength +2. 5/3

MM 18. Hosts of the Last Alliance **U 2**
Condition. Tale. Plays to your support area. While you can spot an Elf companion, the minion archery total is -1. Response: If an Elf is about to take a wound, discard this condition to prevent that wound.

FR 50. •Legolas, Greenleaf **R 2**
Companion • Elf. Archer. Archery: Exert Legolas to wound a minion; Legolas does not add to the fellowship archery total. 6/3F

FR 51. •Legolas, Prince of Mirkwood **U 2**
Companion • Elf. Archer. While skirmishing a Nazgûl, Legolas is strength +3. 6/3G

RE 121. •Legolas, Son of Thranduil **P 2**
Companion • Elf. Archer. While Legolas is at a river or forest, add 1 to the fellowship archery total. 6/3

FR 52. Lightfootedness **C 0**
Event. Archery: Spot an Elf companion to make the minion archery total -1.

RE 21. •Long-knives of Legolas **R 1**
Possession • Hand Weapon. Bearer must be Legolas. Each Orc or Uruk-hai skirmishing Legolas is strength -2. +1/-

FR 53. Lórien Elf **C 1**
Companion • Elf. To play, spot an Elf. 4/2

FR 54. Mallorn-trees **U 1**
Condition. Plays to your support area. Fellowship: Reveal an [Elven] card from hand and place it beneath your draw deck.

RE 22. Master of Healing **C 1**
Event. Fellowship or Regroup: Spot Elrond (or 2 [Elven] allies) to heal a companion or ally.

RE 23. •Nenya **R 0**
Artifact • Ring. Bearer must be Galadriel. At the start of each regroup phase, you may discard up to 2 cards from hand to draw the same number of cards. +4/1

FR 56. •Orophin, Lórien Bowman **U 2**
Ally • Home 6 • Elf. Archer. Archery: Exert Orophin to wound an Uruk-hai. 3/3

RE 24. •Phial of Galadriel **U 0**
Possession. To play, exert an Elf. Bearer must be the Ring-bearer. Bearer's resistance is +2.

MM 19. Release the Angry Flood **R 1**
Event. Maneuver: Exert an Elf to wound each Nazgûl once (or twice if at a river).

FR 57. •Rúmil, Elven Protector

U 2
Ally • Home 6 • Elf. Archer. Archery: Exert Rúmil to wound an Orc. 3/3

RE 25. •Saelbeth, Elven Councilor

U 2
Ally • Home 3 • Elf. To play, spot an Elf. Skirmish: Exert Saelbeth to make an Uruk-hai strength -1. 4/3

MM 20. Secret Sentinels **R 2**
Event. Maneuver: Exert an Elf ally to discard a condition (or 2 conditions if you spot an Orc).

FR 59. Shoulder to Shoulder **C 1**
Condition. Plays to your support area. Maneuver: Add [1] and exert a Dwarf to heal an Elf, or add [1] and exert an Elf to heal a Dwarf.

FR 60. •Siliinde, Elf of Mirkwood **U 2**
Ally • Home 3 • Elf. While you can spot your site 3, Siliinde has the game text of that site. 5/2

RE 26. Something Draws Near

U 0
Event. Fellowship or Maneuver: Exert an Elf to discard an [Isengard] possession or [Isengard] artifact.

FR 61. Songs of the Blessed Realm **C 1**
Condition. Plays to your support area. Each time you play an [Elven] tale, you may remove a burden.

FR 63. Stand Against Darkness **U 1**
Event. Maneuver: Exert an Elf to discard a [Sauron] minion, a [Sauron] condition, or a [Sauron] possession.

FR 64. Support of the Last Homely House

U 1
Event. Maneuver: Exert an Elf ally whose home is site 3. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.

FR 65. Swan-ship of the Galadhrim **U 1**
Event. Maneuver: Exert an Elf ally whose home is site 6. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.

FR 35. The Council of Elrond

R 2
Event. Fellowship: Spot an Elf to play a tale from your draw deck.

FR 49. The Last Alliance of Elves and Men

R 1
Condition. Tale. Bearer must be a [Gondor] Man. Limit 1 per bearer. Bearer is strength +1 for each Elf you can spot (limit +3).

FR 55. •The Mirror of Galadriel **R 2**
Possession. Plays to your support area. Each Elf ally whose home is site 6 is strength +1. Fellowship: Exert Galadriel to look at 2 cards at random from an opponent's hand. Discard one and replace the other.

FR 58. The Seen and the Unseen

C 0
Event. Fellowship: Exert 2 Elves to discard a condition.

FR 62. •The Splendor of Their Banners

R 1
Condition. Tale. Bearer must be an Elf companion. Archery: If bearer is an archer, exert bearer to make the fellowship archery total +1.

FR 66. •The Tale of Gil-galad **R 1**
Condition. Tale. Bearer must be an Elf. Skirmish: Discard this condition to make bearer strength +2. +4/-

FR 68. The White Arrows of Lórien **C 1**
Condition. Tale. Bearer must be an Elf companion. Archery: If bearer is an archer, exert bearer to make an opponent discard 2 cards at random from hand.

FR 67. •Uruiel, Maid of Lórien **C 2**
Ally • Home 6 • Elf. While you can spot your site 6, Uruiel has the game text of that site. 5/2

RE 27. •Vilya **R 0**
Artifact • Ring. Bearer must be Elrond. Maneuver: Exert Elrond twice and spot a Shadow condition to return that condition to its owner's hand. +4/1

RE 28. Voice of Nimrodel

C 2
Event. Tale. Skirmish: Exert an Elf at a river or forest to cancel a skirmish involving that Elf.

Gandalf

FR 87. A Wizard is Never Late

R 1
Event. Fellowship: Play a [Gandalf] character from your draw deck.

FR 69. •Albert Dreary, Entertainer From



Bree

R 1
Ally • Home 1 • Man. To play, spot Gandalf. Maneuver: Exert Albert Dreary to discard a [Isengard] or [Moria] condition. 3/3

FR 70. •Barliman Butterbur, Prancing Pony Proprietor

U 0
Ally • Home 1 • Man. Fellowship: Exert Barliman Butterbur to take a [Gandalf] event into hand from your discard pile. 1/2

RE 29. Betrayal of Isengard

R 1
Condition. Plays to your support area. Each time an opponent draws a card (or takes a card into hand) during the Shadow phase, you may remove [1]. Maneuver: Exert Gandalf to wound Saruman twice.

RE 30. Deep in Thought

C 4
Event. Spell. Maneuver: Spot Gandalf and 4 twilight tokens to discard all Shadow conditions.

RE 31. Depart Silently

C 1
Event. Stealth. Maneuver: At sites 1 to 5, spot Gandalf to prevent Hobbits from being assigned to skirmishes until the regroup phase. At any other site, spot Gandalf to make a Hobbit strength +3 until the regroup phase.

FR 71. Durin's Secret

R 2
Event. Fellowship: Spot Gandalf, a Dwarf, and an Elf to make the move limit for this turn +1.

MM 21. •Erland, Advisor to Brand

C 2
Unique Ally • Home 3 • Man. To play, spot Gandalf. Shadow players may not look at or reveal cards in your hand. 5/2

RE 32. Fireworks

C 1
Event. Spell. Fellowship: Spot Gandalf to shuffle up to 2 [Gandalf] or up to 2 [Shire] cards from your discard pile into your draw deck.

FR 72. •Gandalf, Friend of the Shirefolk

R 4
Companion • Wizard. Gandalf is strength +1 for each of these races you can spot in the fellowship: Hobbit, Dwarf, Elf, and Man. 8/4F

MM 121. •Gandalf, The Grey Pilgrim

P 4
Unique Companion • Wizard. At the start of each of your turns, you may draw a card. 7/4A

FR 364. •Gandalf, The Grey Wizard

P 4
Companion • Wizard. Fellowship: Exert Gandalf to play a companion who has the Gandalf signet. The twilight cost of that companion is -2. 7/4G

FR 73. •Gandalf's Cart

U 1
Possession. Plays to your support area. Fellowship: Stack a Free Peoples artifact (or possession) from hand on this card, or play a card stacked here as if played from hand.

FR 74. •Gandalf's Pipe

U 0
Possession • Pipe. Bearer must be Gandalf. Fellowship: Discard a pipeweed possession and spot X pipes to remove X burdens.

MM 22. •Gandalf's Staff

R 2
Unique Artifact • Staff. Bearer must be Gandalf. The twilight cost of each [Gandalf] spell is -1. Skirmish: Exert Gandalf twice to cancel a skirmish involving him. +4/-

MM 23. Gandalf's Wisdom

C 0
Condition. Plays to your support area. The twilight cost of each possession or artifact played on Gandalf or a character who has the Gandalf signet is -1.

FR 75. •Glamdring

R 2
Possession • Hand Weapon. Bearer must be Gandalf. He is damage +1. Fellowship or Regroup: Exert Gandalf to reveal an opponent's hand. Remove [1] for each Orc revealed. +2/-

RE 33. His First Serious Check

C 1
Event. Maneuver: Spot Gandalf to reveal a card at random from an opponent's hand. You may add [X] to discard that card, where X is the twilight cost of the card revealed.

MM 24. •Hugin, Emissary from Laketown

C 1
Unique Ally • Home 3 • Man. To play, spot Gandalf. Fellowship: Exert Hugin to reveal a Free Peoples card from your discard pile and place it beneath your draw deck. 4/2

FR 76. Intimidate

C 2
Event. Spell. Response: If a companion is about to take a wound, spot Gandalf to prevent that wound.

MM 25. •Jármisid, Merchant from Dale

R 1
Unique Ally • Home 3 • Man. To play, spot Gandalf. The twilight cost of each hand weapon, armor, shield, or helm is -1. 4/2

FR 77. Let Folly Be Our Cloak

U 0
Event. Fellowship: Exert X companions to remove [X].

FR 78. Mysterious Wizard

C 2
Event. Spell. Skirmish: Make Gandalf strength +2 (or +4 if there are 4 or fewer burdens on the Ring-bearer).

RE 34. •Narya

R 0
Artifact • Ring. Bearer must be Gandalf. At the start of each of your turns, you may add [3] to remove a burden. +4/-

FR 80. •Ottar, Man of Laketown

R 1
Ally • Home 3 • Man. To play, spot Gandalf. Fellowship: Exert Ottar to discard up to 3 cards from hand and draw an equal number of cards. 2/2

FR 81. Questions That Need Answering

R 3
Event. Spell. Fellowship: If the twilight pool has fewer than 3 twilight tokens, spot Gandalf to look at the top 4 cards of your draw deck. Take 2 of those cards into hand and discard the rest.

FR 82. Risk a Little Light

C 1
Event. Spell. Fellowship: If the twilight pool has fewer than 2 twilight tokens, spot Gandalf to look at the top 2 cards of your draw deck. Take one into hand and discard the other.

FR 83. Servant of the Secret Fire

R 1
Event. Spell. Skirmish: Spot Gandalf to make a minion strength -3.

FR 84. Sleep, Caradhras

C 3
Event. Spell. Fellowship: Exert Gandalf to discard every condition.

MM 26. Speak "Friend" and Enter

C 1
Event. Fellowship or Regroup: Spot Gandalf to play the fellowship's next site (replacing opponent's site if necessary). Draw a card if you play an underground site.

MM 27. Staff Asunder

R 0
Event. Spell. Skirmish: Discard a staff Gandalf is bearing and then exert him twice to discard a minion he is skirmishing.

FR 85. Strength of Spirit

C 1
Event. Spell. Response: If a companion is about to exert, spot Gandalf to place no token for that exertion.

FR 79. The Nine Walkers

R 1
Condition. To play, spot Gandalf. Plays to your support area. Each time you play a companion whose race you cannot spot, that companion's twilight cost is -2.

FR 86. Treachery Deeper Than You Know

C 1
Event. Spell. Fellowship: Spot Gandalf to reveal an opponent's hand.

RE 35. Trust Me as You Once Did

U 2
Condition. Plays to your support area. Skirmish: Exert Gandalf to make a companion strength +1 for each companion with the Gandalf signet you can spot (limit +3).

RE 36. Unknown Perils

C 2
Condition. Plays to your support area. Response: If a companion is about to take a wound, spot 4 twilight tokens and exert Gandalf to prevent that wound.

MM 28. Wielder of the Flame

U 1
Event. Spell. Maneuver: Spot Gandalf to make a companion defender +1 until the regroup phase. Any Shadow player may remove [3] to prevent this.

MM 29. Wizard Staff

C 2
Possession • Staff. Bearer must be a Wizard. Skirmish: Exert bearer twice to make a minion strength -3. +1/-

MM 30. You Cannot Pass!

U 1
Event. Spell. Maneuver: Spot Gandalf bearing a staff to prevent a minion from being fierce until the regroup phase.

Gondor

FR 113. A Ranger's Versatility

U 1
Event. Maneuver: Spot a ranger at a river or forest to exhaust up to 2 minions.

FR 88. An Able Guide

R 0
Event. Regroup: Spot a ranger to remove [4].

RE 37. Answering the Cries

C 0
Condition. Plays to your support area. Skirmish: Discard a [Gondor] tale from hand to make a [Gondor] companion strength +2.

RE 38. •Aragorn, Heir to the White City

R 4
Companion • Man. Ranger. Each time the fellowship moves during the fellowship phase, remove [2]. 8/4F

FR 365. •Aragorn, King in Exile

P 4
Companion • Man. Ranger. At the start of each of your turns, you may heal another companion who has the Aragorn signet. 8/4A

FR 89. •Aragorn, Ranger Of The North

R 4
Companion • Man. Ranger. Maneuver: Exert Aragorn to make him defender +1 until the regroup phase. 8/4G

FR 90. •Aragorn's Bow

R 1
Possession • Ranged Weapon. Bearer must be Aragorn. He is an archer. Archery: Exert Aragorn to wound a minion; Aragorn does not add to the fellowship archery total.

FR 91. •Aragorn's Pipe

U 1
Possession • Pipe. Bearer must be a [Gondor] companion. Fellowship: Discard a pipeweed possession and spot X pipes to heal X companions.

FR 92. Armor C 1
Possession • Armor. Bearer must be a Man. Bearer takes no more than 1 wound during each skirmish phase.

FR 93. Arwen's Fate R 0
Event. Skirmish: Exert Aragorn to make Arwen strength +3, or exert Arwen to make Aragorn strength +3.

FR 94. Athelas U 1
Possession. Bearer must be a [Gondor] Man. Fellowship: Discard this possession to heal a companion or to remove a Shadow condition from a companion.

RE 39. Banner of the White Tree R 0
Event. Tale. Maneuver: Exert a [Gondor] companion to make that companion strength +3 and defender +1 until the regroup phase.

FR 95. •Blade of Gondor R 1
Possession • Hand Weapon. Bearer must be Boromir. He is damage +1. Skirmish: Exert Boromir to wound an Orc or Uruk-hai he is skirmishing. +2/-

MM 31. Blood of Númenor U 2
Condition. To play, exert a [Gondor] companion. Plays to your support area. Each [Sauron] Orc comes into play exhausted. Skip the archery phase. Discard this condition during the regroup phase.

RE 122. •Boromir, Defender of Minas Tirith P 3
Companion • Man. Ranger. Fellowship: Add [2] to heal Boromir. 7/3

FR 96. •Boromir, Lord of Gondor R 3
Companion • Man. Ranger. Boromir is not overwhelmed unless his strength is tripled. 7/3/A

FR 97. •Boromir, Son of Denethor U 3
Companion • Man. Skirmish: Exert Boromir to make a Hobbit strength +3. 7/3/F

FR 98. •Boromir's Cloak U 0
Possession • Cloak. Bearer must be Boromir. Maneuver: Exert Boromir to discard a weather condition.

FR 99. Change of Plans R 0
Event. Regroup: Exert a ranger to make an opponent shuffle his hand into his draw deck and draw 8 cards.

RE 40. Citadel of Minas Tirith R 1
Condition. Plays to your support area. You may heal a [Gondor] companion at the end of each turn during which no companion or ally lost a skirmish.

FR 101. Coat of Mail C 1
Possession • Armor. Bearer must be a Man. Bearer may not be overwhelmed unless his or her strength is tripled.

FR 102. Dagger Strike C 0
Event. Skirmish: Make a [Gondor] or [Shire] companion bearing a hand weapon strength +2 and damage +1.

FR 103. Elendil's Valor C 0
Event. Maneuver: Make a [Gondor] companion defender +1 until the regroup phase.

FR 104. Eregion's Trails C 1
Event. Maneuver: Exert a ranger to make each roaming minion strength +1 until the regroup phase.

MM 32. Flaming Brand R 0
Possession • Hand Weapon. Bearer must be a Man. This weapon may be borne in addition to 1 other hand weapon. Bearer is strength +2 and damage +1 when skirmishing a Nazgûl. +1/-

MM 33. Flee in Terror U 0
Event. Response: If a [Gondor] companion wins a skirmish, discard an exhausted Orc. That minion's owner may remove [3] to prevent this.

FR 105. Foes of Mordor U 1
Condition. Plays to your support area. Maneuver: Exert a [Gondor] character to wound a [Sauron] minion.

RE 41. Gondor Bowmen R 0
Condition. Tale. Plays to your support area. Archery: Exert a [Gondor] companion and discard this condition to make the fellowship archery total +2.

MM 34. Gondor Will See It Done U 0
Event. Response: If a companion is about to take a wound, exert a [Gondor] companion to prevent that wound.

FR 106. Gondor's Vengeance C 0
Event. Regroup: Exert a ranger companion to discard a minion.

FR 107. Great Shield C 1
Possession • Shield. Bearer must be a Man. The minion archery total is -1.

RE 42. •Horn of Boromir R 0
Possession. Bearer must be Boromir. Maneuver: Exert Boromir and spot an ally. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.

RE 43. Might of Númenor C 1
Event. Tale. Maneuver: Spot a [Gondor] companion to reveal a card at random from an opponent's hand. Heal X companions, where X is the twilight cost of the card revealed.

MM 35. Natural Cover C 1
Condition. To play, spot a ranger. Plays to your support area. While the fellowship is at a forest, the minion archery total is -2.

MM 36. No Mere Ranger R 0
Event. Skirmish: Exert Aragorn to make another companion strength +2 (or +3 if that companion has the Aragorn signet).

FR 108. No Stranger to the Shadows U 0
Condition. Bearer must be a ranger. Limit 1 per ranger. Each site's shadow number is -1.

FR 109. One Whom Men Would Follow U 0
Event. Maneuver: Exert Aragorn and spot an ally. Until the regroup phase, that ally is strength +2 and participates in archery fire and skirmishes.

FR 110. Pathfinder C 0
Event. Fellowship or Regroup: Spot a ranger to play the fellowship's next site (replacing opponent's site if necessary).

FR 111. Pursuit Just Behind R 0
Event. Regroup: Exert a ranger companion to wound every minion.

FR 112. •Ranger's Sword U 1
Possession • Hand Weapon. Bearer must be Aragorn. He is damage +1. +2/-

MM 37. Sentinels of Númenor C 0
Event. Skirmish: Make a [Gondor] companion strength +2 (or +4 if in a fierce skirmish).

MM 38. •Shield of Boromir R 1
Unique Possession • Shield. Bearer must be a [Gondor] companion. The minion archery total is -1. If bearer is Boromir, a minion skirmishing him does not gain strength bonuses from weapons.

RE 45. Some Who Resisted U 0
Event. Tale. Maneuver: Spot a [Gondor] companion to make the twilight cost of each maneuver event +2.

RE 46. Still Sharp U 0
Event. Skirmish: Spot The Shards of Narsil to make a [Gondor] companion strength +3 and damage +1.

FR 115. Strength of Kings R 0
Event. Response: If a Skirmish event is played during a skirmish involving a [Gondor] Man, cancel that event.

FR 116. Swordarm of the White Tower C 0
Event. Skirmish: Make a [Gondor] companion strength +2 (or +4 if he is defender +1).

FR 117. Swordsman of the Northern Kingdom C 0
Event. Skirmish: Make a ranger strength +2 (or +4 when skirmishing a roaming minion).

FR 100. •The Choice of Lúthien R 1
Condition. Tale. Plays to your support area. Maneuver: Exert Aragorn to heal Arwen, or exert Arwen to heal Aragorn.

FR 114. •The Saga of Elendil R 1
Condition. Tale. Bearer must be a [Gondor] companion. Skirmish: Discard this condition to make bearer strength +2. -1/-

RE 44. •The Shards of Narsil R 1
Artifact. Plays to your support area. Fellowship: Stack a [Gondor] card from hand here. Fellowship: Add [1] to take a card stacked here into hand.

FR 118. Valiant Man of the West R 1
Event. Maneuver: Make Aragorn defender +1 and he takes no more than 1 wound during each skirmish phase until the regroup phase.

RE 47. Voice of Rauros U 0
Event. Maneuver: Exert Aragorn to make each companion with the Aragorn signet damage +1 until the regroup phase.

RE 48. We Must Go Warily C 0
Event. Response: If the fellowship moves in the regroup phase, exert a [Gondor] companion to make each minion's twilight cost +2 until the next regroup phase.

FR 119. What Are They? C 1
Event. Maneuver: Spot a ranger to discard a roaming minion.

Isengard

RE 52. A Fell Voice on the Air R 1
Condition. Plays to your support area. Shadow: Exert Saruman to play an [Isengard] weather condition from your discard pile. Its twilight cost is -2.

RE 49. Abandoning Reason for Madness C 1
Event. Shadow: Spot an [Isengard] minion to discard up to 3 cards from hand and draw an equal number of cards.



FR 120. Alive and Unspoiled R 2
Condition. To play, exert an Uruk-hai. Plays to your support area. Shadow: Remove • and spot X burdens to make the Free Peoples player reveal X cards at random from hand. You may discard 1 revealed card.

MM 39. Beyond the Height of Men R 2
Event. Maneuver: Exert an Uruk-hai to discard an armor possession, helm possession, or shield possession (or all such Free Peoples possessions if you can spot 6 companions).

FR 121. Bred For Battle C 0
Event. Skirmish: Exert an Uruk-hai to make it strength +3.

FR 122. Breeding Pit C 1
Event. Response: If you play an Uruk-hai, take all copies of that card in your discard pile and place them beneath your draw deck.

RE 50. Can You Protect Me From Yourself? R 0
Event. Maneuver: Spot an [Isengard] minion to exhaust Aragorn. The Free Peoples player may add 2 burdens to prevent this.

FR 123. Caradhras Has Not Forgiven Us R 3
Event. Spell. Weather. Maneuver: Exert a [Isengard] minion and spot 5 companions to discard an exhausted companion (except the Ring-bearer).

RE 51. Coming for the Ring C 2
Event. Regroup: Reveal a card at random from the Free Peoples player's hand. Heal X [Isengard] minions, where X is the twilight cost of the card revealed.

FR 124. Cruel Caradhras R 2
Event. Spell. Weather. Maneuver: Exert a [Isengard] minion to make the opponent choose to either exert the Ring-bearer or add a burden.

MM 40. Demands of the Sackville-Bagginses C 1
Condition. To play, spot an [Isengard] minion. Plays to your support area. Each time a [Shire] ally exerts, add [1].

MM 41. Evil Afoot U 0
Event. Shadow: Exert an Uruk-hai and spot X burdens to shuffle X minions from your discard pile into your draw deck.

MM 42. Goblin Man C 2
Minion • Orc. Discard this minion if underground. Shadow: Exert this minion to look at the Free Peoples player's hand. 6/2/2

FR 125. Greed R 1
Condition. To play, spot an Uruk-hai. Plays to your support area. Maneuver: Spot 6 companions and remove [2] to wound a companion (except the Ring-bearer).

RE 53. Hate and Anger U 2
Event. Shadow: Spot an Uruk-hai and a [Moria] minion to draw 3 cards.

RE 54. Hollowing of Isengard R 4
Condition. To play, spot an [Isengard] Orc. Plays to your support area. Shadow: Discard this condition to add [3].

FR 126. Hunt Them Down! U 3
Event. Maneuver: Make an Uruk-hai fierce until the regroup phase.

RE 55. Isengard Axe C 0
Possession • Hand Weapon. Bearer must be an [Isengard] Orc. When you play this weapon, add [1]. +2/-

RE 56. Isengard Forger C 2
Minion • Orc. Shadow: Exert this minion to add [1]. 6/2/4

RE 57. Isengard Retainer U 4
Minion • Orc. Regroup: Exert this minion to make the Free Peoples player wound a companion. 8/3/4

RE 58. Isengard Servant U 3
Minion • Orc. Regroup: Exert this minion to make the Free Peoples player wound a companion. 7/3/4

RE 59. Isengard Shaman C 1
Minion • Orc. Response: If an [Isengard] Orc is about to take a wound, remove [2] to prevent that wound. 5/2/4

RE 60. Isengard Smith U 4
Minion • Orc. Regroup: Exert this minion to discard a weapon (or all Free Peoples possessions if you can spot 5 companions).

ions). 8/3/4

RE 61. Isengard Warrior U 3
Minion • Orc. While you can spot another [Isengard] Orc, no player may use archery special abilities. Regroup: Exert this minion and spot 3 wounds on the Ring-bearer to exert every companion. 7/3/4

RE 62. Isengard Worker C 2
Minion • Orc. Regroup: Exert this minion to make the Free Peoples player wound a companion. 5/3/4

FR 127. •Lurtz, Servant of Isengard R 7
Minion • Uruk-hai. Archer. Damage +1. Maneuver: Spot another Uruk-hai to make Lurtz fierce until the regroup phase. 13/3/5

FR 128. Lurtz's Battle Cry R 1
Event. Skirmish: Make an Uruk-hai strength -1 and damage +1.

MM 43. •Lurtz's Sword R 1
Unique Possession • Hand Weapon. Bearer must be Lurtz. He is damage +1. Each time Lurtz wins a skirmish, the Free Peoples player must discard the top 2 cards of his draw deck. +2/-

MM 44. No Business of Ours C 0
Condition. To play, spot an [Isengard] minion. Plays to your support area. The Free Peoples player may not look at or reveal cards in any Shadow player's hand.

FR 130. No Ordinary Storm U 1
Condition. Plays to your support area. Each time you play a weather condition, exert a [Gandalf] companion or [Gandalf] ally.

RE 63. One of You Must Do This C 1
Event. Maneuver: Exert an [Isengard] minion to make the Free Peoples player exert X companions, where X is the number of these races you can spot in the fellowship: Dwarf, Elf, Man, and Wizard.

RE 64. •Orc Commander R 6
Minion • Orc. Each other [Isengard] Orc is strength +1. Regroup: Exert Orc Commander to make the Free Peoples player wound a companion. 11/4/4

RE 65. •Orc Overseer R 5
Minion • Orc. Regroup: Exert Orc Overseer twice to exhaust a companion (except the Ring-bearer). 10/4/4

FR 131. •Orthanc Assassin R 5
Minion • Uruk-hai. Archer. Damage +1. 10/3/5

RE 66. •Orthanc Berserker R 5
Minion • Uruk-hai. Damage +1. Maneuver: Spot 5 burdens and exert Orthanc Berserker twice to exhaust a companion (except the Ring-bearer). 11/3/5

FR 132. Parry R 2
Event. Maneuver: Spot an Uruk-hai to cancel the strength bonus from a possession until the regroup phase.

RE 68. •Saruman, Keeper of Isengard R 4
Minion • Wizard. Saruman may not take wounds during the archery phase and may not be assigned to a skirmish. Uruk-hai are fierce. Response: If an Uruk-hai is about to take a wound, exert Saruman to prevent that wound. 8/4/4

RE 69. •Saruman, Servant of the Eye C 4
Minion • Wizard. Saruman may not take wounds during the archery phase and may not be assigned to a skirmish. Assignment: Exert Saruman to assign an [Isengard] minion to a companion (except the Ring-bearer). That companion may exert to prevent this. 8/4/4

FR 133. Saruman's Ambition C 0
Condition. Plays to your support area. The twilight cost of your [Isengard] events is -1. Skirmish: Discard this condition to make an Uruk-hai strength +2.

FR 134. Saruman's Chill C 1
Condition. Spell. Weather. To play, exert a [Isengard] minion. Plays on a site. Limit 1 per site. Each Hobbit who moves from this site must exert. Discard this condition at the end of the turn.

FR 135. Saruman's Frost U 2
Condition. Spell. Weather. To play, exert a [Isengard] minion. Plays on a site. Limit 1 per site. Each Hobbit at this site is strength -2. Discard this condition at the end of the turn.





FR 136. Saruman's Power U 2
Event. Spell. Shadow: Exert a [Isengard] minion to discard all conditions.

FR 137. Saruman's Reach R 0
Event. Search. Maneuver: Exert an Uruk-hai to make the opponent choose to either exert 2 companions or make the Ring-bearer put on The One Ring until the regroup phase.

FR 138. Saruman's Snows C 2
Condition. Spell. Weather. To play, exert a [Isengard] minion. Plays on a site. No player may play skirmish events or use skirmish special abilities at this site. Discard this condition at the end of the turn.

FR 139. Savagery to Match Their Numbers R 0
Event. Skirmish: Make an Uruk-hai strength +2, or spot 5 companions to make an Uruk-hai strength +4 and fierce until the regroup phase.

RE 70. Servants to Saruman C 0
Event. Skirmish: Make an [Isengard] Orc strength +2 (or +3 if you have fewer than 3 cards in hand).

FR 140. Spies of Saruman R 2
Condition. To play, exert a [Isengard] minion. Plays on a site. While the fellowship is at this site, skip the archery phase. Discard this condition at the end of the turn.

RE 67. *The Palantir of Orthanc R 0
Artifact • Palantir. To play, spot an [Isengard] minion. Plays to your support area. Shadow: Spot an [Isengard] minion and remove [1] to reveal a card at random from the Free Peoples player's hand. Place that card on top of that player's draw deck.

RE 73. The Trees Are Strong U 1
Event. Regroup: Discard X [Isengard] Orcs to make the Free Peoples player wound X companions.

FR 141. Their Arrows Enrage C 1
Condition. To play, spot Saruman or an Uruk-hai. Plays to your support area. Each archer companion and archer ally is strength -1.

MM 45. Too Much Attention R 1
Event. Response: If the Ring-bearer puts on The One Ring, spot an [Isengard] minion to make the Free Peoples player discard the top 5 cards of his or her draw deck.

RE 71. Tower of Orthanc R 1
Condition. To play, spot an [Isengard] minion. Plays to your support area. Each time the fellowship moves, you may spot an exhausted companion to add [3].

FR 142. Traitor's Voice U 2
Condition. Search. To play, spot an Uruk-hai. Plays to your support area. While the Ringbearer is exhausted or you can spot 5 burdens, the move limit for this turn is -1 (to a minimum of 1).

RE 72. Trapped and Alone U 1
Condition. Plays to your support area. Each character skirmishing an [Isengard] Orc loses all damage bonuses from weapons.

FR 143. Troop of Uruk-hai R 5
Minion • Uruk-hai. Damage +1. A character skirmishing this minion does not gain strength bonuses from weapons. 9/25

FR 129. Underhill R 2
Condition. To play, exert an Uruk-hai. Plays to your support area. The twilight cost of each companion played to a site which is not a sanctuary is +2.

FR 144. Uruk Bloodlust C 3
Condition. Plays to your support area. Response: If your Uruk-hai wins a skirmish, remove [1] to heal him.

FR 145. Uruk Brood C 4
Minion • Uruk-hai. Damage +1. Skirmish: Remove [2] to make this minion strength +1 for each other Uruk-hai you spot. 9/25

MM 46. *Uruk Captain R 3
Unique Minion • Uruk-hai. Damage +1. Shadow: Remove [1] and exert Uruk Captain to play an Uruk-hai from your discard pile. 9/25

FR 146. Uruk Fighter C 3
Minion • Uruk-hai. Damage +1. Maneuver: Spot 5 companions to make this minion fierce until the regroup phase. 8/25

FR 147. Uruk Guard R 4
Minion • Uruk-hai. Damage +1. Assignment: Exert this minion and spot a companion to prevent the opponent from assigning that companion to this minion. 9/25

FR 148. Uruk Lieutenant R 3
Minion • Uruk-hai. Damage +1. This minion is strength +1 for each other Uruk-hai you can spot. 8/25

FR 149. Uruk Messenger C 2
Minion • Uruk-hai. Damage +1. While you can spot a weather condition, this minion is strength +3. 6/15

FR 150. Uruk Rager C 4
Minion • Uruk-hai. Damage +1. Each time this minion wins a skirmish, the Free Peoples player must discard the top 2 cards of his draw deck. 9/25

RE 74. Uruk Raider C 2
Minion • Uruk-hai. Damage +1. While an ally is in the dead pile, this minion is strength +3 and fierce. 6/25

RE 75. Uruk Ravager U 4
Minion • Uruk-hai. Damage +1. When you play this minion, you may spot Saruman to add [2]. 9/25

FR 151. Uruk Savage C 2
Minion • Uruk-hai. Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.) 5/35

MM 47. Uruk Scout C 3
Minion • Uruk-hai. Tracker. Damage +1. The roaming penalty for each [Isengard] minion you plays is -1. Response: If an event is played that spots or exerts a ranger, exert this minion to cancel that event. 7/25

FR 152. Uruk Shaman C 3
Minion • Uruk-hai. Damage +1. Maneuver: Remove [2] to heal an Uruk-hai. 8/25

FR 153. Uruk Slayer U 4
Minion • Uruk-hai. Damage +1. Skirmish: Remove [1] to make this minion strength +1 (limit +3). 9/25

FR 154. Uruk Soldier C 2
Minion • Uruk-hai. Damage +1. When you play this minion, you may make the Free Peoples player discard the top card of his draw deck. 7/15

FR 155. Uruk Spy R 2
Minion • Uruk-hai. Response: If the Ring-bearer puts on The One Ring, exert this minion. Discard a card from the top of your draw deck for each [Isengard] minion you spot. Add a burden for each Shadow card discarded in this way. 7/25

FR 156. Uruk Warrior C 3
Minion • Uruk-hai. Damage +1. Maneuver: Spot 6 companions to make this minion fierce until the regroup phase. 9/25

FR 157. Uruk-hai Armory C 1
Condition. Plays to your support area. While you can spot an Uruk-hai, the fellowship archery total is -1.

FR 158. Uruk-hai Raiding Party C 4
Minion • Uruk-hai. Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.) 9/35

FR 159. Uruk-hai Rampage U 0
Condition. To play, spot an Uruk-hai. Plays to your support area. Response: If your Uruk-hai wins a skirmish, remove • to make him fierce until the regroup phase.

FR 160. Uruk-hai Sword C 1
Possession • Hand Weapon. Bearer must be an Uruk-hai. Each time bearer wins a skirmish, the Free Peoples player must discard the top card of his draw deck. +2/-

FR 161. Wainness U 0
Event. Search. Response: If a stealth event is played, exert or discard your Uruk-hai to cancel that event.

MM 48. Wizard Storm U 2
Condition. Spell. Weather. To play, exert an [Isengard] minion. Plays on a site. Limit 1 per site. When the fellowship moves from this site, every companion must exert. Discard this condition at the end of the turn.

FR 162. *Worry U 2
Condition. To play, exert an Uruk-hai. Plays to your support area. Each time an Uruk-hai wins a skirmish, the opponent must choose to either exert the Ring-bearer or add a burden.



Moria

FR 163. *Ancient Chieftain R 4
Minion • Orc. For each other [Moria] Orc you can spot, Ancient Chieftain is strength +1. 9/2/4

MM 49. *Archer Commander R 4
Unique Minion • Orc. Archer. Each other [Moria] archer is strength +2. 8/2/4

FR 164. Bitter Hatred U 1
Event. Archery: Spot a [Moria] archer to wound an Elf.

FR 165. *Cave Troll of Moria, Scourge of the Black Pit R 10
Minion • Troll. Damage +1. Fierce. To play, spot a [Moria] Orc. At an underground site, Cave Troll of Moria's twilight cost is -3. 15/4/4

MM 53. *Cave Troll's Chain R 1
Unique Possession. Bearer must be Cave Troll of Moria. The Free Peoples player may choose for the archery phase to be skipped. Each time Cave Troll of Moria takes a wound during the archery phase, you may wound an archer companion. +2/-

FR 166. *Cave Troll's Hammer R 1
Possession • Hand Weapon. Bearer must be Cave Troll of Moria. Cave Troll of Moria is damage +1. +3/-

RE 76. Dangerous Gamble C 2
Event. Shadow: Spot a [Moria] minion to reveal a card at random from the Free Peoples player's hand. Add [X], where X is the twilight cost of the card revealed.

MM 54. Dark Fire U 1
Condition. To play, spot The Balrog. Plays on Gandalf. Each time the fellowship moves, Gandalf must exert. -2/-

MM 55. Dark Places C 1
Condition. Plays to your support area. Each unique [Moria] minion is strength +1. Shadow: Spot an opponent's site to replace it with your marsh or underground site of the same number.

FR 167. Denizens Enraged R 1
Event. Skirmish: Make a [Moria] Orc strength +1 for each other [Moria] Orc you spot (limit +4).

RE 77. Depths of Moria R 1
Condition. To play, spot a [Moria] Orc. Plays to your support area. Each time the fellowship moves during the regroup phase, add [2].

FR 168. Drums in the Deep C 0
Event. Skirmish: Make a [Moria] Orc strength +2 (or +4 if skirmishing a Dwarf).

MM 56. Fill With Fear U 0
Condition. Plays to your support area. While you can spot The Balrog, skip the archery phase. Maneuver: Exert The Balrog to discard a ranged weapon.

MM 57. Final Cry R 1
Event. Response: If a skirmish that involved The Balrog bearing Whip of Many Things is about to end, wound a companion in that skirmish twice.

FR 170. Fool of a Took! R 0
Event. Shadow: Spot a Hobbit (except the Ringbearer) to reveal cards from the top of your draw deck until you reveal one that is not a [Moria] minion. Take the revealed cards into hand.

MM 58. Foul Tentacle C 2
Minion • Creature. Tentacle. When you play this minion, you may play a tentacle from your draw deck. This minion may not bear possessions and is discarded if not at a marsh. 4/1/4

MM 59. Foul Things U 2
Event. Shadow: Play a [Moria] minion from your discard pile.

FR 171. Frenzy C 2
Event. Assignment: Assign an exhausted companion (except the Ring-bearer) to skirmish a [Moria] Orc.

FR 172. Goblin Archer R 5
Minion • Orc. Archer. While you can spot another [Moria] Orc, the fellowship archery total is -6. 4/3/4

FR 173. Goblin Armory R 0
Condition. Plays to your support area. Each time you play a [Moria] weapon, add •. Response: If a [Moria] Orc is about to take a wound, discard this condition to prevent that wound.

FR 174. Goblin Backstabber C 1
Minion • Orc. This minion is damage +2 while in the same skirmish as another [Moria] Orc. 5/1/4

MM 60. Goblin Bowman C 2
Minion • Orc. Archer. 4/1/4

FR 175. Goblin Domain R 1
Condition. Search. To play, spot a [Moria] minion. Plays to your support area. Each time a companion is played to site 4 or higher, that companion comes into play exhausted.

MM 61. Goblin Flankers C 5
Minion • Orc. When you play this minion, you may add [3] if the fellowship has moved more than once this turn. 11/3/4

FR 176. Goblin Marksman C 3
Minion • Orc. Archer. Add 1 to the minion archery total. 7/1/4

FR 177. Goblin Patrol Troop C 6
Minion • Orc. 13/3/4

MM 62. Goblin Pursuer C 2
Minion • Orc. This minion is strength +3 if the fellowship has moved more than once this turn. 6/1/4

MM 63. Goblin Reinforcements C 3
Minion • Orc. When you play this minion, you may heal a [Moria] minion. 8/1/4

FR 178. Goblin Runner U 1
Minion • Orc. When you play this minion, you may add [2]. 5/1/4

FR 179. Goblin Scavengers C 3
Minion • Orc. When you play this minion, you may play a weapon from your discard pile on your [Moria] Orc. 8/1/4

FR 180. Goblin Scimitar C 0
Possession • Hand Weapon. Bearer must be a [Moria] Orc. When you play this possession, you may draw a card. +2/-

MM 64. Goblin Scabbler C 1
Minion • Orc. When you play this minion, you may discard an [Even] condition. The roaming penalty for each [Moria] Orc you play is -1. 4/1/4

FR 181. Goblin Sneak U 1
Minion • Orc. When you play this minion, you may place a [Moria] Orc from your discard pile beneath your draw deck. 5/1/4

FR 182. Goblin Spear C 1
Possession • Hand Weapon. Bearer must be a [Moria] minion. If bearer kills a companion in a skirmish, add 1 burden (or 2 burdens if that companion was a Hobbit). +2/-

MM 65. Goblin Spearman C 2
Minion • Orc. While bearing a Goblin Spear, this minion is damage +2. 6/1/4

FR 183. Goblin Swarms R 1
Condition. Plays to your support area. Response: If your [Moria] Orc wins a skirmish, discard cards and wounds on that Orc and stack that Orc on this condition. Shadow: Play an Orc stacked here as if played from hand.

FR 184. Goblin Wallcrawler C 2
Minion • Orc. While at an underground site, this minion is strength +2. While you can spot another [Moria] Orc, the fellowship archery total is -1. 6/1/4

FR 185. Goblin Warrior C 2
Minion • Orc. When you play this minion, you may discard a ally or condition. 6/1/4

FR 186. *Guard Commander R 3
Minion • Orc. Skirmish: Remove • to make a [Moria] Orc strength +2. 7/2/4

RE 78. Hide and Seek C 1
Event. Search. Skirmish: Spot 2 [Shire] companions to make a [Moria] minion damage +1.

FR 187. Host of Thousands C 0
Event. Shadow: Play a [Moria] Orc from your discard pile.

MM 66. Huge Tentacle R 2
Minion • Creature. Tentacle. Damage +1. When you play this minion, you may play Watcher in the Water from your draw deck. This minion may not bear possessions and is discarded if not at a marsh. 7/2/4

FR 189. Lost to the Goblins R 0
Event. Response: If the Ring-bearer exerts or takes a wound, discard a card from the top of your draw deck for each [Moria] minion you spot. For each Shadow card discarded in this way, add a burden (limit 3 burdens).

RE 79. Malice U 0
Event. Archery: Spot a [Moria] Orc and a [Sauron] Orc to wound an archer.

MM 67. Moria Archer Troop U 6
Minion • Orc. Archer. While you can spot another [Moria] archer, add 1 to the minion archery total. 8/3/4

FR 190. Moria Axe R 1
Possession • Hand Weapon. Bearer must be a [Moria] Orc. Bearer is damage +1. Skirmish: Exert bearer to make him strength +2. +2/-

FR 191. Moria Scout C 2
Minion • Orc. When you play this minion, spot an Elf to add [2]. 6/2/4

MM 68. Must Do Without Hope U 0
Event. Maneuver: Exert The Balrog to add a burden.

MM 69. Old Differences C 0
Event. Skirmish: Make an Elf or Dwarf skirmishing a [Moria] Orc strength -1 (or -3 if you spot an Elf and a Dwarf).

FR 192. Pinned Down C 1
Condition. Plays to your support area. While you can spot a [Moria] archer, the fellowship archery total is -1.

FR 193. Plundered Armories C 2
Condition. Plays to your support area. Response: If your [Moria] weapon is discarded, play it from your discard pile (that weapon's twilight cost is -1).

MM 70. Power and Terror U 0
Event. Shadow: Reveal any number of [Moria] Orcs from your hand to play The Balrog. Its twilight cost is -2 for each Orc revealed.

FR 194. Relentless U 0
Event. Search. Response: If a stealth event is played, spot 3 [Moria] minions to cancel that event.

FR 195. Relics of Moria R 1
Condition. Plays to your support area. Shadow: Remove [2] to play a [Moria] possession from your discard pile.

RE 80. Such a Little Thing R 0
Event. Maneuver: Spot a [Moria] minion to wound Boromir 3 times. The Free Peoples player may discard 2 Free Peoples possessions to prevent this.

MM 51. •The Balrog, Durin's Bane C 12
Unique Minion • Balrog. Damage +1. Fierce. While you can spot The Balrog, discard all other minions. Skip the archery phase. Discard The Balrog if not underground. 17/5/4

MM 52. •The Balrog, Flame of Udûn R 14
Unique Minion • Balrog. Damage +1. Fierce. To play, spot a [Moria] Orc. Discard The Balrog if not underground. Shadow: Exert The Balrog and remove [2] to play a [Moria] Orc from your discard pile. 17/5/4

MM 50. •The Balrog's Sword R 1
Unique Artifact • Hand Weapon. Bearer must be The Balrog. It is damage +1. This weapon may be borne in addition to 1 other hand weapon. +3/-

FR 169. The End Comes R 0
Event. Assignment: Spot 5 [Moria] minions to make the Free Peoples player assign the Ring-bearer to a skirmish. Moria Culture [Moria] Isengard Culture [Isengard] Gondor Culture [Gondor]

FR 188. •The Long Dark U 2
Condition. Plays to your support area. When the fellowship moves to site 4 or 5, add [2] for each Dwarf companion. Skirmish: Discard this condition to make your [Moria] Orc strength +2.

FR 200. The Underdeeps of Moria R 2
Condition. Plays to your support area. Shadow: Remove • to reveal the bottom card of your draw deck. If it is a [Moria] Orc, take it into hand. Otherwise, discard it.

FR 196. They Are Coming C 3
Condition. Plays to your support area. Shadow: Discard 3 cards from hand to play a [Moria] Orc from your discard pile.

FR 197. Threat of the Unknown C 0
Event. Shadow: Exert your [Moria] Orc to draw 2 cards.

FR 198. Through the Misty Mountains U 1
Condition. Search. To play, exert a [Moria] minion. Plays to your support area. Each time the fellowship moves to site 4, 5, or 6 and contains a Dwarf or Elf, the Free Peoples player discards 2 cards at random from hand.

MM 71. Throw Yourself in Next Time U 0
Condition. To play, spot a [Moria] Orc. Plays on a Hobbit companion. Bearer may be exerted only by Shadow cards.

FR 199. •Troll's Keyword R 3
Minion • Orc. Cave Troll of Moria's twilight cost is -2. 8/3/4

MM 72. Troubled Mountains U 0
Event. Shadow: Exert a [Moria] minion and spot X burdens to add [X] (limit 7x).

FR 201. Unfamiliar Territory C 0
Event. Skirmish: Make a [Moria] Orc strength +2 (or +4 if skirmishing an archer).

MM 73. •Watcher in the Water, Keeper of Westgate R 4
Unique Minion • Creature. Damage +1. While you can spot Watcher in the Water, discard all other minions (except tentacles). Tentacles are strength +2 and damage +1. This minion may not bear possessions and is discarded if not at a marsh. 11/4/4

FR 202. What is This New Devilry? U 2
Condition. Search. To play, exert a [Moria] Orc. Plays to your support area. While the fellowship is at site 5 or higher, each companion's twilight cost is +2.

MM 74. •Whip of Many Thongs R 1
Unique Artifact • Hand Weapon. Bearer must be The Balrog. Skirmish: Exert The Balrog to discard a helm, shield, or armor borne by a character The Balrog is skirmishing. +1/-

Ringwraith

FR 203. All Blades Perish U 0
Event. Response: If a Nazgûl is about to take a wound, prevent that wound.

FR 204. All Veils Removed R 1
Event. Skirmish: Make a Nazgûl strength +2 (or +5 if the Ring-bearer wears The One Ring).

FR 205. Beauty is Fading R 5
Event. Maneuver: Exert a Nazgûl to discard a Free Peoples possession or Free Peoples condition. If you can spot no such card, discard an ally or companion (except the Ring-bearer) instead.

FR 206. Bent on Discovery R 1
Condition. Search. Plays to your support area. At the beginning of each of your Shadow phases, draw 1 card. At the end of each of your Shadow phases, exert a Nazgûl or discard this condition.

MM 75. •Bill Ferny, Swarthy Sneering Fellow R 2
Unique Minion • Man. Nazgûl are not roaming. The Free Peoples player may not assign a character to skirmish Bill Ferny. Discard Bill Ferny when underground. 4/1/2

FR 207. Black Breath U 1
Condition. Plays to your support area. Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl. Burdens and wounds may not be removed from bearer.

FR 208. Black Steed R 1
Possession • Mount. Bearer must be a Nazgûl. While at a plains site, bearer is strength +2. Discard this possession when at an underground site. +2/-

FR 209. Blade Tip U 0
Condition. Plays to your support area. Response: If your Nazgûl wins a skirmish, transfer this condition from your support area to the losing character. Limit 1 per character. Wound bearer at the start of each fellowship phase. (If bearer is the Ring-bearer, add a burden instead.)

FR 210. Dark Whispers R 0
Event. Skirmish: Spot 3 burdens to make a Nazgûl strength +1 and damage +1, or spot 6 burdens to make a Nazgûl strength +3 and damage +2.

FR 211. Drawn to Its Power U 2
Condition. Plays to your support area. Each time a Nazgûl kills a companion in a skirmish, add a burden.

FR 212. Fear R 1
Event. Search. Maneuver: Exert your Nazgûl to discard an ally.

FR 213. Frozen by Fear U 1
Event. Skirmish: Make a Nazgûl strength +2 (or +3 if the Ring-bearer is assigned to a skirmish that has not resolved).

RE 81. Gates of the Dead City R 1
Condition. To play, spot a Nazgûl. Plays to your support area. Each time a [Ringwraith] card adds a burden, the Free Peoples player must exert a companion.

MM 76. Helpless U 0
Condition. To play, spot Frodo and a Nazgûl. Plays on Sam. Sam's game text does not apply.

MM 77. His Terrible Servants R 2
Condition. Plays to your support area. Response: If a twilight Nazgûl is about to take a wound, remove [1] to prevent that wound.

FR 214. In the Ringwraith's Wake R 0
Event. Response: If a Nazgûl wins a skirmish, the Free Peoples player chooses to either exert the Ring-bearer or add a burden.

MM 78. It Wants to Be Found U 2
Event. Maneuver: Spot a twilight Nazgûl to add a burden.

FR 216. Morgul Blade R 1
Possession • Hand Weapon. Bearer must be a Nazgûl. This weapon may be borne in addition to 1 other hand weapon. Skirmish: Discard this possession to transfer Blade Tip from your support area or discard pile to a companion bearer is skirmishing. +1/-

FR 217. Morgul Gates R 0
Event. Shadow: Play a Nazgûl. His twilight cost is -2.

FR 218. Nazgûl Sword U 1
Possession • Hand Weapon. Bearer must be a Nazgûl. While you can spot 3 burdens, bearer is damage +1. +2/-

RE 82. News of Mordor U 1
Event. Skirmish: Spot an [Isengard] minion to make a Nazgûl damage +1.

FR 220. Not Easily Destroyed U 1
Condition. Plays to your support area. Maneuver or Skirmish: Remove • to heal a Nazgûl.

FR 222. Paths Seldom Trodden U 1
Condition. Search. To play, spot a Nazgûl. Plays to your support area. Shadow: Remove • to replace the fellowship's site with your version of the same site.

FR 223. Relentless Charge U 0
Event. Maneuver: Exert a Nazgûl to wound every archer companion.



MM 79. Resistance Becomes Unbearable U 1
Event. Maneuver: Exert a twilight Nazgûl to exert the Ring-bearer. If the Ring-bearer is then exhausted, he puts on The One Ring until the regroup phase.

FR 224. Return to its Master R 0
Event. Response: If the Ring-bearer wears The One Ring at the end of a skirmish phase, cancel all remaining assignments and assign a Nazgûl to skirmish the Ring-bearer. The One Ring's game text does not apply during this skirmish.

MM 80. Stricken Dumb R 2
Event. Maneuver: Exert The Witch-king to discard a tale or weapon.

FR 225. •Sword of Minas Morgul U 2
Possession • Hand Weapon. Bearer must be Ulaire Lemenya. He is damage +1. Skirmish: Exert Ulaire Lemenya to discard a possession borne by a character he is skirmishing. +2/-

FR 215. The Master's Will U 1
Event. Search. Shadow: Spot X Nazgûl to reveal the top X cards of your draw deck. Take into your hand all [Ringwraith] cards revealed and discard the rest.

FR 219. The Nine Servants of Sauron U 1
Condition. Search. Plays to your support area. Each time you play a Nazgûl, you may exert a Hobbit (except the Ring-bearer).

FR 221. •The Pale Blade R 2
Possession • Hand Weapon. Bearer must be The Witch-king. He is damage +1. Response: If The Witch-king wins a skirmish, exert him to discard a Free Peoples condition. +3/-

RE 83. •The Ring Draws Them U 2
Condition. Plays to your support area. Each time the fellowship moves, add [1] for each burden you can spot. At the end of each of your Shadow phases, exert a Nazgûl or discard this condition.

FR 228. The Twilight World R 0
Event. Response: If Ring-bearer puts on The One Ring, exert a Nazgûl to add 2 burdens.

FR 237. •The Witch-King, Lord of Angmar R 8
Minion • Nazgûl. Fierce. For each other Nazgûl you can spot, The Witch-king is strength +2. 14/4/3

MM 85. •The Witch-King, Lord of the Nazgûl R 8
Unique Minion • Nazgûl. Twilight. Return to its Master may not be played. Each time The Witch-king wins a skirmish, you may exert him to wound the Ring-bearer twice. 14/4/3

FR 226. Their Power is in Terror U 0
Event. Maneuver: Exert a Nazgûl to wound every ally.

MM 81. They Will Find the Ring U 1
Event. Maneuver: Exert 2 Nazgûl and spot X burdens to exert X companions.

RE 84. They Will Never Stop Hunting You C 2
Event. Maneuver: Spot a Nazgûl to reveal a card at random from the Free Peoples player's hand. Exert a companion bearing a ranged weapon X times, where X is the twilight cost of the card revealed.

FR 227. Threshold of Shadow U 1
Event. Skirmish: Make a Nazgûl strength +2 (or +4 if you spot 5 burdens).

RE 85. Too Great and Terrible R 0
Event. Maneuver: Spot a Nazgûl to wound Gandalf twice. The Free Peoples player may discard 2 [Gandalf] cards from hand to prevent this.

FR 229. •Ulaire Attëa, Keeper of Dol Guldur R 6
Minion • Nazgûl. Fierce. Skirmish: Remove • to make Ulaire Attëa strength +1 (limit 5). 12/3/3

MM 82. •Ulaire Attëa, The Easterling U 6
Unique Minion • Nazgûl. Twilight. When you play Ulaire Attëa, you may wound an ally. 12/3/3

FR 230. •Ulaire Cantëa, Lieutenant of Dol Guldur R 5
Minion • Nazgûl. Fierce. Skirmish: Exert Ulaire Cantëa to discard a weapon borne by a character he is skirmishing. 10/3/3

FR 231. •Ulaire Enquëa, Lieutenant of

Morgul U 6
Minion • Nazgûl. Fierce. Maneuver: Spot 6 companions (or 5 burdens) and exert Ulaire Enquëa to wound a companion (except the Ring-bearer). 11/4/3

MM 83. •Ulaire Enquëa, Ringwraith in Twilight U 6
Unique Minion • Nazgûl. Twilight. Each time Ulaire Enquëa wins a skirmish, you may exert him to wound the Ring-bearer once (or twice if you spot 5 burdens). 11/4/3

FR 232. •Ulaire Lemenya, Lieutenant of Morgul U 4
Minion • Nazgûl. Each companion or ally who bears a [Ringwraith] condition is strength -2. 9/2/3

FR 233. •Ulaire Nelya, Lieutenant of Morgul U 5
Minion • Nazgûl. Fierce. Shadow: Exert Ulaire Nelya and spot an opponent's site to replace it with your site of the same number. 10/3/2

MM 84. •Ulaire Nelya, Ringwraith in Twilight R 5
Unique Minion • Nazgûl. Twilight. While you can spot 2 burdens or 2 wounds on the Ring-bearer, Ulaire Nelya is fierce and damage +1. 10/3/2

FR 234. •Ulaire Nertëa, Messenger of Dol Guldur U 4
Minion • Nazgûl. When you play Ulaire Nertëa, for each companion over 4, you may play 1 minion from your discard pile. 9/2/3

FR 235. •Ulaire Ostëa, Lieutenant of Morgul U 4
Minion • Nazgûl. Shadow: Exert Ulaire Ostëa to make a [Ringwraith] minion fierce. 9/3/3

RE 86. •Ulaire Ostëa, Ringwraith in Twilight U 4
Minion • Nazgûl. Twilight. Each time Ulaire Ostëa wins a skirmish, you may exert him to transfer Blade Tip from your support area to the Ring-bearer. 9/3/3

FR 236. •Ulaire Toldëa, Messenger of Morgul R 6
Minion • Nazgûl. Fierce. Assignment: Spot 4 burdens to assign a companion (except the Ring-bearer) to skirmish Ulaire Toldëa. 12/3/3

MM 86. Wraith-world R 1
Event. Skirmish: Spot a twilight Nazgûl and the Ring-bearer wearing The One Ring to add 3 burdens.

FR 238. Wreathed in Shadow U 0
Condition. To play, spot a Nazgûl. Plays to your support area. Archery: Remove [1] to make the fellowship archery total -1.

Sauron

FR 251. A Host Avails Little U 3
Event. Search. Maneuver: Spot a [Sauron] Orc and 6 companions to wound a companion (except the Ring-bearer). Do this once for each companion over 5.

FR 239. All Thought Bent on It U 2
Event. Search. Maneuver: Spot a [Sauron] Orc and 5 companions to make the Free Peoples player exert a companion for each companion over 4.

FR 240. Band of the Eye R 4
Minion • Orc. Response: If this minion wins a skirmish, remove [2] to make the Free Peoples player discard a card at random from hand. 12/3/6

FR 241. Curse From Mordor U 0
Event. Shadow: Spot a [Sauron] Orc to discard an [Elven] condition.

FR 243. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 244. Desperate Defense of the Ring R 1
Condition. To play, exert a [Sauron] Orc. Plays on a companion. Each time bearer is assigned to a skirmish, the Free Peoples player chooses to either discard 3 cards from hand or add a burden.

FR 245. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 246. Desperate Defense of the Ring R 1
Condition. To play, exert a [Sauron] Orc. Plays on a companion. Each time bearer is assigned to a skirmish, the Free Peoples player chooses to either discard 3 cards from hand or add a burden.

FR 247. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 248. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 249. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 250. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 251. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 252. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 253. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 254. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 255. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 256. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 257. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 258. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 259. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.

FR 260. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a [Sauron] Orc to corrupt the Ring-bearer.



FR 245. Desperate Measures R 2
Event. Skirmish: Spot X burdens to make a character skirmishing a [Sauron] Orc strength -X.

FR 246. Enduring Evil R 0
Event. Skirmish: Spot X burdens to make a character skirmishing a [Sauron] Orc strength -X.

FR 247. Enheartened Foe R 0
Event. Response: If a [Sauron] Orc wins a skirmish, make that Orc fierce until the regroup phase.

FR 248. Forces of Mordor C 0
Event. Shadow: Spot X [Sauron] minions to add [X].

RE 88. Get Off the Road! U 0
Event. Search. Shadow: Spot a [Sauron] minion and a Nazgûl to make the Free Peoples player discard a card from the top of his or her deck for each burden you can spot.

RE 89. Gleaming in the Snow U 0
Event. Regroup: Exert a [Sauron] Orc and spot a [Gondor] companion to add a burden.

FR 249. Gleaming Spies Will Crumble U 1
Condition. Plays to your support area. Each [Sauron] Orc skirmishing a [Gondor] character is strength +2. Discard this condition if your [Sauron] Orc loses a skirmish.

RE 90. Hand of Sauron C 0
Event. Maneuver: Exert a [Sauron] minion to make the Free Peoples player discard a card at random from his or her hand.

FR 250. Hate R 0
Event. Maneuver: Exert a [Sauron] Orc to wound a companion (except the Ring-bearer).

RE 91. His Cruelty and Malice R 1
Condition. Plays to your support area. Regroup: Exert a [Sauron] minion to make the Free Peoples player discard the top card from his or her draw deck.

FR 253. Journey into Danger R 0
Condition. Search. To play, exert a [Sauron] Orc. Plays to your support area. While you can spot 5 companions, each companion's twilight cost is +2.

RE 92. Massing in the East U 1
Event. Regroup: Exert a [Sauron] minion to discard a card from the top of the Free Peoples player's draw deck for each of these races you can spot in the fellowship: Dwarf, Elf, Man, and Wizard.

MM 88. Memory of Many Things C 2
Minion • Orc. Maneuver: Exert a [Sauron] Orc to discard an ally (or 2 [Elven] allies).

FR 254. Mordor Enraged R 0
Condition. Plays on a [Sauron] minion. Shadow: Exert bearer to add [1] for each archer companion.

FR 255. Mordor's Strength C 1
Event. Skirmish: Exert a [Sauron] Orc to wound a character he is skirmishing.

FR 256. Morgul Hunter R 5
Minion • Orc. For each companion you can spot, this minion is strength +1. 9/4/6

FR 257. Morgul Skirmisher U 3
Minion • Orc. Maneuver: Remove • to exert a Hobbit (except the Ring-bearer). 9/3/6

FR 258. Morgul Skulker U 2
Minion • Orc. When you play this minion, you may shuffle up to 2 [Ringwraith] cards from your discard pile into your draw deck. 7/2/6

RE 93. Morgul Slayer R 2
Minion • Orc. Regroup: Exert this minion to wound a companion (except the Ring-bearer). 7/2/6

FR 259. Morgul Warden R 3
Minion • Orc. For each other [Sauron] Orc you can spot, Morgul Warden is strength +1. 9/3/6

FR 261. Orc Ambusher C 1
Minion • Orc. Tracker. The roaming penalty for each [Sauron] minion you play is -1. Response: If a Free Peoples regroup event is played, exert this minion to cancel that event. 5/2/6

FR 262. Orc Assassin U 2
Minion • Orc. Tracker. The roaming penalty for each [Sauron] minion you play is -1. Assignment: Spot 2 Hobbit companions

to make the Free Peoples player assign a Hobbit to skirmish this minion. 6/2/6

FR 263. Orc Banner R 1
Condition. Plays to your support area. Each time a [Sauron] Orc wins a skirmish, each [Sauron] Orc is strength +1 until the regroup phase.

FR 264. Orc Bowman R 3
Condition. Plays to your support area. While you can spot a [Sauron] Orc, add 1 to the minion archery total.

RE 94. Orc Butcher C 2
Minion • Orc. For each [Sauron] condition you can spot, this minion is strength +1. 6/2/6

FR 265. Orc Butchery R 0
Event. Response: If a companion is killed by a [Sauron] Orc, the Free Peoples player must discard 3 cards from the top of his draw deck for each card in the dead pile.

FR 266. Orc Chieftain C 2
Minion • Orc. When you play a weapon on this minion, add [2] (limit once per turn). 7/2/6

RE 95. Orc Guard C 1
Minion • Orc. Maneuver: Exert this minion and discard your [Sauron] condition to discard a Free Peoples condition. 5/2/6

FR 267. Orc Hunters U 3
Minion • Orc. Skirmish: Exert this minion to wound a character he is skirmishing. 9/2/6

FR 268. Orc Inquisitor C 3
Minion • Orc. When you play this minion, you may make the Free Peoples player discard a card at random from hand. 9/3/6

RE 96. Orc Pillager U 4
Minion • Orc. For each Free Peoples card borne by a character this minion is skirmishing, that character is strength -1. 10/3/6

FR 269. Orc Scimitar C 1
Possession • Hand Weapon. Bearer must be a [Sauron] Orc. Skirmish: Remove [1] to make bearer strength +1 (limit +3). +2/-

MM 89. Orc Scout C 2
Minion • Orc. Tracker. The roaming penalty for each [Sauron] minion you play is -1. Response: If an event is played that spots or exerts a ranger, exert or discard this minion to cancel that event. 6/2/6

FR 270. Orc Scouting Band U 3
Minion • Orc. Tracker. The roaming penalty for each [Sauron] minion you play is -1. Skirmish: Exert this minion to wound a character it is skirmishing. 8/2/6

RE 97. Orc Slayer U 1
Minion • Orc. Regroup: Exert this minion to wound a companion (except the Ring-bearer). 5/2/6

FR 271. Orc Soldier C 2
Minion • Orc. Skirmish: Exert this minion to wound a character he is skirmishing. 7/2/6

RE 98. Orc Swordsman C 3
Minion • Orc. While this minion bears a weapon, he is strength +2. 9/3/6

MM 90. Orc Taskmaster C 3
Minion • Orc. Shadow: Exert this minion to add [1]. 8/3/6

RE 99. Orc Trooper R 4
Minion • Orc. For each card in your hand, this minion is strength +1. 7/3/6

RE 100. Orc Veteran U 4
Minion • Orc. Skirmish: Discard your [Sauron] condition to make a character skirmishing this minion strength -1. 10/3/6

FR 272. Orc War Band R 4
Minion • Orc. Skirmish: Exert this minion to wound a character it is skirmishing. 10/2/6

RE 101. Orc Warrior C 3
Minion • Orc. Maneuver: Exert this minion and discard your [Sauron] condition to make the Free Peoples player discard the top 2 cards from his or her draw deck. 9/3/6

RE 102. •Our List of Allies Grows Thin R 1
Condition. To play, exert a [Sauron] minion. Plays to your support area. Each time the fellowship moves, add [1] for each ally you can spot.



FR 274. Sauron's Defenses U 1
Condition. To play, exert a [Sauron] Orc. Plays to your support area. While there are 3 or more companions in the dead pile, the move limit for this turn is -1 (to a minimum of 1).

FR 275. Seeking It Always U 1
Condition. Search. Plays to your support area. Response: If a stealth event is played, exert a [Sauron] tracker to cancel that event.

FR 276. Seeking its Master R 1
Condition. Plays to your support area. Shadow: Exert a [Sauron] Orc and remove [2] to draw a card.

FR 277. Shadow's Reach C 1
Event. Shadow: Exert a [Sauron] Orc to discard a Free Peoples condition.

MM 91. Southern Spies C 0
Event. Response: If the Ring-bearer puts on The One Ring, spot a [Sauron] minion to make the Free Peoples player discard his hand.

MM 92. Spies of Mordor U 1
Condition. Search. To play, spot a [Sauron] Orc. Plays to your support area. Each time the fellowship moves during the regroup phase, you may draw a card (or 2 cards if you spot a [Sauron] tracker).

FR 278. Strength Born of Fear C 1
Condition. Plays to your support area. Skirmish: Remove • to make a [Sauron] Orc strength +1.

RE 103. Terrible as the Dawn R 0
Event. Maneuver: Spot a [Sauron] minion to wound Galadriel 3 times. The Free Peoples player may discard 2 Elves to prevent this.

RE 87. The Dark Lord Advances C 2
Event. Regroup: Exert a [Sauron] minion to reveal a card at random from the Free Peoples player's hand. That player must discard X cards from hand, where X is the twilight cost of the card revealed.

FR 242. The Dark Lord's Summons U 1
Condition. Search. To play, spot a [Sauron] Orc. Plays to your support area. Shadow: Remove • to reveal the top card of your draw deck. If it is a [Sauron] card, take it into hand. Otherwise, discard it and one other card from hand.

MM 87. The Eye of Sauron U 1
Event. Shadow: Exert a [Sauron] Orc and spot X burdens to draw X cards (limit 5).

FR 252. The Irresistible Shadow R 0
Condition. To play, exert a [Sauron] Orc. Plays to your support area. If you can spot 5 burdens and the Free Peoples player has no cards in his or her draw deck, the Ring-bearer is corrupted. Sauron Culture [Sauron] Ringwraith Culture [Ringwraith]

FR 260. The Number Must Be Few U 2
Condition. Search. Plays to your support area. While you can spot 7 companions, the move limit for this turn is -1 (to a minimum of 1).

FR 273. The Ring's Oppression C 3
Event. Response: If a [Sauron] Orc kills a companion, add 1 burden (or 3 if the Ringbearer wears The One Ring).

FR 282. The Weight of a Legacy R 0
Condition. To play, exert a [Sauron] Orc. Plays on Aragorn. -1/-

FR 279. •Thin and Stretched R 0
Condition. To play, exert a [Sauron] Orc. Plays on the Ring-bearer. Add a burden at the end of each turn during which bearer was not assigned to a skirmish (and another companion was).

MM 93. •Tower Assassin R 4
Unique Minion • Orc. Maneuver: Exert Tower Assassin to wound an ally. 11/3/6

FR 280. •Tower Lieutenant U 4
Minion • Orc. Each time this minion wins a skirmish, the Free Peoples player discards 2 cards at random from hand. 10/3/6

RE 104. Tower of Barad-dûr R 1
Condition. To play, exert a [Sauron] minion. Plays to your support area. Each time the fellowship moves, the Free Peoples player must discard a card from hand.

FR 281. Under the Watching Eye C 0
Condition. Search. To play, exert a [Sauron] tracker. Plays to

your support area. Each time the fellowship moves, the Free Peoples player must exert a companion.

MM 94. Verily I Come R 0
Condition. To play, exert a [Sauron] Orc. Plays on the Ring-bearer. Each time the Free Peoples player draws a card (or takes a card into hand) during the fellowship phase, add a burden.

MM 95. Vile Blade C 1
Possession • Hand Weapon. Bearer must be a [Sauron] Orc. Bearer is strength +2 while skirmishing a Man or Elf. +2/-

RE 105. Why Shouldn't I Keep It? R 0
Event. Maneuver: Spot a [Sauron] minion to discard Bilbo. The Free Peoples player may discard 2 Free Peoples conditions to prevent this.

FR 283. You Bring Great Evil C 1
Condition. To play, spot a [Sauron] Orc. Plays on a companion (except an Elf). While at a sanctuary, bearer cannot heal.

Shire

MM 112. A Promise R 0
Condition. Plays to your support area. While you can spot Frodo and Sam and neither is exhausted, each is strength +1.

FR 316. •A Talent for Not Being Seen U 0
Condition. Stealth. To play, exert a Hobbit. Plays to your support area. Each time the fellowship moves, spot 2 Hobbit companions to make the shadow number -1 (or spot 4 to make it -2).

FR 284. Bilbo Baggins, Retired Adventurer R 2
Ally • Home 3 • Hobbit. Fellowship: Exert Bilbo to shuffle a [Shire] card from your discard pile into your draw deck. 2/3

MM 96. Bilbo Baggins, Well-spoken Gentlehobbit U 2
Unique Ally • Home 1 • Hobbit. Fellowship: Exert Bilbo and discard a tale to discard a Shadow condition from an opponent's support area. 2/3

FR 285. Bilbo's Pipe U 1
Possession • Pipe. Bearer must be a Hobbit. Fellowship: Discard a pipeweed possession and spot X pipes to shuffle X tales from your discard pile into your draw deck.

RE 106. •Bill the Pony U 0
Possession. Bearer must be a Hobbit companion. The Shadow number of each site is -1. Discard Bill the Pony when at an underground site.

FR 286. Bouncer C 1
Ally • Home 2 • Hobbit. Skirmish: Exert this ally to prevent a Hobbit from being overwhelmed unless that Hobbit's strength is tripled. 2/2

MM 97. Consorting With Wizards R 0
Condition. Tale. Bearer must be Bilbo. Bilbo may not take wounds (except during the archery phase). Fellowship or Regroup: Exert Bilbo or discard this condition to remove [1].

MM 98. Dear Friends U 0
Event. Fellowship: Exert a companion to place a Free Peoples card from your discard pile beneath your draw deck (or 2 Free Peoples cards if that companion has the Frodo signet).

MM 99. Deft in Their Movements C 0
Event. Stealth. Regroup: Spot 2 Hobbits to make each site's Shadow number -2 until the end of the turn.

FR 287. Extraordinary Resilience C 0
Event. Response: If the Ring-bearer is about to heal, remove a burden instead.

FR 288. •Farmer Maggot, Chaser of Rascals R 1
Ally • Home 1 • Hobbit. Fellowship: Exert Farmer Maggot to heal Merry or Pippin. 2/3

MM 100. Fearing the Worst R 0
Condition. Stealth. To play, exert 2 Hobbits. Plays to your support area. The twilight cost of each search card and each tracker is +1.

MM 101. •Fillibert Bolger, Wily Rascal C 1
Unique Ally • Home 1 • Hobbit. Skirmish: Exert a Hobbit companion twice to cancel a fierce skirmish involving that Hobbit. 1/2

FR 289. •Frodo, Old Bilbo's Heir R 0
Companion • Hobbit. Ring-bearer (resistance 10). At the start of each of your turns, you may heal a Hobbit ally. 3/4/6

MM 102. •Frodo, Reluctant Adventurer C 0
Unique Companion • Hobbit. Ring-bearer (resistance 10). The cost of each artifact, possession, and [Shire] tale played on Frodo is -1. 3/4/4

FR 290. •Frodo, Son of Drogo C 0
Companion • Hobbit. Ring-bearer (resistance 10). Fellowship: Exert another companion who has the Frodo signet to heal Frodo. 3/4/6

RE 107. •Frodo's Pipe U 1
Possession • Pipe. Bearer must be Frodo. Fellowship: Discard a pipeweed possession and spot X pipes to heal a companion with the Frodo signet X times.

RE 108. Frying Pan C 0
Possession • Hand Weapon. Bearer must be a Hobbit. Skirmish: Exert bearer to wound an Orc he or she is skirmishing. +1/-

FR 293. Halfling Deftness U 0
Event. Skirmish: Exert a Hobbit to make him strength +3.

FR 294. Hobbit Appetite C 0
Event. Fellowship: Add [X] to heal a Hobbit companion X times.

FR 295. Hobbit Farmer C 1
Ally • Home 1 • Hobbit. While you can spot your site 1, this ally has the game text of that site. Fellowship: Exert this ally and spot opponent's site 1 to replace it with your site 1. 2/2

FR 296. Hobbit Intuition C 1
Event. Stealth. Skirmish: At sites 1 to 4, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +3.

FR 297. Hobbit Party Guest C 1
Ally • Home 1 • Hobbit. At the start of each of your turns, heal this ally. Fellowship: Exert this ally to heal another Hobbit ally whose home is site 1. 2/2

FR 298. Hobbit Stealth C 1
Event. Stealth. Skirmish: At sites 1 to 5, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +2.

FR 299. Hobbit Sword C 1
Possession • Hand Weapon. Bearer must be a Hobbit. +2/-

MM 103. Hobbit Sword-play U 0
Event. Maneuver: Exert a Hobbit bearing a weapon to wound a minion. That minion's owner may remove [3] to prevent this.

FR 300. Longbottom Leaf C 1
Possession. Pipeweed. Plays to your support area. When you play this possession, you may discard up to 2 cards from hand.

FR 301. •Master Proudfoot, Distant Relative of Bilbo U 1
Ally • Home 1 • Hobbit. Fellowship: If the twilight pool has fewer than 3 twilight tokens, add [2] to reveal the top 3 cards of your draw deck. Take all [Shire] cards revealed into hand and discard the rest. 2/2

RE 109. Meant to Be Alone C 1
Event. Fellowship: Spot a Hobbit companion (except the Ring-bearer) to reveal a card at random from an opponent's hand. Remove [X], where X is the twilight cost of the card revealed.

RE 110. •Mellot Brandybuck, Merry Dancer R 1
Ally • Home 1 • Hobbit. Response: If a burden is about to be added by a Shadow card, exert Mellot to prevent that burden. 2/2

FR 302. •Merry, Friend to Sam R 1
Companion • Hobbit. Skirmish: If Merry is not assigned to a skirmish, exert him twice to add his strength to another companion. 3/4/F

FR 303. •Merry, From O'er the Brandywine C 1
Companion • Hobbit. While Merry bears a weapon, he is strength +2. 3/4/A

MM 104. •Merry, Horticulturalist C 1
Unique Companion • Hobbit. Fellowship: Exert Merry to play Farmer Maggot from your draw deck. 3/4/G

MM 105. •Mithril-coat R 2
Unique Artifact • Armor. Bearer must be Frodo. The minion archery total is -1. Each minion skirmishing Frodo does not gain strength bonuses from weapons and loses all damage bonuses.

MM 106. Nice Imitation U 1
Condition. Stealth. Plays to your support area. Response: If a Hobbit is about to take a wound, discard this condition to prevent that wound.

FR 304. Noble Intentions C 0
Event. Skirmish: Exert a companion (except a Hobbit) to make a Hobbit strength +3.

MM 107. Not Feared in Sunlight U 1
Condition. To play, spot 2 Hobbits. Plays to your support area. Each Nazgûl is strength -4. Discard this condition during the regroup phase.

MM 108. •O Elbereth! Gilthoniel! R 1
Unique Condition. Tale. Bearer must be the Ring-bearer. Skirmish: Discard this condition to take off the One Ring or to cancel a skirmish involving the Ring-bearer and a Nazgûl. +1/-

RE 111. •Old Noakes, Purveyor of Wisdoms C 1
Ally • Home 1 • Hobbit. Each time a Shadow card makes you discard a card from hand, you may also discard a minion or Shadow condition. 1/2

FR 305. Old Toby C 1
Possession. Pipeweed. Plays to your support area. When you play this possession, you may draw a card.

MM 109. Orc-bane R 0
Event. Maneuver: Spot Sting or Glamring and exert its bearer X times to wound X Orcs or X Uruk-hai.

FR 306. •Pippin, Friend to Frodo C 1
Companion • Hobbit. Your opponent may not discard your [Shire] tales from play. 3/4/F

FR 307. •Pippin, Hobbit of Some Intelligence R 1
Companion • Hobbit. When you play Pippin, remove a burden or wound from a companion. 3/4/G

FR 308. Power According to His Stature R 0
Event. Skirmish: Add 1 burden to wound each minion skirmishing the Ring-bearer.

MM 111. Practically Everyone Was Invited U 0
Event. Fellowship: Exert Bilbo to play a Hobbit from your draw deck.

MM 113. •Red Book of Westmarch R 2
Unique Possession. Tale. Plays to your support area. Each time you play a tale, you may spot Bilbo to draw a card.

FR 309. •Rosie Cotton, Hobbiton Lass U 1
Ally • Home 1 • Hobbit. Sam is strength +1. Fellowship: Exert Rosie to heal Sam. 1/2

FR 310. •Sam, Faithful Companion R 2
Companion • Hobbit. Fellowship: Play Bill the Pony from your draw deck. Response: If Frodo dies, make Sam the Ring-bearer (resistance 5). 3/4/F

MM 114. •Sam, Proper Poet C 2
Unique Companion • Hobbit. Maneuver: Exert Sam twice to make him defender +1 until the regroup phase. Response: If Frodo dies, make Sam the Ring-bearer (resistance 5). 3/4/G

FR 311. •Sam, Son of Hamfast C 2
Companion • Hobbit. Fellowship: Exert Sam to remove a burden. Response: If Frodo dies, make Sam the Ring-bearer (resistance 5). 3/4/A

RE 112. Seek and Hide C 1
Event. Stealth. Skirmish: Spot 2 [Shire] companions to make a minion lose all damage bonuses.

FR 312. Sorry About Everything C 0
Event. Fellowship: Exert a Hobbit companion to remove a burden.

FR 313. •Sting R 1
Possession • Hand Weapon. Bearer must be Frodo. Fellowship or Regroup: Exert Frodo to reveal an opponent's hand. Remove [1] for each Orc revealed (limit [4]). +2/-

FR 314. Stone Trolls R 2
Condition. Tale. To play, spot Bilbo. Plays on any character. Limit 1 per character. Each time bearer skirmishes a Troll or Uruk-hai, bearer is strength +3.

FR 315. Stout and Sturdy C 1
Event. Maneuver or Skirmish: Heal a Hobbit.

FR 291. •The Gaffer, Sam's Father R 1
Ally • Home 1 • Hobbit. Fellowship: Exert The Gaffer to heal Frodo or Sam. 2/2

FR 292. •The Gaffer's Pipe U 1
Possession • Pipe. Bearer must be a Hobbit. Fellowship: Discard a pipeweed possession and spot X pipes to remove [X].

RE 113. The Shire Countryside R 1
Condition. To play, spot 2 [Shire] companions. Plays to your support area. Each time you remove a burden (except by a Hobbit's game text), you may heal a companion.

FR 317. •There and Back Again C 1
Condition. Tale. Bearer must be a Hobbit companion. Maneuver: Discard this condition to make each Hobbit companion strength +2 until the regroup phase.

RE 114. Three Monstrous Trolls C 0
Condition. Tale. Plays to your support area. Response: If a Shadow card is about to add any number of twilight tokens, exert a Hobbit ally to prevent this.

FR 318. •Thor's Map R 0
Possession. Plays to your support area. Fellowship or Regroup: Exert a Hobbit to play the fellowship's next site (replacing opponent's site if necessary).

MM 110. •Took C 1
Unique Companion • Hobbit. Fellowship: Play Gandalf or Aragorn; his twilight cost is -2. 3/4/A

Sites

FR 319. Bag End U
Fellowship: Exert a Hobbit to play The Gaffer from your draw deck. Site 1

FR 320. East Road U
Each companion's twilight cost is +2. Site 1

FR 321. Farmer Maggot's Fields U
Fellowship: Exert a Hobbit to play Merry or Pippin from your draw deck. Site 1

FR 322. Green Dragon Inn U
Fellowship: Exert a Hobbit to play Sam from your draw deck. Site 1

FR 323. Green Hill Country U
The twilight cost of each Hobbit is -1. Site 1

MM 115. Hobbiton Party Field U



Fellowship: Exert a Hobbit to play Bilbo from your draw deck. Site 1.

MM 116. Hobbiton Woods U
Forest. Fellowship: Exert a Hobbit to play your site 2 (replacing opponent's site if necessary). Site 1.

FR 325. Shire Lookout Point U
Fellowship: Spot Gandalf to play Gandalf's Cart from your draw deck. Site 1

FR 324. The Prancing Pony U
Fellowship: Add a burden to play Aragorn from your draw deck. Site 1

MM 117. Town Center C
Fellowship: Play a [Shire] ally to draw a card. Site 1.

FR 326. Westfarthing C
Fellowship: Exert a Hobbit to play a companion or ally; that character's twilight cost is -1. Site 1

FR 327. Bree Gate U 2
While you can spot a ranger, the move limit is +1 for this turn. Site 2

FR 328. Bree Streets U 1
The roaming penalty for each Nazgûl you play to Bree Streets is -2. Site 2

FR 329. Breeland Forest U 1
Forest. Stealth events may not be played. Site 2

FR 330. Buckleberry Ferry U 1
River. While only Hobbits are in the fellowship, there are no assignment and skirmish phases at Buckleberry Ferry. Site 2

FR 331. Ettenmoors C 2
Plains. Skirmish: Exert a companion or minion to make that character strength +2. Site 2

FR 332. Midgewater Marshes U 1
Marsh. Each time a Hobbit moves to Midgewater Marshes, that Hobbit must exert. Site 2

FR 333. Midgewater Moors U 1
Plains. Each time a minion is played, the Free Peoples player discards a card from hand. Site 2

FR 334. Trollshaw Forest U 1
Forest. Each time you play a possession or artifact on your companion, draw a card. Site 2

FR 335. Weatherhills U 3
Each Nazgûl's twilight cost is -1. Site 2

FR 336. Weathertop U 3
Each Nazgûl at Weathertop is fierce. Site 2

FR 337. Council Courtyard C 0
Sanctuary. When the fellowship moves from Council Courtyard, remove [2]. Site 3

FR 338. Ford of Bruinen U 0
River. Sanctuary. The twilight cost of the first Nazgûl played at Ford of Bruinen is -5. Site 3

FR 339. Frodo's Bedroom U 0
Sanctuary. Fellowship: Play a Hobbit to draw a card. Site 3

RE 119. House of Elrond U 0
Sanctuary. When the fellowship moves to House of Elrond, the Free Peoples player may spot 2 Elves to remove a burden. Site 3

FR 340. Rivendell Terrace U 0
Sanctuary. Fellowship: Play a Man to draw a card. Site 3

FR 341. Rivendell Valley U 0
Sanctuary. Fellowship: Play an Elf to draw a card. Site 3

FR 342. Rivendell Waterfall U 0
Forest. Sanctuary. While you can spot a ranger at Rivendell Waterfall, the move limit is +1 for this turn. Site 3

FR 343. Balin's Tomb U 3
Underground. Maneuver: Discard a tale from play or from hand to heal your companion. Site 4

FR 344. Dwarfrowdelf Chamber U 2
Underground. When the fellowship moves to Dwarfrowdelf Chamber, Gimli or 2 other companions must exert. Site 4

RE 116. Eregion Hills U 2
When the fellowship moves to Eregion Hills, add a burden. Site 4

MM 118. Great Chasm U 4
Underground. The twilight cost of the first [Moria] archer

played each Shadow phase is -2. Site 4.

MM 119. Hollin C 3
Plains. Uruk-hai are not roaming. Site 4.

FR 345. Mithril Mine U 3
Underground. Shadow: Remove [1] to play a Shadow weapon from your discard pile. Site 4 Sites Shire Culture [Shire]

FR 346. Moria Lake C 3
Marsh. When the fellowship moves to Moria Lake, Frodo or 2 other companions must exert. Site 4

FR 347. Moria Stairway U 2
Underground. Each companion and minion bearing a hand weapon is damage +1. Site 4

FR 348. Pass of Caradhras U 2
Mountain. Shadow: Spot a [Isengard] minion to play a weather card from your draw deck (limit one per turn). Site 4

FR 349. The Bridge of Khazad-dûm C 6
Underground. Shadow: Play The Balrog from your draw deck or hand; The Balrog's twilight cost is -6. Site 5

RE 115. Caras Galadon U 3
Forest. Sanctuary. While the fellowship is at Caras Galadon, no more than one minion may be assigned to each skirmish. Site 6

FR 350. Dimrill Dale U 3
Sanctuary. The twilight cost of the first [Moria] Orc played each Shadow phase is -2. Site 6

FR 351. Galadriel's Glade C 3
Sanctuary. Fellowship: Exert an Elf to look at an opponent's hand. Site 6

FR 352. Lóthlórien Woods U 3
Forest. Sanctuary. Each ally whose home is site 6 is strength +3. Site 6

MM 120. Valley of the Silverlode U 3
River. Sanctuary. When the fellowship moves to Valley of the Silverlode, each Hobbit companion may heal. Site 6

FR 353. Anduin Confluence U 6
River. When the fellowship moves to Anduin Confluence, discard every ally. Site 7

FR 354. Anduin Wilderland C 6
Forest. River. While the fellowship is at Anduin Wilderland, skip the archery phase. Site 7

FR 355. Silverlode Banks U 6
River. When the fellowship moves to Silverlode Banks without a ranger, every companion must exert. Site 7

RE 118. The Great River C 6
River. While the fellowship is at The Great River, cards may not be played from draw decks or discard piles. Site 7

FR 356. Anduin Banks C 6
River. For each companion in the fellowship over 4, add 2 to the minion archery total. Site 8

FR 357. Brown Lands U 6
River. For each minion archer at Brown Lands, the minion archery total is +1 (limit +4). Site 8

RE 117. Gates of Argonath C 8
River. Maneuver events may not be played. Site 8

FR 358. Pillars of the Kings U 6
River. Fellowship: Discard a [Gondor] card from hand to heal a [Gondor] companion. Site 8

FR 359. Shores of Nen Hithoel U 9
River. Shadow: Spot 5 Orc minions to prevent the fellowship from moving again this turn. Site 8

FR 360. Eryn Mui U 9
Maneuver: Exert a minion to make that minion fierce until the regroup phase. Site 9

FR 361. Slopes of Amon Hen U 9
The twilight cost of each [Isengard] minion is -1. Site 9

FR 362. Summit of Amon Hen C 8
When the fellowship moves to Summit of Amon Hen, each Shadow player may draw a card for each burden. Site 9

FR 363. Tol Brandir U 9
River. Shadow: Play up to 3 trackers from your discard pile, end your Shadow phase. Site 9

RE 120. Wastes of Eryn Mui U 9
Maneuver: Spot 4 companions and exert your [Isengard] Orc to make the Free Peoples player wound a companion. Site 9.



THE LORD OF THE RINGS

TRADING CARD GAME

TOWER BLOCK

PLAYER'S GUIDE

The Two Towers

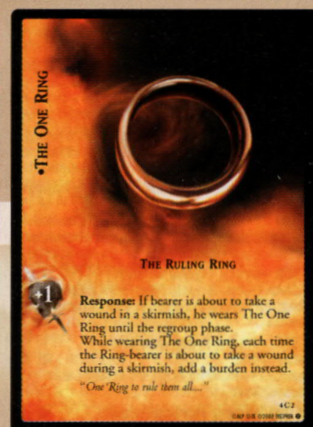
Battle of Helm's Deep

Ents of Fangorn

Presented here are all 621 cards in the Tower Block (609 unique cards, plus 12 alternate-image cards), sorted by culture.

The One Ring and Dunland culture cards begin on this page; Dwarven on page 49; Elven on page 51; Gandalf on page 54; Gollum/Sméagol on page 57; Gondor on page 58; Isengard on page 61; Moria on page 69; Raider on page 69; Ringwraith on page 73; Rohan on page 73; Sauron on page 77; Shire on page 79; Sites on page 82; and promo cards are on page 85.

Rarity key: red border = rare; blue border = uncommon; black border = common; green border = premium/promo.



2 DUNLENDING BRIGAND



MINION • MAN

8
1
3

"This was a rash rule and had many heartbreaks. Alas for my folk!"

2 DUNLENDING ELDER



MINION • MAN

7
1
3

While you control 2 sites, this minion is strength +5, fierce and damage +1.
Hated of the Rohirrim, it passed from generation to generation.

5 DUNLENDING FOOTMEN



MINION • MAN

11
2
3

The twilight cost of this minion during a skirmish phase is -2.
Driven by Saruman's growing wishes of Dunlendings descended upon the holdings of Rohan.

4 DUNLENDING HEADMAN



MINION • MAN

10
1
3

When you play this minion, you may spot 2 other  Men to take control of a site. The Free Peoples player may discard 2 cards from hand to prevent this.
The diminished Rohirrim offered little resistance to the advancing Dunland hordes.

3 DUNLENDING LOOTER



MINION • MAN

9
1
3

When this minion wins a skirmish, you may stack him on a site you control. Shadows If stacked on a site you control, play this minion. His twilight cost is -2.
...the Dunlendings raided often over the Jern.

2 DUNLENDING MADMAN



MINION • MAN

7
1
3

Each time this minion wins a skirmish, you may make him strength +2 and fierce until the regroup phase.
"They hate us, and they are glad for our doom seems certain to them."

3 DUNLENDING PILLAGER



MINION • MAN

9
1
3

Each time this minion wins a skirmish, you may discard a Free Peoples possession (or 2 possessions if you spot 6 companions).
"Not in half a thousand years have they forgotten their grievance that the lords of Gondor gave the Mark to Eof, the Young and made alliance with him."

1 DUNLENDING RAMPAGER



MINION • MAN

9
1
3

When you play this minion, the Free Peoples player may discard 2 cards from hand to discard him.
To kill and destroy was the mission of the wild hillmen.

2 DUNLENDING RANSACKER



MINION • MAN

7
1
3

Each time this minion wins a skirmish, you may spot another  Man to take control of a site.
"Yet there are many that cry in the Dunland tongue..."

1 DUNLENDING RAVAGER



MINION • MAN

5
1
3

While skirmishing a  Man, this minion is strength +2.
Assignment: Spot an ally to make that ally participate in skirmishes and assign this minion to skirmish that ally.
"They will not give way now for drink or dawn, until Theoden is taken, or they themselves are slain."

2 DUNLENDING RENEGADE



MINION • MAN

10
1
3

When you play this minion, the Free Peoples player may discard 2 cards from hand to discard him.
The strength of the hillmen was driven by passion and anger.

4 DUNLENDING RESERVE



MINION • MAN

10
1
3

The twilight cost of this minion during a skirmish phase is -2.
The relentless campaign of the hillmen drove citizens of the Westfold to the shelter of their capital.

3 DUNLENDING ROBBER



MINION • MAN

9
1
3

Each time this minion wins a skirmish, you may make him strength +2 and fierce until the regroup phase.
"We will fight..."

4 DUNLENDING SAVAGE



MINION • MAN

11
1
3

The Dunlendings' fury could only end in the death of the king of Rohan.

3 DUNLENDING WARRIOR



MINION • MAN

9
1
3

Assignment: Spot an ally to make that ally participate in skirmishes and assign this minion to skirmish that ally.
"These were a remnant of the peoples that had dwelt in the valleys of the White Mountains in ages past."

1 HINDS



POSSESSION

Plays to your support area. When you play this possession, you may draw a card.
Response: If a  Man is about to take a wound, remove  of discard this possession to prevent that wound.
Only heavy animal skins adorned the Dunlendings.

4 • **HILL CHIEF**

MINION • MAN

10
2
3

Shadow: Spot a site you control and exert Hill Chief to draw 3 cards.
"Saruman has armed the wild hillmen and bredfall of Dunland beyond the rivers, and these also he loved upon us."

8 • **HILL CLAN**

MINION • MAN

17
2
3

Each time this minion wins a skirmish, you may play a **Man** from hand. That **Man** is **fierce** and **damage +2** until the regroup phase.
"We will take their king."

3 • **HILLMAN BAND**

MINION • MAN

9
1
3

Each time the fellowship moves, you may spot another **Man** to take control of a site.
"As in years past, the Dúnedlings marched in force to the west."

6 • **HILLMAN HORDE**

MINION • MAN

14
2
3

While you control 2 sites, skip the archery phase.
 While you control 3 sites, each of your **Men** is **fierce**.
 While you control 4 sites, each of your **Men** is **damage +1**.
"They are fierce folk when roused."

5 • **HILLMAN MOB**

MINION • MAN

12
1
3

Each time this minion wins a skirmish, you may play a **Man** from hand; his twilight cost is -2. That **Man** is **fierce** and **damage +1** until the regroup phase.
"That old hatred Saruman has inflamed."

4 • **HILLMAN RABBLE**

MINION • MAN

10
1
3

Each time this minion wins a skirmish, you may stack it on a site you control. **Shadow:** If stacked on a site you control, play this minion. Its twilight cost is -2.
"The relentless fury of the Dúnedlings consumed one village after another."

3 • **HILLMAN TRIBE**

MINION • MAN

9
1
3

Each time this minion wins a skirmish, you may spot another **Minion** to take control of a site.
"They will not quail at the sun... the wild men of the hills."

1
IRON AXE

POSSESSION • HAND WEAPON

3

Bearer must be a **Man**.
"Saruman armed the Dúnedlings with weapons forged by his Orcs in Jaggard."

1
LEAPING BLAZE

EVENT

Shadow: Spot 3 **Minions** to shuffle your hand into your draw deck and draw 8 cards. The Free Peoples player may discard 3 cards from hand to prevent this.
"they saw torches, countless points of fiery light upon the black fields behind, scattered like red flowers, or swirling up from the lowlands."

0
LIVING OIL ROCK

CONDITION

Plays to your support area.
 Each time a **Man** wins a skirmish involving a **Man**, you may make that **Minion** strength +2 and **fierce** until the regroup phase.
"The Horsemen took your land; they drove your people into the hills to search living oil rock."

0
NO DEFENSE

CONDITION

Plays to your support area.
Shadow: Remove **to** place a **token** here.
Skirmish: Spot a **Man** and remove a **token** from this card. A character skirmishing that **Man** does not gain strength bonuses from possessions.

0
NO REFUGE

CONDITION

Plays to your support area.
 While a **Man** is stacked on a site, the **Shadow** number of each site is +5.
"As their homes were ravaged by the wild men, refugees fled to the safety of Helm's Deep."

0
NO RETREAT

CONDITION

Plays on a site you control.
Regroup: Spot 2 **Men** and discard this condition to make the Free Peoples player choose to move again this turn (if the move limit allows).
"Hordes from Dunland laid waste to villages as their numbers grew."

0
OVER THE ISEN

CONDITION

Plays to your support area.
Assignment: Spot a site you control and remove **to** assign a **Man** to an unbound companion.
"Like their ancestors years before, the Dúnedlings came down from Jaggard."

1
RAVAGE THE DEFEATED

EVENT

Response: If your **Man** wins a skirmish, discard all Free Peoples cards borne by the companion or ally he was skirmishing.
"What the Dúnedlings cannot steal, they destroy."

1
READY TO FALL

CONDITION

Plays to your support area.
Shadow: Spot 2 sites you control and remove **to** place a **Man** from your discard pile.
"Why do you lay these troubles on an already troubled mind?"

4 •SARUMAN
RABBLE-ROUSER



MINION • WIZARD

8
4
4

Saruman may not be assigned to a skirmish.
Each time the fellowship moves, the Free Peoples player must exert a companion for each ♠ Man you can spot.
Skirmish: Exert Saruman to make a ♠ Man strength +2.

2 •SECRET FOLK



CONDITION

Plays to your support area.
Each time a companion or ally loses a skirmish involving a ♠ Man, you may place a ♠ token on this card.
Maneuver: Discard a Free Peoples possession for each ♠ token here (limit 3). Discard this condition.

2 TOO LONG HAVE THESE PEASANTS STOOD



EVENT

Response: If a ♠ Man wins a skirmish, discard all conditions.
The rabble of Dunland pillaged their way across the Mark.

0 WAKE OF DESTRUCTION



EVENT

Maneuver: Spot 2 sites you control to make each of your ♠ Men fierce until the regroup phase.
The anger of the wild men increased with every house they pillaged.

0 WAR CLUB



POSSESSION • HAND WEAPON

2

Bearer must be a ♠ Man.
Each time bearer wins a skirmish, you may discard 2 Free Peoples possessions.
The wooden weapons of the wild men slew scores of unarmed villagers.

1 WAR CRY OF DUNLAND



EVENT

Response: If a ♠ Man wins a skirmish, make him fierce and strength +4 until the regroup phase.
"Death to the Fellowship!"

3 WILD MAN OF DUNLAND



MINION • MAN

9
1
3

Each time this minion wins a skirmish, you may play a ♠ Man from hand; his twilight cost is -2. That Man is fierce and damage +1 until the regroup phase.
"By our blood... we swear to fight for you..."

1 WILD MAN RAID



EVENT

Maneuver: Spot 3 ♠ Men to discard a Free Peoples possession or condition.
Not even the smallest of rickshaws was safe from the destruction of the Dunlendings.

6 WILD MEN OF THE HILLS



MINION • MAN

18
2
3

The twilight cost of this minion is -2 during the skirmish phase.
When you play this minion, the Free Peoples player may discard 4 cards from hand to discard it.
The swarms of Dunlendings destroyed everything in its path.

4 •WOLF
DUNLENDING CHIEFTAIN



MINION • MAN

10
2
3

Fierce.
Response: If another ♠ Man wins a skirmish, exert Wolf to take control of a site.
"Do you not bear their scars?"

2 •AXE OF EREBOR



POSSESSION • HAND WEAPON

2

Bearer must be Gimli.
He is damage +1.
Skirmish: Discard a [Condition] or a card stacked on a [Condition] to make Gimli strength +1.
"...wherever those ghostly thoughts go with that. But how a care to lay thine axe to the right tree!"

0 BARUK KHAZAD



EVENT

Maneuver: Exert a Dwarf to wound a minion. You may take the next maneuver action.
"...a small dark figure that none had observed spring out of the shadows and gave a hoarse shout..."

0 BARUK KHAZAD



EVENT

Maneuver: Exert a Dwarf to wound a minion. You may take the next maneuver action.
"Axes of the Dwarves!" cried Góndi in the secret tongue of his kin.

0 BEST COMPANY



EVENT

Skirmish: Make a Dwarf strength +2 (or +4 if at a battleground).
"An axe swung and swept back 'Twe Ones fell headless. 'The rest fled."

0 COME HERE LAD



EVENT

Fellowship: Stack the top 2 cards from your draw deck on a [Condition] that has a card already stacked on it.
"You are the faintest, luckiest, most reckless fool I've ever seen! Bless you."

1 •COURTESY OF MY HALL



CONDITION

Plays to your support area. When you play this condition, stack a card from your discard pile here.
Fellowship: Discard a Free Peoples card stacked here to heal a Dwarf.
"Now my guests, come!... Come and take such refreshment as harts allow."

0

DEFENDING THE KEEP

EVENT

Fellowship: Spot a Dwarf to draw a card or play a condition from your discard pile.

"I have fought many wars, master Dwarf. I know how to defend my own Keep."

5C4

0

DWARVEN FORESIGHT

EVENT

Fellowship: Spot a Dwarf to take a Free Peoples card stacked on a condition into hand.

"I would guess that the horrid bones of the hobbits are now mingled with the Orcs!"

4B6

3

•EVER MY HEART RISES

CONDITION

Tale: Plays to your support area. When you play this condition, reveal the top 6 cards of your draw deck and stack them here.

Fellowship: Spot a Dwarf and discard the top card of your draw deck to take a Free Peoples card stacked here into hand.

4B36

0

FROM THE ARMORY

CONDITION

Plays to your support area.

Skirmish: Exert a Dwarf and stack a Free Peoples card from hand here to prevent all wounds to that Dwarf.

"It's a bit tight around the chest!"

4C147

2

•GIMLI
LOCKBEARER

COMPANION • DWARF

6

Damage +1. Gimli is strength +1 for each unbound Hobbit companion you can spot.

3

"You speak evil of that which is fair beyond the reach of your thought, and only little wit can excuse you."

4B30

2

•GIMLI
SKILLED DEFENDER

COMPANION • DWARF

6

Damage +1. Each time Gimli wins a skirmish, you may wound a minion assigned to skirmish an unbound companion.

3

"Despite Thranduil's preparations, Gimli found it necessary to warn him of the advancing Uruk army."

4B7

2

•GIMLI
UNBIDDEN GUEST

COMPANION • DWARF

6

Damage +1. **Skirmish:** Exert Gimli to make an unbound companion strength +1 (or +2 if that companion is Legolas).

3

"But a small dark figure that none had observed sprang out of the shadows and gave a hoarse shout: 'Baruk Nazgul!'"

4C47

1

•HERE IS GOOD ROCK

CONDITION

Tale: Plays to your support area.

Skirmish: Stack a Free Peoples card from hand here to make a Dwarf damage +1.

"Give me a year and a hundred of my kin and I would make this place that armies would break upon like water."

4C70

2

•HORN OF HELM

POSSESSION

Plays to your support area.

Maneuver: Exert a Dwarf companion to make each minion at a battleground lose all damage bonuses until the regroup phase.

"... sudden and terrible, from the tower above, the sound of the great horn of Helm rang out."

5C19

1

KHAZAD AI-MENÜ

EVENT

Skirmish: Make a Dwarf strength +2 (or strength +3 and damage +1 if you spot Legolas).

"The Orcs are behind the wall. At-on! Come, Legolas! There are enough for both of us."

4C70

0

LEND US YOUR AID

EVENT

Maneuver: Exert Gimli twice to make him and each Elf companion strength +3 until the regroup phase.

"He brand a two-handed stroke and laid the last Orc before his feet. 'Now my count passes, Master Legolas again.'"

4C70

2

•MORE TO MY LIKING

CONDITION

Plays to your support area.

Maneuver: Stack the top card from your draw deck here (limit once per phase).

Maneuver: Spot a Dwarf and discard a card stacked on a condition to take a Free Peoples card stacked here into hand.

"This country has tough bones."

4C70

1

•MY AXE IS NOTCHED

CONDITION

Plays to your support area.

Each time Gimli wins a skirmish, place a token on this card.

While you can spot X tokens on this card and the same number of tokens on Final Count, Gimli is strength +X (limit +3).

4B30

1

QUICK AS MAY BE

EVENT

Maneuver: Spot a Dwarf companion and an Elf companion to wound a minion.

"I think, nonetheless, that we no longer need any trail to tell us which way to go."

4C70

0

REST BY BLIND NIGHT

EVENT

Regroup: Shuffle any number of conditions (and all cards stacked on them) into your draw deck.

"And yet even I, Dwarf of many journeys, cannot run all the way to Jangard without any pause..."

4B30

2

RESTLESS AXE

EVENT

Regroup: Exert a Dwarf to shuffle a condition (and all cards stacked on it) into your draw deck. Exert a minion for each card shuffled into your draw deck.

"Give me a row of six-picks and room to swing and all weariness will fall from me!"

4B30

0 SEARCH FAR AND WIDE

EVENT

Fellowship: Spot a Dwarf and discard the top card of your draw deck to draw 2 cards.

"We have been set many riddles since we came to 'Tel' Brandir, but this is the hardest to unravel."

0 *STOUT AND STRONG

CONDITION

Plays to your support area. Each time a Dwarf wins a skirmish, you may place a token on this card.

Skirmish: Make an unbound companion strength +1 for each token here (limit +3). Discard this condition.

"Never did I see an axe so wielded."

2 *SUSPENDED PALACES

CONDITION

Plays to your support area. When you play this condition, you may spot a Dwarf to place 2 tokens here.

Fellowship: Discard this condition or remove a token from here to stack the top card of your draw deck on a condition that has a card stacked on it.

1 TOSS ME

EVENT

While this card is stacked on a condition, Gimli's strength +1.

Fellowship: Place this card or another card from hand on top of or beneath your draw deck.

"Don't tell the Elf!"

2 *AGILITY

CONDITION

Plays to your support area. When you play this condition, you may spot an Elf to place 2 tokens here.

Skirmish: Discard this condition or remove an token from here to make a minion skirmishing an Elf strength -1.

"Even rely upon more than strength in combat."

3 ALLIANCE REFORGED

EVENT

Tale.

Fellowship: Draw a card for each Elf companion you spot.

"If we do not trust the strength of Men, then we trust to the victory of Sauron."

0 ARROW AND BLADE

EVENT

Skirmish: Exert X Elf companions to make a minion skirmishing an unbound companion strength -X.

"The Elven bow and the sword of Men fought together in one weapon."

2 *ARWEN
EVENTSTAR OF HER PEOPLE

COMPANION • ELF

6

3

Skirmish: Exert an Elf to make a minion skirmishing Arwen strength -1.

"If you trust nothing else, trust this... trust us."

2 *BALGLIN
ELVEN WARRIOR

COMPANION • ELF

5

3

To play, spot an Elf.

While skirmishing a wounded minion, Balgin takes no more than 1 wound during each skirmish phase.

"He is a strong fighter. He asks for no quarter and gives none."

1 BANNER OF ELBERETH

POSSESSION • HAND WEAPON

Bearer must be an Elf companion.

Each time bearer wins a skirmish, you may draw a card.

Response: If bearer wins a skirmish, discard this possession to liberate a site.

"First name the four, the free peoples / Eldest of all, the elf-children."

1 BLADES DRAWN

CONDITION

To play, spot 3 Elves. Plays to your support area.

For each wound on each minion, that minion is strength -2. Discard this condition during the regroup phase.

"The sword skills of the Elven archers were unexpected."

2 BREAK THE CHARGE

EVENT

Archery: Exert 3 Elf companions to make the fellowship archery total +2.

"A storm of white arrows answered the attacking band of Jungard."

2 BREAK THE CHARGE

EVENT

Archery: Exert 3 Elf companions to make the fellowship archery total +2.

"A wall of Elven arrows met the attackers before they reached the Hornburg walls."

1 COMPANY OF ARCHERS

EVENT

Archery: Spot 2 Elf companions to discard a condition.

"The Ninth Company, a veteran band from the South of Rivens, concentrated fire on the Uruk machines."

4 *ELROND
KEEPER OF VILVA

ALLY • HOME 3 • ELF

8

4

At the start of each turn, heal Elrond.

Fellowship: Exert Elrond to discard the top card of your draw deck. If it is an card, you may take it into hand and heal an Elf companion.

"You have forgotten it. War is coming... many will die."

1 ELVEN BOW

POSSESSION • RANGED WEAPON

Bearer must be an Elf.

Bearer is an archer.

"No finer bow could defend Helm's Deep than those of the Golden Wood."



2 • **LEGOLAS**
ELVEN COMRADE



COMPANION • ELF

6
3

Archer.
Skirmish: Exert Legolas to make a minion skirmishing an unbound companion strength -1 (or -2 if that companion is Gimli).
"Come, you shall sit behind me, friend Gimli!"

4C74

1 • **LEGOLAS' SWORD**



POSSESSION • HAND WEAPON

1

Bearer must be Legolas.
Each time the fellowship moves, you may spot a wounded minion to heal Legolas.
Legolas wielded a longsword to strike from horseback.

5U12

1
LIMBAS



POSSESSION

To play, spot 3 Elves. Bearer must be a companion.
Regroup: Discard this possession to reconcile your hand.
"Sam thought that it tasted far better, somehow, than it had for a good while..."

4B75

2 **LORIEN GUARDIAN**



COMPANION • ELF

5
3

Regroup: Exert this companion to make a Shadow player wound a minion.
Hobbit's Elven bowmen were experienced defenders of the borders of the Golden Wood.

4C76

1
LORIEN IS MOST WELCOME



CONDITION

To play, spot 3 Elves. Plays to your support area.
Each wounded minion loses all damage bonuses. Discard this condition during the regroup phase.
"We are proud to fight alongside Men once more..."

4U77

2 **LORIEN SWORDSMAN**



COMPANION • ELF

5
3

Each minion skirmishing this companion is strength -2 for each wound on that minion.
Long, curved Elven steel cut down Uruks already weakened by Elven arrows.

4C78

0
MUST BE A DREAM



EVENT

Fellowship: Spot an Elf to reveal the top card of your draw deck. Heal up to 2 companions whose culture matches the revealed card. You may discard the revealed card.
"May the Grace of the Valar protect you..."

4B79

1
NAITH LONGROW



POSSESSION • RANGED WEAPON

1

Bearer must be an Elf companion.
Archery: Exert bearer to discard the top card of your draw deck. If it is an @ card, exert a minion.
"Show them no mercy, for you shall receive none..."

4C20

3 • **NAITH TROOP**



COMPANION • ELF

8
3

To play, spot 3 Elf companions.
Skirmish: Exert Naith Troop to discard the top card of your draw deck. If it is an @ card, make a minion skirmishing Naith Troop strength -2.
"Now only the bow and the sword can forestall the coming of the Shadow."

4U72

4 • **NAITH WARBAD**



COMPANION • ELF

9
3

To play, spot 3 Elf companions.
While Naith Warbad bears a ranged weapon, it takes no more than 1 wound during each skirmish phase and does not add to the fellowship archery total.
"But do not think that only by singing amid the trees... is Lethibrien sustained and defended..."

4B23

1
NIGHT WITHOUT END



EVENT

Response: If an Elf wins a skirmish, exert that Elf to liberate a site or wound a minion.
"Would that this night would end, and I could have better light for shooting..."

4B79

1 • **ORDULUS**
YOUNG WARRIOR



COMPANION • ELF

5
2

To play, spot an Elf.
The twilight cost of each ranged weapon played on Ordulus is -1.
Ordulus always has an arrow nocked and a full quiver too.

4U80

2 • **PENGEDHEL**
NAITH WARRIOR



COMPANION • ELF

6
3

To play, spot an Elf.
While Penedhel bears a ranged weapon, he is strength +2 and he does not add to the fellowship archery total.
Penedhel can wield an arrow like a short spear.

4U81

1
STRENGTH OF ARMS



CONDITION

Plays to your support area.
Each time an Elf wins a skirmish, you may place an @ token on this card.
Skirmish: Make a minion skirmishing an Elf strength -1 for each @ token here (limit -3). Discard this condition.
Elvish weapons were more than a match for the Uruks.

4U82

1
SUPPORTING FIRE



EVENT

Skirmish: Make an Elf strength +2 (or +3 if you spot 3 Elf companions).
Sword-work is made easier with archery support.

4C83

2
SWORD-WALL



EVENT

Skirmish or Regroup: Spot 3 Elf companions to liberate a site or exert a minion.
A fixed line of Elven blades can hold off great numbers of the Enemy's hordes.

4C84

2 •TAURNIL
SHARP-EYED BOWMAN

COMPANION • ELF

6
3

To play, spot an Elf. While Taurnil bears a ranged weapon, the twilight cost of each Shadow possession is +2, and he does not add to the fellowship archery total.

Taurnil's careful aim can disarm his enemies at long range.

51113

2 •THANDRONEN
VETERAN PROTECTOR

COMPANION • ELF

5
3

To play, spot an Elf. **Regroup:** Exert Thandronen to discard a minion stacked on a condition or stacked on a site.

The twin sons of Thandronen marched with their father to defend Helm's Deep.

4009

2

THAT IS NO ORC HORN

EVENT

6
3

Regroup: Spot 3 Elf companions to heal a companion and liberate a site.

Assassin defenders cheered the volcanic howl of Gish trumpets.

50116

2 •THONNAS
NAITH CAPTAIN

COMPANION • ELF

6
3

To play, spot an Elf. While Thonnas bears a ranged weapon, each minion skirmishing him is strength -2 and Thonnas does not add to the fellowship archery total.

Elves of Lorien bore their knife-work fighting Gollum raiders.

4009

1

VALOR

EVENT

6
3

Skirmish: Make an Elf strength +2 (or +3 if skirmishing a wounded minion). An Elf avoids taking up arms, but once committed to the fray, his will is resolute.

40117

2

•RENOLOD THE WHITE RIDER

CONDITION

6
3

Plays to your support area. Each time Gandalf wins a skirmish, you may place a token here.

Skirmish: Wound a minion skirmishing Gandalf for each token here. Discard this condition.

"Gandalf is come again."

40118

3 •BIRCHSEED
TALL STATESMAN

COMPANION • ENT

8
4

Unhasty. **Assignment:** Exert an unbound Hobbit or discard 2 cards from hand to allow Birchseed to skirmish.

Fellowship: Exert Birchseed to heal an unbound Hobbit.

Slender and royal, he presided over many Councils.

40119

0

BOOMED AND TRUMPETED

EVENT

6
3

Skirmish: Make an Ent strength +X and damage +X, where X is the number of unbound Hobbits you can spot.

"For bold and brave are burning now, the furnace roars-we go to war!"

40120

1

CRACK INTO RUBBLE

EVENT

6
3

Regroup: Exert 2 Ents to liberate a site and discard a Shadow condition.

"To Janglad! Though Janglad be ringed and harrowed with doors of stone, I Though Janglad be strong and hard, as cold as stone and bare as bone."

40121

5

DOWN FROM THE HILLS

EVENT

6
3

Spell. **Maneuver:** Exert Gandalf 3 times to make an unbound companion with the Gandalf signet strength +5, defender +1, damage +2, and unable to take wounds until the regroup phase.

"Down leaped Shadufax, like a dove..."

40122

2

ENRAGED

CONDITION

6
3

Bearer must be an Ent. Limit 1 per bearer. Discard this condition at the end of the turn.

"An angry Ent is terrifying."

40123

2

ENRAGED

CONDITION

6
3

Bearer must be an Ent. Limit 1 per bearer. Discard this condition at the end of the turn.

"They pushed, pulled, tore, shook, and hammered..."

40124

4

ENT AVENGER

COMPANION • ENT

6
4

While you can spot 3 Ents, this companion is strength +2.

"As they drew near the flash and flicker of their eyes could be seen."

40125

15 •ENT HORDE

COMPANION • ENT

10
5

To play, spot 2 Ent companions. Ent Horde's twilight cost is -2 for each Ent or unbound Hobbit you can spot. While you can spot more minions than companions, Ent Horde is defender +1.

"With down we come, with down we come!"

40126

1

ENT MOOT

CONDITION

6
3

To play, exert an unbound Hobbit. Bearer must be an Ent. Limit 1 per bearer.

"But when the Ents all gathered round, Treebeard, then the Hobbits saw that they were all of the same kindred, and all had the same eyes..."

40127

2

FOREST GUARDIAN

COMPANION • ENT

8
3

Unhasty. **Assignment:** Exert an unbound Hobbit or discard 2 cards from hand to allow this companion to skirmish.

"We keep off strangers and the foolhardy, and we train and we teach, we walk and we work..."

40128

3
FURY OF THE WHITE RIDER



EVENT

Spell.
Maneuver: Spot 3 twilight tokens and exert Gandalf to wound a minion twice.
"The White Rider was upon them, and the terror of his coming filled the enemy with madness."

4
•GANDALF
GREYHAME



COMPANION • WIZARD

7
4
4

Fellowships: If the twilight pool has fewer than 2 twilight tokens, add 4 to a character from your discard pile.
"Dangerous!... And so am I, very dangerous, more dangerous than anything you will ever meet..."

4
•GANDALF
MITHRANDIR



COMPANION • WIZARD

10
4
4

Damage +1.
Each time the fellowship moves, wound Gandalf.
"The Dark Lord has Nine. But we have One, mightier than they, the White Rider. He has passed through the fire and the abyss, and they shall fear him."

4
•GANDALF
THE WHITE WIZARD



COMPANION • WIZARD

7
4

While you can spot 3 twilight tokens, Gandalf is strength +3.
"Retired, I am not Gandalf the Grey, whom you betrayed. I am Gandalf the White, who has returned from death."

2
•GANDALF'S STAFF
WALKING STICK



ARTIFACT • STAFF

1

Bearer must be Gandalf.
While you can spot 2 twilight tokens, Gandalf is damage +2.
"The staff in the hand of a Wizard may be more than a prop for age..."

2
•GLAMORING
LIGHTNING BRAND



POSSESSION • HAND WEAPON

2

Bearer must be Gandalf.
He is damage +1.
Each time you play a spell during a skirmish, you may make Gandalf damage +1 until the end of that skirmish.
"Thunder they heard, and lightning... smote upon (Gibbi), and looped back broken into tongues of fire."

5
GROWN SUDDENLY TALL



EVENT

Spell.
Fellowship: Spot Gandalf to discard all conditions.
"His hood and grey robe were flung away. His white garments alone."

3
HAVE PATIENCE



EVENT

Fellowships: Spot Gandalf to heal an unbound companion twice.
"Go where you must go, and hope!"

0
•HEARKEN TO ME



CONDITION

2
1

Spell. To play, spot Gandalf. Bearer must be Théoden.
Discard all Shadow conditions on Théoden. Shadow conditions may not be played on Théoden.
"Not all is dark. Take courage, Lord of the Mark, for better help you will not find."

13
•HOST OF FANGORN



COMPANION • ENT

10
4

To play, spot 2 Ent companions.
Host of Fangorn's twilight cost is -2 for each Ent or unbound Hobbit you can spot.
"Of course, it is likely enough, my friends... that we are going to our doom, the last march of the Ents."

3
INTO DARK TUNNELS



EVENT

Spell.
Response: If you play a 3 event, exert Gandalf twice to place that event in your hand instead of your discard pile.
"Even Sauron knows them not. They are older than he. Now I have walked there, but I will bring no report to darken the light of day."

1
KEEP YOUR FORKED TONGUE



EVENT

Skirmish: Spot Gandalf and 3 twilight tokens to prevent all wounds to a companion who has the Gandalf signet.
"A unless werns you have begun..."

4
•LINDENROOT
ELDER SHEPHERD



COMPANION • ENT

10
4

Unhappy.
Assignment: Exert an unbound Hobbit or discard 2 cards from hand to allow Lindenroot to skirmish.
Skirmish: Exert Lindenroot to wound a minion he is skirmishing.
A most well-founded and considerate Ent.

2
LONG 1 FELL



EVENT

Spell.
Skirmish: Spot Gandalf to prevent all wounds to him. Any Shadow player may make you wound a minion to prevent this.
"His fire was about me. I was burned!"

3
MITHRANDIR, MITHRANDIR!



EVENT

Spell.
Maneuver: Exert Gandalf to wound each minion who has strength of 6 or less.
"The world soon fell on their faces before him."

4
•QUICKBEAM
BREGALAD



COMPANION • ENT

8
3

Quickbeam's twilight cost is -1 for each Ent or unbound Hobbit you can spot.
"But if we stayed home and did nothing, doom would find us anyway, sooner or later."

3
ROLL OF THUNDER

EVENT

Fellowship or Maneuver: Spot Gandalf to discard a Shadow possession or Shadow artifact.

"I have not passed through fire and death to hasty crooked words with a serving-woman till the lightning falls."

1
ROUSED

EVENT

Skirmish: Exert an Ent to make him strength +1 for each Ent you spot (limit +4).

"'Le Jangard!' the Ents cried in many voices."

2
SHADOWFAX

POSSESSION • MOUNT

2

Bearer must be Gandalf. Discard any hand weapon he bears. Gandalf may not bear a hand weapon.

At the start of each skirmish involving Gandalf, each minion skirmishing him must exert.

"He is the chief of the Meares, lords of horses..."

7
*SKINBARK
FLADRIF

COMPANION • ENT

8

4

Skinbark's twilight cost is -1 for each Ent or unbound Hobbit you can spot.

Response: If an unbound Hobbit is about to take a wound, exert Skinbark to prevent that wound.

"He was wounded by Orcs, and many of his folk and tree-herds have been murdered and destroyed."

7
*SKINBARK
FLADRIF

COMPANION • ENT

8

4

Skinbark's twilight cost is -1 for each Ent or unbound Hobbit you can spot.

Response: If an unbound Hobbit is about to take a wound, exert Skinbark to prevent that wound.

"He has gone up into the high places, among the branches that he loves best..."

1
STUMP AND BRANBLE

EVENT

Maneuver: Spot an Ent minion and an Ent ally. Until the regroup phase, that ally is damage +2 and participates in archery fire and skirmishes.

"Many of those trees were my friends... many had voices of their own that are lost for ever now."

3
TASK WAS NOT DONE

EVENT

Spell. Regroup: Exert Gandalf to discard up to 2 wounded minions.

"Naked I was sent back - for a brief time, until my task is done. And naked I lay upon the mountain-top."

1
THREW DOWN MY ENEMY

EVENT

Spell. Skirmish: Make a minion skirmishing Gandalf strength -1 for each wound on each character in the skirmish.

"... he fell from the high place and broke the mountain-side where he snate it in his ruin."

4
*TREEBEARD
EARTHBORN

ALLY • HOME Z1 G 81 • ENT

12

4

Unhasty.

Response: If an unbound Hobbit is about to be discarded, stack him here instead.

Fellowship: Exert Treebeard and add O to play an unbound Hobbit stacked here.

"Do not be hasty, that is my motto."

5
*TREEBEARD
GUARDIAN OF THE FOREST

COMPANION • ENT

12

4

Unhasty.

Assignment: Exert an unbound Hobbit to allow Treebeard to skirmish.

Skirmish: Exert Treebeard to make an Ent damage +1.

"The little that I know of his long slow story would make a tale for which we have no time now."

4
*TREEBEARD
OLDEST LIVING THING

ALLY • HOME Z1 G 81 • ENT

12

4

Unhasty.

Fellowship: Exert Treebeard and discard an unbound companion from hand to heal an unbound companion.

"No, I am not tired. I do not easily get tired. And I do not sit down. I am not very, very bendable."

3
TURN OF THE TIDE

EVENT

Spell. Maneuver: Exert Gandalf to discard up to 2 Shadow possessions. Any Shadow player may discard a minion to prevent this.

"Indeed my friend, none of you have any weapon that could hurt me."

1
UNDER THE LIVING EARTH

EVENT

Skirmish: Make Gandalf strength +1 for each twilight token you spot (limit +5).

"Neither I came at last, to do whatever foundations of mine. He was with me still."

5
WELL MET INDEED

EVENT

Fellowship: Spot an Elf, a Man, and a Dwarf to play Gandalf from your dead pile.

"And what may you be doing in these parts? An Elf, a Man, and a Dwarf, all clad in dwarf fashion."

1
WINDOWS IN A STONE WALL

CONDITION

To play, exert an Ent. Plays on that Ent.

Response: If an Ent minion is killed, discard this condition to reveal the top 10 cards of an opponent's draw deck. Discard 1 Shadow card and 1 Free Peoples card revealed. Your opponent reshuffles that deck.

4
WIZARDRY INDEED

EVENT

Maneuver: If you can spot more minions than companions, exert Gandalf to make an opponent discard a minion.

"The bones of Jangard roared, quaking this way and that, turning from fear to fear."

1 BE BACK SOON

EVENT

Maneuver: Discard Smeagol to discard a minion. An opponent may exert a minion twice to prevent this.

"Now I wonder where he's got to."

0 DON'T FOLLOW THE LIGHTS

EVENT

Response: If Smeagol wins a skirmish, add a burden to discard a minion.

"Careful, careful now or Hobbits go down to join the dead ones and light little candles."

1 DON'T LOOK AT THEM

CONDITION

Plays to your support area.

Skirmish: Discard 3 cards from hand to wound a minion. Smeagol is skirmishing once (or twice if that minion is a minion).

"You should not look to where the candles are lit."

1 DON'T LOOK AT THEM

CONDITION

Plays to your support area.

Skirmish: Discard 3 cards from hand to wound a minion. Smeagol is skirmishing once (or twice if that minion is a minion).

"There was a faint light, a precious small went up, the light flickered and danced and overed."

1 FOLLOW SMEAGOL

CONDITION

Plays on Smeagol.

Regroup: Exert Smeagol (or Gollum) to play the fellowship's next site (replacing opponent's site if necessary).

"Follow Smeagol very carefully, and you may go a long way, quite a long way, before He catches you, you perhaps."

0 NOT LISTENING

EVENT

Response: If Smeagol wins a skirmish, heal him and remove 2 burdens.

"They'll wake too quick and kill us... Not now. Not yet."

1 POOR WRETCH

CONDITION

1 Plays on Smeagol.

Skirmish: Discard this condition to make Smeagol damage +1.

"Thrattle us in our sleep, that's his plan."

5 SAVE PATHS

EVENT

Regroup: Exert Smeagol 3 times and discard him to wound each minion. The move limit for this turn is +1. If the fellowship moves, each Shadow player may take up to 3 Shadow cards into hand from his or her discard pile.

"Soft and quick as shadows we must be!"

0 *SMEAGOL
OLD NOSER

COMPANION

3 Ring-bound. To play, add a burden.

4 **Regroup:** Exert Smeagol (or Gollum) twice to reveal the top 4 cards of your draw deck. Wound a minion for each Shadow card revealed. Place those 4 cards beneath your draw deck in any order.

"Could you find anything fit for a hungry hobbit?"

0 *SMEAGOL
POOR CREATURE

COMPANION

3 Ring-bound. To play, add a burden.

4 **Skirmish:** Discard a card from hand to make Smeagol strength +1.

"And we're so lonely... We'll be nice to them, very nice, if they'll be nice to us, won't we, yes, yes."

0 *SMEAGOL
SLINKER

COMPANION

3 Ring-bound. To play, add a burden.

4 **Skirmish:** Add a burden to make Smeagol strength +2 and take no wounds.

"...but it is my fate to receive help from you, when I have looked for it, and sworn fate to help me when you long pursued with evil purpose."

1 EVIL-SPELLING FENS

CONDITION

Plays to your support area.

Each site on the adventure path is a **marsh**.

Shadow: Exert Gollum twice and discard this condition to play a minion from your discard pile.

"No birds here. There are snakes, worms, things in the pools. Lots of things, lots of nasty things."

2 *GOLLUM
NASTY TREACHEROUS CREATURE

MINION

5 **Regroup:** Discard Gollum to exert a companion or ally.

4 *"...we won't let you go, either. You're full of wickedness and mischief, Gollum."*

3

2 *GOLLUM
OLD VILLAIN

MINION

5 **Skirmish:** Discard a card from hand to make Gollum strength +1 for +2 if skirmishing a Ring-bound companion).

4 *"Must take it. The Wraiths are marching. Must take it."*

3

2 *GOLLUM
STINKER

MINION

5 Gollum is strength +1 for each burden.

4 Each time Gollum wins a skirmish, you may add a burden.

3 *"Still he's a Baggins, my precious, yes, a Baggins. A Baggins stole it. He found it and he said nothing. We hate Baggins."*

0 LOOK AT HIM

EVENT

Shadows: Spot Smeagol or Gollum to add **1** for each burden.

"That's what it is. It's that Gollum! Snakes and spiders. And to think I thought that we'd puzzle him with our bit of a riddle."

5
MASTER BROKE HIS PROMISE

EVENT

Regroup: Exert Gollum 3 times to wound each companion. The move limit for this turn is -1.
"Kill them! Kill them! Kill them back! And then we take the Precious! We be the Masters!"

0
NASTY, FOUL HOBBIT

EVENT

Response: If Gollum wins a skirmish, add a burden.
"We ought to wring their filthy little necks!"

1
THEY STOLE IT

CONDITION

Plays to your support area.
 Skirmish: Discard 3 cards from hand to wound a companion Gollum is skirmishing once (or twice if that companion is a companion).
"Where is it, where is it, my precious..."

0
WE MUST HAVE IT

EVENT

Shadow: Play Gollum from your draw deck or discard pile.
 Skirmish: Discard a card at random from hand to make Gollum strength +3.
"No, sweet one. See, my precious. If we has it, then we can escape, even from him, eh?"

0
YOU'RE A LIAR AND A THIEF

EVENT

Response: If Gollum wins a skirmish, wound a companion (except the Ring-bearer).
"No, sweet one. See, my precious. If we has it, then we can escape, even from him, eh?"

3
•ALCARIN
WARRIOR OF LAMEDON

COMPANION • MAN

7
3
Knight. The twilight cost of each other knight in your starting fellowship is -1.
 Assignment: Assign Alcarin to a minion bearing a fortification to heal Alcarin.
"Named for a mighty king, Alcarin is determined to prove himself in battle."

2
•ANBORN
SKILLED HUNSMAN

COMPANION • MAN

6
3
Ring-bound. Ranger.
 Each time Anborn wins a skirmish, you may make a minion's site number +3 until the regroup phase.
"Perhaps under the shadow of the Unnamed some of the beasts of Mirkwood are wandering hither to our woods..."

1
ANCIENT ROADS

CONDITION

Plays to your support area.
 While you can spot 3 rangers, the site number of each minion skirmishing a ranger is +2.
"...they go ever more bravely, we learn, thinking that the power of their new master is great enough..."

1
ANCIENT ROADS

CONDITION

Plays to your support area.
 While you can spot 3 rangers, the site number of each minion skirmishing a ranger is +2.
"Presently the noise of fighting broke out near at hand, just above their hiding-place."

4
•ARAGORN
DEFENDER OF FREE PEOPLES

COMPANION • MAN

8
4
Skirmish: Remove an token to make a minion skirmishing Aragorn strength -3. Skirmish: Remove a token to heal Aragorn.
 Regroup: If Aragorn is mounted, remove a token to wound a minion twice.
"...this is the hour when we draw swords together..."

4
•ARAGORN
HEIR OF ELDENIL

COMPANION • MAN

8
4
Defender +1.
"Sauron fears you, Aragorn, he fears what you may become..."

4
•ARAGORN
WINGFOOT

COMPANION • MAN

8
4
Ranger.
 Each time the fellowship moves, you may wound a minion for each unbound Hobbit you spot.
"Every league and furlong you measured ere the fourth day is ended! Hardy is the race of Gondor!"

3
ARROWS THICK IN THE AIR

EVENT

Archery or Skirmish: Exert 2 Ring-bound Men to wound each roaming minion.
"He came to rest in the form of a few feet away, face downward, green arrow-feathers sticking from his neck below a golden collar."

1
BANNER OF WESTERNESSE

POSSESSION • HAND WEAPON

Bearer must be a companion. Each time bearer wins a skirmish, you may heal another companion.
 Response: If bearer wins a skirmish, discard this possession to liberate a site.
"What brought they from the foundered land, / Over the flowing sea? ... / and one white tree..."

0
•BOROMIR, MY BROTHER

CONDITION

Bearer must be Faramir.
 Skirmish: Discard a card from hand to make a Ring-bound Man strength +1.
"Where is thy horn?" "Whither goes that?" "O Boromir! But he was gone!"

1
•BOROMIR'S GAUNTLETS

POSSESSION • GAUNTLETS

Bearer must be a Man.
 Skirmish: Exert bearer to cancel a skirmish involving bearer. Any Shadow player may remove to prevent this.
"...now 'Boromir has taken his road, and we must make haste to above our own..."

1

•CITADEL OF THE STARS

CONDITION

2
-1

Fortification. Plays to your support area.
Skirmish: Exert a ♦ Man or spot 3 knights to transfer this condition from your support area to a minion skirmishing a ♦ Man.
"The city of Osgiliath was the first capital of Gondor."

4C132

1

CITY WALL

CONDITION

3

Fortification. Plays to your support area.
Skirmish: Exert a ♦ Man or spot 3 knights to transfer this condition from your support area to a minion skirmishing a ♦ Man.
"The war-weary defenses of Osgiliath still protected the Men of Gondor."

4C133

0

CURSE THIEF

EVENT

Skirmish: Exert a Ring-bound Man to cancel a skirmish involving a roaming minion.
"It is close on ten leagues hence to the east-shore of Ansbain... and we seldom come so far afield."

4C134

2

•DAMROD
RANGER OF ITHILLEN

COMPANION • MAN

6
3

Ring-bound. Ranger. To play, spot a Ring-bound Man.
Skirmish: Exert Damrod to exhaust a Man he is skirmishing.
"I doubt not that the days of Gondor are numbered, and the walls of Minas Tirith are doomed, so great is His strength and malice."

4C135

0

DEFEND IT AND HOPE

EVENT

Maneuvers: Exert a ♦ Man to wound a minion once (or twice if that minion is an Uruk-hai).
"It is not said that no foe has ever taken the Hornburg, if men defended it."

4C136

0

FALL BACK

EVENT

Skirmish: Discard all Shadow cards borne by a minion bearing a ♦ fortification.
"Osgiliath's defenses protected the Gondorian troops."

4C137

3

•FARAMIR
CAPTAIN OF GONDOR

COMPANION • MAN

7
3

Ring-bound. Ranger.
The twilight cost of each other ♦ Man in your starting fellowship is -1.
While skirmishing a roaming minion, Faramir is strength +2.
"He leads us now in all perilous ventures."

4B138

3

•FARAMIR
ITHILLEN RANGER

COMPANION • MAN

7
3

Ring-bound. Ranger.
If Faramir is in your starting fellowship, his twilight cost is -1.
Fellowship: Play a ranger to heal a Ring-bound companion.
"Not while Faramir is Captain... his life is shared, or fate spurs him for some other end."

4B139

3

•FARAMIR
SON OF DENETHOR

COMPANION • MAN

7
3

Ring-bound. Ranger.
An opponent may not play skirmish events or use skirmish special abilities during skirmishes involving Faramir.
"He could see Faramir's face, which was now unshaded, it was stern and commanding, and a keen way lay behind his searching glance."

4C140

1

•FARAMIR'S BOW

POSSESSION • RANGED WEAPON

Bearer must be Faramir.
He is an archer.
Skirmish: If Faramir is skirmishing a Man or a roaming minion, exert Faramir to wound that minion.
"Were I as hasty as you, I might have slain you long ago."

4B141

0

•FARAMIR'S CLOAK

POSSESSION • CLOAK

Bearer must be Faramir.
Each roaming minion skirmishing a Ring-bound Man is strength -1.
"Captain Faramir and his rangers were clad in green and brown of varied hues, better to walk unseen in the glades of Ithilien."

4B142

0

•FORBIDDEN POOL

CONDITION

Plays to your support area.
While the fellowship is at site 64, each Ring-bound Man takes no more than 1 wound during each skirmish phase.
Fellowship: Add 0 and discard this condition to heal a Ring-bound Man.
"...thought you have come where it is death to come."

4B143

0

•FORESTS OF ITHILLEN

CONDITION

Plays to your support area.
While the fellowship is at site 54, the site number of each Man in a skirmish is +2.
Regroup: Discard this condition and exert a Ring-bound Man to liberate a site.
"A fair country of climbing woods and swift-falling streams."

4B144

2

•GARRISON OF OSGILIATH

CONDITION

Fortification. Plays to your support area.
When you play this condition, you may spot a ♦ Man to place 2 ♦ tokens here.
Skirmish: Discard this condition or remove a ♦ token from here to make a ♦ Man strength +1.
"So ever do we watch the shores nigh Osgiliath."

4C145

2

GONDORIAN KNIGHT

COMPANION • MAN

6
3

Knight.
Soldiers of Gondor share a long heritage of defending their borders against Sauron's attackers.

4C146

2

GONDORIAN RANGER

COMPANION • MAN

5
3

Ring-bound. Ranger.
The site number of each minion assigned to skirmish a Ring-bound Man is +2.
"Green gaudlebs covered their hands, and their faces were hooded and masked with green, except for their eyes, which were very keen and bright."

4C147

1
HAND CHOICE



EVENT

Fellowship: Spot Aragorn to heal a companion who has the Aragorn signet twice.

"Shall we rest by night, or shall we go on while our will and strength hold?"

4U123

2
HELP IN DOUBT AND NEED



CONDITION

Plays to your support area.

Skirmish: Exert an unbound ♠ Man to make a ♠ companion strength +2, or exert a ♠ companion to make an unbound ♠ Man strength +2.

"The Hero of Gondil would be a strength indeed to the Sons of Eorl in this real tale."

4B124

0
HENNETH ANNUN



CONDITION

Plays to your support area.

While the fellowship is at site 64, each roaming minion skirmishing a Ring-bound companion is strength -2.

Skirmish: Spot a ♠ Man and discard this condition to wound a roaming minion.

"This is the Window of the Sunset..."

4B125

2
ITHILIN TRAP



CONDITION

Plays to your support area.

Each time a ♠ Man wins a skirmish, you may place a ♠ token here.

Maneuver: Exert a minion for each ♠ token here (limit 3). Discard this condition.

"He was glad he could not see the dead face."

4U126

2
KNIGHT OF GONDOR



COMPANION • MAN

5
3

Knight.

Fellowship: Discard a ♠ condition to heal this companion.

"The brave men of Gondor's army were well-armed and armored."

4C127

2
MABLUNG
SOLDIER OF GONDOR



COMPANION • MAN

6
3

Ring-bound. Ranger. To play, spot a Ring-bound Man.

Skirmish: Exert Mablung to exhaust a roaming minion he is skirmishing.

"...we have a new errand on this journey..."

4U127

0
MEN OF NUMENOR



EVENT

Skirmish: Wound a minion bearing a ♠ fortification.

"I do not love the bright sword for its sharpness, nor the arrow for its swiftness, nor the warrior for his glory..."

4C128

0
MORTAL MEN



EVENT

Skirmish: Make a ♠ Man strength +2 (and exert a minion if you spot a ♠ token).

"I fear neither death nor pain..."

4C129

1
NEW ERRAND



EVENT

Skirmish: Spot a Ring-bound Man to make a minion's site number +2. If that minion loses this skirmish, you may wound a minion.

"...we come to ambush the Men of Harad..."

4C130

0
PATHFINDER



EVENT

Fellowship or Regroup: Spot a ranger to play the fellowship's next site (replacing opponent's site if necessary).

"If you take any counsel, you will not turn eastward yet. Go straight on, for thus you will have the cover of the woodland for many miles."

4C131

0
PERILOUS VENTURES



EVENT

Regroup: Exert 2 rangers to discard a minion (or 2 ♠ minions).

"But still we will not sit idle and let Him do as He would..."

4C132

1
RALLY POINT



CONDITION

Plays to your support area.

Regroup: Exert a knight to transfer a ♠ fortification borne by a minion to your support area.

"A strange fallback helps Gondorian knights to plan their counterattack."

4U133

3
RANGER OF ITHILIN



COMPANION • MAN

6
3

Ring-bound. Ranger.

When this companion is in your starting fellowship, his twilight cost is -1.

While skirmishing a roaming minion, this companion is strength +2.

"...they were godly men, pale-skinned, dark of hair, with grey eyes and faces sad and proud."

4C134

1
RANGER'S BOW



POSSESSION • RANGED WEAPON

Bearer must be a Ring-bound Man.

Skirmish: If bearer is skirmishing a Man or a roaming minion, exert bearer to wound that minion.

"Two had great bows, almost of their own height, and great quivers of long green-feathered arrows."

4C135

1
RANGER'S SWORD
BLADE OF ARAGORN



POSSESSION • HAND WEAPON

2

Bearer must be Aragorn.

While skirmishing an Uruk-hai, Aragorn is strength +2.

"I am not weaponless..."

4U136

0
RING OF BARAHIR



ARTIFACT • RING

Bearer must be Aragorn.

At the start of each of your turns, you may spot a culture token to heal a companion of that culture.

"This is a thing of worth beyond your reckoning. For its ancestry alone. It has no power, save the power in which those hold it who love my house."

4B137

0

•RUINS OF OSGILIATH



CONDITION

Plays to your support area.
While the fellowship is at site 7L each Ring-bound Man is **defender +1**.
Skirmish: Spot a Ring-bound Man and discard this condition to wound an opponent's Man.
"The Citadel of the Stars had fallen into ruin."

48.131

1

•STONE TOWER



CONDITION

Fortification. Plays to your support area.
Skirmish: Exert 2 ♦ Men to transfer this condition from your support area to a minion skirmishing a ♦ Man.
"The battlements of Osgiliath provided some defense against Sauron's attackers."

2

48.132

1

SWORD OF GONDOR



POSSESSION • HAND WEAPON

2

Bearer must be a ♦ Man.
While skirmishing a Man or a roaming minion, bearer is **damage +1**.
"Four tall Men stood there... All had swords at their sides..."

48.133

0

TAKE COVER



EVENT

Fellowship: Exert a knight to play a ♦ fortification from your discard pile.
"Gondor forces at Osgiliath were too few to fight the advancing armies in the field."

48.134

3

THESE ARE MY PEOPLE



EVENT

Fellowship: Exert Aragorn twice to play any number of possessions from your discard pile onto companions with the Aragorn signet.
"...I sell die as one of them."

48.135

0

TRUST



EVENT

Skirmish: Make a ♦ Man strength +2 (and heal a companion if you spot an ⊗ token).
"You cannot falter now."

48.136

2

•TURGON
MAN OF BELFALAS



COMPANION • MAN

6

Knight. To play, spot a knight.
Maneuver: Exert Turgon to wound a minion bearing a ♦ fortification.
"He hopes to someday become one of the knights of Del Amroth."

3

48.137

0

WAR AND VALOR



EVENT

Skirmish: Make a ♦ Man strength +2 (or +3 and **damage +1** if skirmishing a roaming minion).
"So even was my brother, Barahir: a man of prowess, and for that he was accounted the best man in Gondor."

48.138

0

WAR MUST BE



EVENT

Skirmish: Make a ♦ Man strength +2 (or +4 if skirmishing a minion bearing a ♦ fortification).
"...we defend ourselves against a destroyer who would devour all..."

48.139

5

ADVANCE URUK PATROL



MINION • URUK-HAI

10

Damage +1. While at a battleground, this minion is **ferce**.
While you control a battleground, this minion is strength +4.
"This is no rabble of mindless Orcs..."

3

5

48.140

5

AGENTS OF ORTHANC



MINION • MAN

9

This minion is strength +2 and **damage +1** for each Free Peoples culture that you can spot over 2.
"How long is it since Saruman taught you?"

3

3

48.141

1

ASSAULT LADDER



CONDITION

Machine. Plays to your support area.
Shadow: Exert an Uruk-hai to place an ⊗ token on this card.
Skirmish: Spot 3 ⊗ tokens here to make an Uruk-hai strength +3. Discard this condition.
"It is a great host..."

48.142

0

ATTACK ON HEN'S DEEP



CONDITION

Plays to your support area.
Shadow: Play an Uruk-hai to place an ⊗ token on this card.
Regroup: Remove 3 ⊗ tokens from this card and discard an Uruk-hai to take control of a site.
"Ten thousand strong at least..."

48.143

5

BAND OF URUK BOWMEN



MINION • URUK-HAI

7

Archer. **Damage +1.** While you control a site, the minion archery total is +1.
"Taking the high ground provides a better field of fire."

3

5

48.144

0

BANISHED



CONDITION

To play, exert Saruman or an ⊗ Man. Plays on a Free Peoples Man. Each time another ally or companion loses a skirmish, bearer must exert.
"Oh, but this is not from me - it comes from the King. He signed it this morning."

48.145

0

BANNER OF ISENGARD



POSSESSION • HAND WEAPON

1

Bearer must be an ⊗ minion. Each time bearer wins a skirmish, the Free Peoples player must exert a companion for each site you control.
"Blazoned upon every helm and shield, the ghastly band of Isengard was seen."

48.146

0

BATTERING RAM

CONDITION

Machine. Plays to your support area.
Shadow: Exert an Uruk-hai to place an token on this card.
Skirmish: Spot 5 companions and an token here to make an Uruk-hai damage +1. Discard this condition.
"The trees... smote the towers with a rending boom."

6

•BERSERK BUTCHER

MINION • URUK-HAI

12

Damage +1.
Berserk Butcher is strength +1 for each wound on each character in its skirmish.
Maneuver: Remove an token from a machine and exert Berserk Butcher twice to prevent all wounds to Uruk-hai until the assignment phase.

5

•BERSERK RAGER

MINION • URUK-HAI

10

Damage +1.
Berserk Rager is strength +1 for each wound on a character in its skirmish.
Skirmish: Remove 3 tokens from a machine and exert Berserk Rager twice to wound every ally twice.
"Their mission at Helm's Deep was to clear the walls."

6

•BERSERK SAVAGE

MINION • URUK-HAI

12

Damage +1.
Berserk Savage is strength +1 for each wound on a character in its skirmish.
Skirmish: Remove 4 tokens from a machine and exert Berserk Savage twice to make it strength +8.
"Skull-like helmets are distinctive to the 'Berserkers'."

7

•BERSERK SLAYER

MINION • URUK-HAI

12

Damage +1.
Berserk Slayer is strength +2 for each wound on a character in its skirmish.
Skirmish: Remove 5 tokens from a machine and exert Berserk Slayer twice to wound every companion.
"Berserkers are the first wave of Uruks sent to battle."

5

BEYOND ALL HOPE

EVENT

Maneuver: Exert 2 Uruk-hai to add a burden for each card in the dead pile.
"How shall any tower withstand such numbers and such reckless rage?"

0

BEYOND DARK MOUNTAINS

EVENT

Response: If a companion or ally is killed, exert an minion to add a burden (or 2 burdens if Aragorn, Gandalf, or Theoden is killed).
"Where now was the 'Ring-bearer'? How then, indeed was the thread upon which doom still hung?"

1

BLACK SHAPES CRAWLING

EVENT

Maneuver: Spot X Uruk-hai. The Free Peoples player may assign X wounds to your minions. Play X weapons from your discard pile.
"Some were giant and broad, some were tall and gnomish, with high helms and scale shields."

1

BROAD-BLADED SWORD

POSSESSION • HAND WEAPON

2

Bearer must be an Uruk-hai.
Bearer may not take wounds (except during skirmish phases).
"They were armed with short broad-bladed swords, not with the curved scimitars usual with Orcs."

0

BROUGHT BACK ALIVE

EVENT

Search.
Assignment: Exert an tracker to assign it to an unbound companion. That companion may exert to prevent this (unless that companion is a Hobbit).
"What are they wanted for?... Why alive? Do they give good sport?"

0

BURNING OF WESTMOUTH

CONDITION

Plays to your support area.
Shadow: If you control a site, play an Uruk-hai to discard a Free Peoples condition.
"We have found many of our folk lying dead as they fled..."

0

CLOUD OF ARROWS

EVENT

Archery: Exert an archer to make the minion archery total +1 and the fellowship archery total -1.
"Behind these arc-archers crowded, sending a hail of darts against the battens on the walls."

0

COME DOWN

CONDITION

Plays to your support area.
Archery: Spot 2 archers to make allies take wounds from archery fire instead of companions.
"We are the fighting Uruk-hai... Bring out your shuffling king!"

0

COVERING FIRE

CONDITION

To play, spot 2 archers. Plays to your support area.
The Free Peoples player may not play archery events or use archery special abilities. Discard this condition during the regroup phase.
"Arrows covered on the walls, unable to reply."

1

DESERTION

CONDITION

-1

To play, spot an Man. Plays on a companion (except the Ring-bearer).
Assignment: Assign an minion with less strength than bearer to skirmish bearer. Discard this condition.
"Who knows what you've spoken to the darkness in the better watches of the night?"

2

•DEVILRY OF ORTHANC

CONDITION

Machine. Plays to your support area.
Shadow: Exert an Uruk-hai to place an token on this card.
Maneuver: Spot 8 tokens here to exert every character. Discard this condition.
"They heave a blasting fire, and... they took the Wall."

2
•DOWN TO THE LAST CHILD

CONDITION

Plays to your support area.
Each time a companion or ally loses a skirmish involving an Uruk-hai, place an **♣** token on this card.
Shadow: Remove 2 **♣** tokens from this card to take control of a site.
"The Unde brought death to the villages of Rohan."

3
DRIVEN BACK

EVENT

Archery: Spot 2 **♣** archers to make the minion archery total +1 for each card in the dead pile.
"With each fallen defender, the morale of the attacking army rose."

7
•ELITE CROSSBOWMEN

MINION • URUK-HAI

9
3
5

Archer. Damage +1.
Archery: Exert Elite Crossbowmen to make the Free Peoples player wound an unbound companion; this minion does not add to the minion archery total.
"The best archers were held in reserve, awaiting the final assault."

0
FEROCITY

EVENT

Skirmish: Make an Uruk-hai strength +2 (or +3 if at a battleground).
"Uruk soldiers remained despite their battle training."

4
FIRES AND FOUL FUMES

EVENT

Regroup: Discard 4 **♣** Orcs to wound a companion 4 times (except the Ring-bearer).
"One of them... got caught in a spray of stone liquid fire and burned like a torch; a horrible sight."

4
•FOUL HORDE

MINION • ORC

9
3
4

Warg-rider. While Foul Horde is not exhausted, it is fierce.
While Foul Horde has at least 3 vitality, it is **ambush 0**.
While Foul Horde has at least 4 vitality, it is **damage +1**.

4
•FOUL HORDE

MINION • ORC

9
3
4

Warg-rider. While Foul Horde is not exhausted, it is fierce.
While Foul Horde has at least 3 vitality, it is **ambush 0**.
While Foul Horde has at least 4 vitality, it is **damage +1**.

0
GET BACK

EVENT

Assignment: Prevent an **♣** tracker from being assigned to a skirmish by any player.
"We do not answer to Mordor's summons!"

2
GNAWING, BITING, HACKING, BURNING

CONDITION

Plays to your support area.
Each time a regroup action discards an Orc, you may stack that Orc on this card. **Shadow:** Discard 2 cards stacked here and remove **0** to play an **♣** Orc from your discard pile.
"Destroyers and scavengers..."

2
•GRIMA
CHIEF COUNSELOR

MINION • MAN

4
3
3

Maneuver: Spot 4 Free Peoples cultures and exert Grima to return an unbound companion, and all cards on him or her, to their owners' hands.
"I care for you and yours as best I may... Let others deal with these treacherous guests."

2
•GRIMA
SON OF GÁLMÖD

MINION • MAN

4
3
3

Each unbound companion (or ally) bearing a Shadow condition is strength -1.
"Did I not remind you, lord, to forbid his death?"

2
•GRIMA
WORMTONGUE

MINION • MAN

4
3
3

Maneuver: Exert Grima and spot an unbound companion bearing 3 or more cards to return each Free Peoples card that companion bears to its owner's hand.
"I care for you and yours as best I may... But do not weary yourself, or tax too heavily your strength."

0
HAUNTING HER STEPS

EVENT

Response: If a special ability of an ally or unbound companion is used, exert Grima to cancel that action.
"What you the promised price? When all the men were dead, you were to pick your share of the treasure and take the woman you desire?"

1
IRON FIST OF THE ORC

CONDITION

Plays to your support area.
Each time a regroup action discards an Orc, you may stack that Orc on this card. **Regroup:** Discard 3 cards stacked here and remove **0** to discard a Free Peoples possession.
"The old world will burn to the fires of industry."

4
ISENGARD ARTISAN

MINION • ORC

8
3
4

Regroup: Discard an **♣** Orc to make the Free Peoples player wound a companion.
"Minions of Orthanc shared their master's fascination with machines."

3
ISENGARD BUILDER

MINION • ORC

7
3
4

Regroup: If stacked on an **♣** card, discard this card to add **0**.
"They were all talking with hard voices, and longing, making a tedious din."

2 ISENGARD FLANKER

MINION • ORC

7 Warg-rider. While this minion is not exhausted, he is fierce.

2 Shorter with his warg-riders to scout and defend.

4

2 ISENGARD JOURNEYMAN

MINION • ORC

5 Regroup: Discard an Orc to make the Free Peoples player wound a companion. Drudgery and toil at Isengard left Saruman's minions hungry for sport.

3

4

6 ISENGARD MECHANICS

MINION • ORC

11 Regroup: Discard an Orc to make the Free Peoples player wound a companion (or 2 companions if you spot 6 companions). Regroup: If this minion is stacked on an card, spot an Orc and discard this minion to add 6.

4

4

6 ISENGARD MECHANICS

MINION • ORC

11 Regroup: Discard an Orc to make the Free Peoples player wound a companion (or 2 companions if you spot 6 companions). Regroup: If this minion is stacked on an card, spot an Orc and discard this minion to add 6.

4

4

3 ISENGARD PLODDER

MINION • ORC

7 Regroup: Discard an Orc to make the Free Peoples player wound a companion. Saruman dispatched his trusted Orcs to aid in the sack of Rohan.

3

4

3 ISENGARD RIDER

MINION • ORC

8 Warg-rider. While this minion is not exhausted, he is fierce.

3 "He has taken Orcs into his service, and Warg-riders, and evil Men..."

4

0 ISENGARD SCIMITAR

POSSESSION • HAND WEAPON

2 Bearer must be an Orc. When you play this weapon, you may add 1 for each site you control. Orcs from Isengard favor a short, curved sword when mounted.

4

2 ISENGARD SCOUT TROOP

MINION • ORC

5 Warg-rider. While this minion is not exhausted, it is fierce. Each time an Orc wins a skirmish, you may exert this minion to control a site.

3 "...where the warg hounds, there also the orc prevails."

4

1 ISENGARD TENDER

MINION • ORC

5 Regroup: If stacked on an card, discard this card and remove 1 to exhaust a companion. Unfortunate Orcs assisted in Saruman's foul wizardry.

2

4

1 ISENGARD TINKER

MINION • ORC

5 Regroup: Discard an Orc to make the Free Peoples player wound a companion. "I wonder if his fame was... due to his cleverness in setting at Isengard."

2

4

7 *LIEUTENANT OF ORTHANC

MINION • URUK-HAI

12 Damage +1. Maneuvers Exert Lieutenant of Orthanc to make another Uruk-hai fierce until the regroup phase. "Do you wish to see the greatness of our army? We are the fighting Uruk-hai!"

3

5

0 LEECHCRAFT

CONDITION

1 Spell. To play, exert Saruman or an Man. Plays on a Free Peoples Man. Special abilities in bearer's game text may not be used. "Your leechcraft are long would have had me walking on all fours like a beast."

4

7 *LIEUTENANT OF ORTHANC

MINION • URUK-HAI

12 Damage +1. Maneuvers Exert Lieutenant of Orthanc to make another Uruk-hai fierce until the regroup phase. "Do you wish to see the greatness of our army? We are the fighting Uruk-hai!"

3

5

1 MANY RIDDLES

CONDITION

1 Search. To play, exert an tracker. Plays on a companion (except the Ring-bearer). Assignments Exert an tracker and remove 1 to assign that tracker to bearer. Bearer may exert to prevent this. "It will be hard news for Frodo..."

4

3 *MAUHUR PATROL LEADER

MINION • URUK-HAI

9 Tracker. Fierce. Skirmish: Remove 1 to prevent an tracker from taking wounds. "Mauhur and his lads are in the forest, and they should turn up any time now."

2

5

1 MEN WILL FALL

EVENT

Skirmish: Spot Saruman or an Man to make an unbound companion strength -2. "The Ring of Barad-dûr. So Gandalf Greyhame thinks he has found Jolaur's heir, the Last King of Gondor... 'Fell' that line was broken years ago."

4

2
NEW POWER RISING

EVENT

Regroup: Spot Saruman or an **Man**. reveal your hand; and discard all Free Peoples cards revealed to take an **Man** card into hand from your discard pile.

"For those who aid the Great Eye there will be rich reward."

48.102

2
NO DAWN FOR MEN

EVENT

Maneuver: Exert an Uruk-hai to exert X unbound companions, where X is the number of sites you control.

"This night, the land will be stained with the blood of Rohan..."

48.103

5
•ORTHANC CHAMPION

MINION • URUK-HAI

12
2
5

Damage +1.
Assignment: Exert Orthanc Champion to assign it to an unbound companion. That companion may exert to prevent this.

"A warrior trained in single combat, he tore a swathe through the defenders."

48.104

2
ORTHANC WARRIOR

MINION • URUK-HAI

7
2
5

Damage +1.
"The Uruk-hai bred by Saruman are stranger and more fell than Orcs of Mordor."

48.105

0
PILLAGE OF ROHAN

CONDITION

Plays on a site you control.
While an Uruk-hai is stacked on this site, the Free Peoples player may not play skirmish events or use skirmish special abilities.

"Rage of plunder swelled the ranks of the Jaegardens."

48.107

0
RACE ACROSS THE MARK

CONDITION

Plays to your support area.
Skirmish: Spot a site you control and remove **2** to cancel a skirmish involving an Uruk-hai.

"But in the morning, the Uruk-hai of Jaegardens outdo the dirty work as usual."

48.108

4
•RANGED COMMANDER

MINION • URUK-HAI

8
2
5

Archer.
The twilight cost of each **archer** is -1.
Archery: Exert Ranged Commander to make the Free Peoples player wound an unbound companion; this minion does not add to the minion archery total.

"Hand-picked Uruks led Saruman's crossbowmen."

48.109

1
•RANKS WITHOUT NUMBER

CONDITION

Plays to your support area.
Each time the Free Peoples player assigns an ally to a skirmish, you may play an **Man** minion from your discard pile. That minion's twilight cost is -2.

"All Jaegard must be emptied..."

48.110

1
REST WHILE YOU CAN

CONDITION

Search. To play, spot an **archer**. Plays on a companion. Limit 1 per companion.
If bearer is killed, reveal the top 10 cards of opponent's draw deck and discard 1 Shadow card and 1 Free Peoples card. Your opponent reshuffles that deck.

48.111

0
ROHAN IS MINE

CONDITION

To play, spot Saruman or an **Man**. Plays on a Free Peoples Man.
Each time the Free Peoples player assigns bearer to a skirmish, exert each ally.

"You have no power here, Gandalf the Grey."

48.112

2
ROHIRRIM TRAITOR

MINION • MAN

6
2
3

While you can spot a companion bearing an **archer** condition, this minion is strength +2.

"Ours it was a man, and did you serve by its fashion."

48.113

4
•SARUMAN
BLACK TRAITOR

MINION • WIZARD

8
4
4

Saruman may not take wounds during the archery phase and may not be assigned to a skirmish.
When you play Saruman, you may discard a condition.
Shadow: Exert Saruman to play Saruman's Staff from your discard pile.

48.114

4
•SARUMAN
MASTER OF FOUL FOLK

MINION • WIZARD

8
4
1

Saruman may not take wounds during the archery phase and may not be assigned to a skirmish.
Each time the fellowship moves, you may heal each **Orc** twice.
Shadow: Exert Saruman to play an **archer** possession from your discard pile.

48.115

2
•SARUMAN'S STAFF
WIZARD'S DEVICE

ARTIFACT • STAFF

2

Plays on Saruman.
Maneuver: Make the first sentence of Saruman's game text not apply until the regroup phase.

"His hand clutched his heavy black staff like a claw."

48.116

1
SCAFFOLDING

POSSESSION

Plays to your support area.
Each time a regroup action discards an **Orc**, you may stack that Orc on this card.
Response: If an **Orc** is about to take a wound, discard 2 cards stacked here to prevent that wound.

"Towers marked the inner ring, implements of industry."

48.117

0
SCALING LADDER

CONDITION

Machine. Plays to your support area.
Shadow: Exert an Uruk-hai to place an **archer** token on this card.
Skirmish: Spot an **archer** token here to heal an Uruk-hai. Discard this condition.

"Hundreds of long ladders were lifted up. Many were cast down to ruin, but many more replaced them..."

48.118

2 •SHARKU
VILE MARAUDER

MINION • ORC

7 Warg-rider.
While Sharku is not exhausted, he is fierce.
Regroup: Exert Sharku to add 0.
"Send out your warg-riders."

2
4

2 •SHARKU
WARG-CAPTAIN

MINION • ORC

7 Warg-rider.
While Sharku is not exhausted, he is fierce.
Each time you play an 0 mount, you may make the Free Peoples player exert a companion (except a Hobbit).
Only Sharku commanded enough respect to control Saruman's warg-riders.

2
4

5 •SHARKU'S WARG

POSSESSION • MOUNT

5 Bearer must be a warg-rider.
If bearer is Sharku, he is damage +1.
Response: If a skirmish special ability is used in a skirmish involving bearer, exert bearer to cancel that action.
The warg-captain picked the fastest and strongest mount.

3

0 SIEGE ENGINE

CONDITION

Machine. Plays to your support area.
Shadow: Play an Uruk-hai to place an 0 token on a machine.
Response: If one or more machines are about to be discarded by an opponent, discard this condition to prevent that.
"Ropes... were buried over the parapet..."

1 STILL THEY CAME

EVENT

Skirmish: Exert an Uruk-hai who is not assigned to a skirmish to make another Uruk-hai strength +3.
"Before the wall's feet the dead and broken were piled like shingle in a storm; over higher rose the fortress mounds..."

0 •THE PALANTIR OF ORTHANC
SEVENTH SITING-STONE

ARTIFACT • PALANTIR

To play, spot an 0 minion. Plays to your support area.
Shadow: Spot an 0 minion and remove 0 to reveal the top card of any draw deck. You may place that card beneath that draw deck.
"The name means that which looks far away..."

2 TWISTED TALES

CONDITION

Plays to your support area.
Each time a companion or ally loses a skirmish involving an 0 Man, you may spot a possession to stack that possession here.
"Too long have you sat in the shadows..."

4 •UGLÜK
SERVANT OF SARUMAN

MINION • URUK-HAI

9 Tracker. Fierce.
The roaming penalty for each 0 tracker you play is -2.
While you can spot 2 0 trackers, Uglúk is strength +3.
While you can spot 3 0 trackers, Uglúk is damage +1.

3
5

1 •UGLÜK'S SWORD

POSSESSION • HAND WEAPON

3 Bearer must be an Uruk-hai.
Shadow: If bearer is Uglúk, exert it and discard a minion from hand to play a minion. Its twilight cost is -3.
"I am Uglúk. I command..."

2 •UNFERTH
GRIMA'S BODYGUARD

MINION • MAN

6 Each time the Free Peoples player assigns a companion or ally to an 0 Man, that companion or ally must exert.
Grima promised him riches when Rohan fell to Saruman.

2
3

7 URUK ASSAULT BAND

MINION • URUK-HAI

14 Damage +1. To play, spot an Uruk-hai. While at a battleground, this minion is fierce.
While you control a battleground, this minion is strength +6.
While you control 2 battlegrounds, this minion may not take wounds.

3
5

2 URUK BESIEGER

MINION • URUK-HAI

6 Damage +1.
Regroup: Stack this minion on a site you control.
Shadow: If stacked on a site you control, play this minion. Its twilight cost is -1.
Fresh troops awaited to attack any weakness.

2
5

4 URUK CHASER

MINION • URUK-HAI

9 Tracker. Fierce.
During a fierce skirmish involving this minion, it is strength +2.
"Now we'll have to leg it double quick..."

2
5

4 URUK CROSSBOW TROOP

MINION • URUK-HAI

8 Archer.
When you play this minion, you may place an 0 token on a machine.
"Both from the Uruk crossbows shattered the shields of the defenders."

2
5

3 URUK CROSSBOWMAN

MINION • URUK-HAI

6 Archer.
Archery: Exert this minion to make the Free Peoples player wound an unbound companion; this minion does not add to the minion archery total.
Both the valiant and its wielder were foul creations of Saruman.

2
5

4 URUK DEFENDER

MINION • URUK-HAI

9 Damage +1.
Skirmish: Exert this minion at a battleground to make another Uruk-hai strength +2.
Saruman's Uruk army trained in formation tactics.

2
5

3 URUK ENGINEER

MINION • URUK-HAI

8 Damage +1.
When you play this minion, you may place an **M** token on a machine.
"Tired! Uruk-hai operated Saruman's siege engines at Helm's Deep."

2
5

4 URUK FANATIC

MINION • URUK-HAI

9 Damage +1.
If there are at least 3 cards in the dead pile, this minion is fierce.
"Despite intensive training, the wall of blood still enraged the Uruk warriors."

2
5

5 URUK FOLLOWER

MINION • URUK-HAI

10 Tracker. Fierce.
Unbound Hobbits may not be discarded.
Response: If an unbound Hobbit is killed, exert this minion to add a burden.
"But at the moment Uruk was not engaged in sport. He wanted sport and had to humiliate unwilling followers."

3
5

1 URUK FOOT SOLDIER

MINION • URUK-HAI

5 Tracker. Fierce.
During a fierce skirmish involving this minion, it is strength +3 and damage +1.
"Cunning, cunning on, and we ought to get a piece on."

1
5

6 URUK HUNTER

MINION • URUK-HAI

12 Tracker. Fierce.
Unbound Hobbits may not be discarded.
Response: If an unbound Hobbit is killed, exert this minion twice to exhaust a companion.
"We came out of Isengard, and led you here, and we shall lead you back the way we chose."

3
5

2 URUK PLAINS RUNNER

MINION • URUK-HAI

7 Tracker. Fierce.
During a fierce skirmish involving this minion, it is strength +3 and damage +1.
"Run! Or you'll never see your beloved hobs again!"

1
5

2 URUK PURSUER

MINION • URUK-HAI

5 Tracker. Fierce.
Unbound Hobbits may not be discarded.
Response: If an unbound Hobbit is killed, exert this minion to make the Free Peoples player wound an unbound companion.
"None of that! Hold your tongues!"

3
5

6 URUK REAR GUARD

MINION • URUK-HAI

12 Damage +1.
Skirmish: Exert this minion at a battleground to make another Uruk-hai strength +1.
"Dressed a fair share of plunder, they defied against possible reinforcements."

4
5

3 URUK REGULAR

MINION • URUK-HAI

8 Damage +1.
Shadow: Exert this minion to play an Uruk-hai; its twilight cost is -1 for each other Uruk-hai you can spot.
"We are the Uruk-hai; we do not stop the fight for night or day, for fine weather or for storm."

2
5

3 URUK RUNNER

MINION • URUK-HAI

8 Tracker. Fierce.
During a fierce skirmish involving this minion, it is strength +2.
"Run, curse you! Run while night lasts!"

2
5

2 URUK SAPPER

MINION • URUK-HAI

6 Damage +1.
When you play this minion, you may place an **M** token on a machine.
"The destruction of the Hornburg fortification was the task of Saruman's engineer troops."

2
5

4 URUK SEARCHER

MINION • URUK-HAI

9 Tracker. Fierce.
While skirmishing a character bearing a search card, this minion is strength +2 and damage +1.
"Why don't we search them and find out?"

2
5

2 URUK SEEKER

MINION • URUK-HAI

6 Tracker. Fierce.
While skirmishing a character bearing a search card, this minion is strength +2 and damage +1.
"No crying out, no trying to escape."

2
5

1 URUK SPEAR

POSSESSION • HAND WEAPON

+2 Beater must be an Uruk-hai.
Maneuver: Exert beater to discard a Free Peoples mount.
"The Uruk-hai braced their long pikes to challenge the oncoming Riders."

2

3 URUK STALKER

MINION • URUK-HAI

8 Damage +1.
While an ally is in the dead pile, this minion is strength +3 and fierce.
"A moment they hesitated, and then on they came."

2
5

3 URUK STORMER

MINION • URUK-HAI

8 Damage +1.
Each time a companion or ally is killed during a skirmish involving an Uruk-hai, you may take control of a site.
"They were not broke, and fled back, and then charged again, broke and charged again, and each time, like the incoming sea, they halted at a higher point."

2
5

4 URUK TROOPER

MINION • URUK-HAI

9 Damage +1.
Regroup: Stack this minion on a site you control.
2 Shadows: If stacked on a site you control, play this minion. Its twilight cost is -1.
5 *"Thousands of Uruk-hai came to take the Harrowing."*

10 URUK VANGUARD

MINION • URUK-HAI

17 Damage +1 (or damage +2 if at a battleground). To play, spot an Uruk-hai. While at a battleground, this minion is fierce.
4 *"There are Uruk-hai – their armour is thick, their shields broad."*
5

3 URUK VETERAN

MINION • URUK-HAI

8 Damage +1.
Regroup: Stack this minion on a site you control.
2 Shadows: If stacked on a site you control, play this minion. Its twilight cost is -1.
5 *"We come to kill, by sun or moon."*

5 URUK-HAI BAND

MINION • URUK-HAI

10 Damage +1.
This minion is strength +2 for each site you control.
3 *"There were four... of greater stature, swart, slant-eyed, with thick legs and broad hands."*
5

4 URUK-HAI BERSERKER

MINION • URUK-HAI

7 Damage +1.
This minion is strength +1 for each wound on a character in its skirmish.
3 *"Goutkins full of blood poured upon hereticks before battle until their bloodstain."*
5

6 URUK-HAI HORDE

MINION • URUK-HAI

12 Damage +1.
The twilight cost of this minion is -1 for each site you control.
3 *"The sunsets of war grew behind them."*
5

3 URUK-HAI MARAUDER

MINION • URUK-HAI

8 Damage +1.
The twilight cost of this minion is -1 for each site you control.
2 *"We shall have some fun later..."*
5

5 URUK-HAI MOB

MINION • URUK-HAI

10 Damage +1.
The twilight cost of this minion is -1 for each site you control.
3 *"Let the fighting Uruk-hai do the work, as usual!"*
5

4 URUK-HAI PATROL

MINION • URUK-HAI

9 Damage +1 (or damage +2 while you control a site).
2 *"We are the servants of Saruman the Wise..."*
5

4 URUK-HAI RAIDING PARTY

MINION • URUK-HAI

9 Damage +1.
Bands of Uruks crossed the plains of Rohan.
3
5

0 VENGEANCE

EVENT

Skirmish: Make an tracker strength +2 for each card borne by the character it is skirmishing.
Saruman's insulted a spirit for revenge in his fighting blood.

3 VOLLEY FIRE

EVENT

Archery: Discard 2 archers to exhaust an unbound companion.
Defenders on the walls made perfect targets for the Janguard crossbowmen.

4 WARG-WANG

POSSESSION • MOUNT

+4 Bearer must be a warg-rider.
+2 Response: If a skirmish special ability is used in a skirmish involving bearer, exert bearer to cancel that action.
Bigger and stronger wargs were ridden into battle.

3 WARG

POSSESSION • MOUNT

+3 Bearer must be a warg-rider.
+1 Response: If a skirmish special ability is used in a skirmish involving bearer, exert bearer to cancel that action.
"Tell him there is no hope ahead. He should return to Eborac before the wolves of Janguard come there."

2 WARG-MASTER

MINION • ORC

6 Warg-rider. When you play this minion, you may play an mount from your discard pile.
2 While this minion is not exhausted, he is fierce.
4 *"...yet I feared that warg-riders and plunderers might ride nonetheless to Mithrandir, while it was undefended."*

1 WARG-RIDER

MINION • ORC

5 Warg-rider.
2 While this minion is not exhausted, he is fierce.
4 *"Scoutly a warg rode back and reported that warg-riders were abroad in the valley..."*

1

WE ARE THE FIGHTING URUK-HAI

EVENT

Skirmish: Make an Uruk-hai strength +2 (and damage +1 if you control a site).
"But for us you'd all have run away."

4 C 20

2

WEAPONS OF ISENGARD

CONDITION

Machine. Plays to your support area.
 Shadow: Play an archer to place an token on this card.
 Archery: Remove 2 tokens from this card to make the minion archer's total +2. Discard this condition.
"Crusaders arrived with mountains from Isengard."

4 B 20

1

WEARY

CONDITION

Search. Plays on a companion or ally. Limit 1 per character.
 Each time the Free Peoples player assigns a bearer to skirmish an tracker, bearer must exert.
"We shall not turn back here."

4 B 20

1

WHAT DID YOU DISCOVER?

CONDITION

Search. Plays to your support area. Each time the fellowship moves during the regroup phase, you may discard 2 cards from hand to take an tracker from your discard pile into hand.
"The south have come back at last."

4 B 20

2

WHERE HAS GIMLI STOWED IT?

EVENT

Maneuver: Spot Grima to discard a possession borne by an ally or unbound companion.
"I tell you he is under up the legs. Many other things are there which men have missed."

4 B 20

1

WOLF-VOICES

EVENT

Skirmish: Make an Orc strength +2 (and heal it if mounted).
"...these hands freeze my blood."

4 C 20

2

WOLVES OF ISENGARD

CONDITION

Plays on a plains site you control. Regroup: Exert an Orc to make the Free Peoples player wound a companion.
"Saruman's wolf-riders traveled the plains faster than even the Riders of Rohan."

4 B 20

0

WOUNDED

CONDITION

To play, exert an Man. Plays on a Free Peoples Man. When you play this condition, exert bearer. Wounds may not be removed from bearer.
"He is alive!"

4 B 20

0

DURIN'S TOWER

CONDITION

Plays to your support area. At sites 2) and 3), The Balrog's twilight cost is -3. Skirmish: Discard this condition to make a unique minion strength +3.
"...carved in the living rock of Zirakgel, the pinnacle of the Silvertime."

4 B 20

14

•THE BALROG
TERROR OF FLAME AND SHADOW

MINION • BALROG

17
5
4

Damage +2.
 The twilight cost of The Balrog is -3 if you can spot a minion.
 The Balrog cannot be assigned to skirmish companions or allies of strength less than 6.
"...he burst into new flame."

4 B 20

7

•ARMY OF HARADRIM

MINION • MAN

14
4
4

Southron.
 Skirmish: Remove to play a mount from your discard pile.
"The desert lords of Harad support their huge forces with mammoth war beasts."

4 B 20

7

•ARMY OF HARADRIM

MINION • MAN

14
4
4

Southron.
 Skirmish: Remove to play a mount from your discard pile.
"Lacking shields and armor, Southron forces rely on speed and numbers."

4 B 20

2

•ARROW FROM THE SOUTH

CONDITION

Plays to your support area. Each time a companion or ally loses a skirmish involving a Man, you may place a token here.
 Archery: Heal a archer for each token here. Discard this condition.
Haradrim is the Gondorian name for Southrons."

4 B 20

6

COMPANY OF HARADRIM

MINION • MAN

13
3
4

Southron.
 Regroup: Remove and spot another Southron to make the move limit -1 for this turn (to a minimum of 1).
"The quick movements of Southron soldiers cut off all paths of retreat."

4 B 20

5

•DESERT LANCERS

MINION • MAN

11
3
4

Southron. To play, spot a Man. Regroup: Exert Desert Lancers twice to take control of a site.
"Murder has allied itself with... the cruel Haradrim..."

4 B 20

6

•DESERT LEGION

MINION • MAN

13
3
4

Southron. Ambush . While you can spot 4 burdens, this minion is strength +5. While you can spot 5 burdens, this minion is fierce. While you can spot 6 burdens, this minion is damage +1.

4 B 20

6 • DESERT LORD



MINION • MAN

11
3
4

Southron. Archery.
Archery: Exert Desert Lord to exert a companion (except the Ring-bearer); Desert Lord does not add to the minion archery total.
Southron legends tell of powerful warrior leaders and the kingdoms they have conquered.

4 DESERT SOLDIER



MINION • MAN

9
2
4

Southron.
At the start of each skirmish involving this minion, you may remove ⑥ to wound a companion or ally he is skirmishing.
"Not me; very cruel wicked Men they look."

3 DESERT SPEARMAN



MINION • MAN

8
2
4

Southron.
At the start of each skirmish involving this minion, you may remove ⑥ to wound a companion or ally he is skirmishing.
Long spears are used by Southrons to attack while riding desert beasts.

5 DESERT STALKER



MINION • MAN

11
2
4

Southron. Ambush ⑥.
Maneuver: Exert this minion and spot 4 Free Peoples cultures to exert every companion.
"They strike only when their prey is big and in need."

2 DESERT WARRIOR



MINION • MAN

6
2
4

Southron.
At the start of each skirmish involving this minion, you may remove ⑥ to wound a companion or ally he is skirmishing.
The Haradrim wear cloaks and head wraps to survive the deserts of their homeland.

1 DISCOVERED



EVENT

Maneuver: Exert a ③a Man to discard a Free Peoples condition (or 2 Free Peoples conditions if you spot 3 burdens).
"The voices and the clink of weapons and harness were very close."

6 EASTERLING ARMY



MINION • MAN

13
3
4

Easterling. Fierce.
Skirmish: Spot 2 burdens and exert this minion to make an Easterling strength +1.
Skirmish: Spot 4 burdens and exert this minion to make an Easterling strength +2.
Skirmish: Spot 6 burdens and exert this minion to make an Easterling strength +3.

2 EASTERLING AXEMAN



MINION • MAN

6
2
4

Easterling.
While you can spot 2 burdens, this minion is strength +3 and fierce.
"Pirates wielded by tall Easterling warriors cut through armor and bone."

5 • EASTERLING CAPTAIN



MINION • MAN

11
3
4

Easterling. Fierce.
Skirmish: Spot 2 burdens and remove ⑥ to make an Easterling strength +2.
Skirmish: Spot 4 burdens and remove ⑥ to make an Easterling strength +3.
Skirmish: Spot 6 burdens and remove ⑥ to make an Easterling strength +4.

4 EASTERLING GUARD



MINION • MAN

9
2
4

Easterling.
Each time this minion is assigned to an unbound companion, you may exert him to add a burden.
Armored Easterlings protect their commanders from enemy assaults.

3 EASTERLING INFANTRY



MINION • MAN

8
2
4

Easterling.
While you can spot 3 burdens, this minion is fierce and damage +1.
Sometimes called the Men of Rohan, the Easterlings loved Gondor for her valor.

3 EASTERLING LIEUTENANT



MINION • MAN

8
2
4

Easterling.
Each time this minion is assigned to an unbound companion, you may exert him to add a burden.
"Easterlings... have passed through the Black Gate..."

0 EASTERLING POLLARD



POSSESSION • HAND WEAPON

+2

Bearer must be an Easterling. While you can spot 2 burdens, bearer cannot take wounds. While you can spot 3 burdens, bearer is damage +1.
"...and the tips of their spears..."

1 EASTERLING SKIRMISHER



MINION • MAN

5
1
4

Easterling.
When you play this minion, you may spot another Easterling to add ① for each burden (limit ①).
Enemy formations are threatened by the spears of Easterling light troops.

4 EASTERLING TROOPER



MINION • MAN

9
2
4

Easterling.
While you can spot 3 burdens, this minion is fierce and damage +1.
Famous Easterling fighters formed ranks of axes and spears to charge the knights of Gondor.

0 • EASTERLING EYIN MUI



CONDITION

Plays to your support area. Each Ring-bound companion moving from site 21 must exert twice. Maneuver: Discard this condition and exert a ③a Man to exert a Ring-bound companion.
The Eyin Mui was a strange, twisted kind of ball.

4 ELITE ARCHER

MINION • MAN

8
2
4

Southron. Archer.
Archery: Exert this minion to exert a companion (except the Ring-bearer); this minion does not add to the minion archery total.
Veteran bowmen are highly valued in the kingdoms of the South.

2 FEARLESS

EVENT

Skirmish: Make a Southron strength +1 for each burden you spot (limit +5), or make a **Man** strength +2.
"Despite their foreign ways, the Men from the South and East were formidable fighters."

0 FLANKING ATTACK

EVENT

Maneuver or Skirmish: Exert a Southron to add **6**.
"Our scouts report more Haradrim making their way up here..."

0 GATHERING TO THE SUMMONS

EVENT

Skirmish: Spot a **Man** skirmishing a Ring-bound companion to add a burden.
"These were Men of other races, out of the wide Earthenlands..."

1 HOWL OF HARAD

CONDITION

Plays to your support area.
Response: If a Southron wins a skirmish, remove **6** to make the Free Peoples Player wound a Ring-bound companion.
Blood-curdling cries rout the Southrons' enemies from the battlefield.

0 •ITHILIN WILDERNESS

CONDITION

Plays to your support area.
 At the start of each of your Shadow phases, if the fellowship is at site 71, 81, or 91 and the twilight pool has fewer than 7 twilight tokens, you may add **6**.
Skirmish: Discard this condition to make a **Man** strength +2.

0 MEN OF HARAD

CONDITION

Plays to your support area.
Shadow: Spot a site you control, spot 3 Southrons, and remove **6** to draw a card.
The savage Haradrim, men from the kingdoms south of Gondor and Mordor, were called Southrons.

2 MEN OF RHIN

EVENT

Skirmish: Make a **Man** strength +3 (or +4 if you spot 4 burdens).
Sudden war came upon Gondor east of Rhin, land of the East.

2 MUMAK

POSSESSION • MOUNT

3

Bearer must be a Southron. Bearer is **fierce**. Each time bearer wins a skirmish, you may add **6**.
"Sam saw a vast shape crash out of the trees and come careening down the slope."

4 NEW FEAR

EVENT

Regroup: Exert a **Man** to add a burden for each companion over 4. The Free Peoples player may discard 2 companions (except the Ring-bearer) to prevent this.
"They heard singing and came shouting. At first it seemed a long way off, but it drew nearer..."

2 ON THE MARCH

EVENT

Skirmish: Make a **Man** strength +3 (or +5 if you spot 6 companions).
Centurions traveled up the ancient roads of Gondor to swell the hosts of the Dark Tower.

0 RAIDERS FROM THE EAST

CONDITION

Plays to your support area.
Shadow: Remove **6** and exert a **Man** to place a **6** token here.
Maneuver: Remove a **6** token here to add **6**.
The Centurions raid their enemies to gather supplies and equipment.

6 RAPID FIRE

EVENT

Archery: Exert a **Man** archer to make the minion archery total +1 for each burden (limit +5).
Wares between the southern kingdoms taught speed and precision to the archers of the Haradrim.

8 •REGIMENT OF HARADRIM

MINION • MAN

16
4
4

Southron. To play, spot a **Man**.
Regroup: Exert Regiment of Haradrim twice to take control of a site.
"One of their regiments is due by our reckoning to pass by, some time ere noon..."

3 SOUTHRON ARCHER

MINION • MAN

6
2
4

Southron. Archer.
 While you can spot another Southron, the minion archery total is +1 for each site you control.
"They have passed on to the Black Gate, but more many follow."

8 SOUTHRON ARCHER LEGION

MINION • MAN

13
4
4

Southron. Archer.
Archery: Remove **6** to add 1 to the minion archery total for each companion over 4 (limit +4).
"But few heard tales of the big folk down among in the Saurlands..."

4 SOUTHRON ASSASSIN

MINION • MAN

9 Southron. Each time a companion or ally loses a skirmish involving a Southron, you may remove 1 to make the Free Peoples player wound a Ring-bound companion.

2 "Some of the Southrons have broken from the trap and are flying from the road."

4

3 SOUTHRON BOW

POSESSION • RANGED WEAPON

Bearer must be a 11111 Man. Bearer is an archer. While you can spot another 11111 Man, the minion archery total is +1. Volleys from Southron bows are deadly in large numbers.

6

2 Southron. Archer. Archery: Exert this minion to exert a companion (except the Ring-bearer); this minion does not add to the minion archery total.

4 "The Southron armies deploy archers to harass enemy troop formations."

3 SOUTHRON BOWMAN

MINION • MAN

6 Southron. Archer. Archery: Exert this minion to exert a companion (except the Ring-bearer); this minion does not add to the minion archery total.

2 "The Southron armies deploy archers to harass enemy troop formations."

4

5 SOUTHRON COMMANDER

MINION • MAN

10 Southron. Ambush 0. Assignment: Spot 6 companions to assign this minion to the Ring-bearer. The Free Peoples player may discard an unbound companion to prevent this.

3 "Almost as bad as Orcs, and much bigger."

4

2 SOUTHRON EXPLORER

MINION • MAN

5 Southron. Regroup: Exert this minion and remove 1 to take control of a site.

3 Scouts find uses for Southron armists as they cross the deserts of Harad.

4

5 SOUTHRON FIGHTER

MINION • MAN

10 Southron. Ambush 0. Maneuver: Exert this minion and spot 5 companions to make the Free Peoples player exert a companion.

3 "They have come out of the South beyond the Great River's end..."

4

5 SOUTHRON INVADERS

MINION • MAN

10 Southron. Ambush 0. When you play this minion, you may spot another Southron to play a minion with ambush from your discard pile.

3 "So when you said 'Men out of the South, all in red and gold,' I said 'were there any elephants?' 'Ten of there was, I was going to take a look...'"

4

4 SOUTHRON MARCHER

MINION • MAN

6 Southron. Ambush 0. While you can spot a Southron, this minion's twilight cost is -2.

1 "Hardy desert warriors needed little rest."

4

3 SOUTHRON RUNNER

MINION • MAN

4 Southron. Ambush 0. While you can spot a Southron, this minion's twilight cost is -2.

1 "Spot scouts track enemy movements to set up surprise attacks."

4

1 SOUTHRON SCOUT

MINION • MAN

3 Southron. Ambush 0. "They have black eyes, and long black hair, and gold rings in their ears..."

1

4

4 SOUTHRON SENTRY

MINION • MAN

9 Southron. Maneuver: Exert this minion to add 1 for each site you control.

2 "Pickets guarded the borders of the Southron encampment."

4

2 SOUTHRON SOLDIER

MINION • MAN

4 Southron. Ambush 0. "The kingdoms of Harad fight countless wars and train thousands of warriors."

1

4

1 SOUTHRON SWORD

POSESSION • HAND WEAPON

2 Bearer must be a Southron. Skirmish: Remove 1 and exert bearer to wound a companion or ally bearer is skirmishing.

4 "Long pikes defend the Southrons against the armored legions of Gondor."

3 SOUTHRON TRAVELER

MINION • MAN

8 Southron. Ambush 0. Response: If a Southron is about to take a wound, remove 1 to prevent that wound.

1 "Men of Harad were used to long journeys."

4

7 SOUTHRON TROOP

MINION • MAN

14 Southron. Archer. Ambush 0. To play, spot a Southron. Assignment: Spot 7 companions to assign this minion to the Ring-bearer. The Free Peoples player may make you discard a companion (except the Ring-bearer) to prevent this.

4

4

5 SOUTHRON VETERANS

MINION • MAN

10 Southron. Ambush 0. Maneuver: Exert this minion and spot 6 companions to make the Free Peoples player exert 2 companions.

3 "He caught a glimpse of a worthy man... running down the slope some way off..."

4

3 SOUTHRON WANDERER

MINION • MAN

8 Southron. Ambush 0.
Assignment: Exert this minion and spot 5 companions to assign this minion to the Ring-bearer. The Free Peoples player may add 0 to prevent this.
Some desert warriors have no allegiance and work for any faction that will pay them.

0 STRENGTH IN NUMBERS

CONDITION

To play, spot a Southron. Plays to your support area.
Maneuver: Discard this condition to add 0 for each Man with ambush you spot.
Lacking arms and armor, the Haradrim use swift movements to outnumber their opponents.

0 TRAMPLE

EVENT

Maneuver: Spot a mounted Man to discard a companion (except the Ring-bearer). The Free Peoples player may add 0 to prevent this.
"I stamp round and round, / 'Never lie on the ground, / 'Not even to die. / 'Oliphaunt am I!"

2 VISION FROM AFAR

EVENT

Assignment: Assign an Easterling to the Ring-bearer. The Free Peoples player may add a burden to prevent this.
"Then he knew that the hope that had for one wild moment stirred in his heart was vain."

3 WAR MUMUK

POSSESSION • MOUNT

4 Bearer must be a Southron. Bearer is **fierce**.
 Each time bearer overwhelms a character, you may add 0.
"Big as a house, much bigger than a house, it looked to him, a grey-lad moving bell."

3 WHIRLING STRIKE

EVENT

Skirmish: Wound a companion or ally skirmishing a Man.
"The Southrons fight with tactics the men of Gondor have never before seen."

1 WRATH OF HARAD

CONDITION

Plays to your support area.
 While you can spot a Man, each Free Peoples event that spots or exerts a ranger gains this cost: "wound a companion."
Skirmish: Discard this condition to make a Man strength +2.
Massed Southron troops prepared to attack Gondor.

0 FELL BEAST

POSSESSION • MOUNT

2 To play, discard 2 cards from hand. Bearer must be a Nazgûl. Bearer is **fierce**.
"And these winged creatures that they ride on now, they are probably no more than any other creature. They are like great carrion birds."

1 SPIED FROM ABOVE

CONDITION

Plays to your support area.
Regroup: Exert a Nazgûl twice to play a Man or minion. That minion's twilight cost is -8 and it comes into play exhausted.
"It leaped into all of their minds that the Black Wings had sped there and had sent armed soldiers to seize them..."

2 SWORD OF DOI GULDUR

POSSESSION • HAND WEAPON

2 Bearer must be a Nazgûl. While bearer is Ulairë Toldëa, each time he wins a skirmish the Free Peoples player must discard a possession or condition.
"The weapons of the 'Nine are wrought with secrecy."

8 THE WITCH-KING
DEATHLESS LORD

MINION • NAZGÛL

14 **Fierce.** Each time a companion is killed in a skirmish involving a Nazgûl, wound an ally twice or exert a companion.
"Dead? No, you cannot kill them."

4 ULAIRË LEMENYA
WINGED HUNTER

MINION • NAZGÛL

9 **Regroup:** Exert Ulairë Lemenya and discard 3 cards from hand to return a companion (except the Ring-bearer) to owner's hand.
"...the hapless bearer that had come with the cry in the wind and the shadow on the moon..."

4 ULAIRË NERTËA
WINGED HUNTER

MINION • NAZGÛL

9 When you play Ulairë Nertëa, spot another Nazgûl to make the Free Peoples player exert a Ring-bound companion for each Free Peoples culture you can spot over 2.
"A vast winged shape passed over the moon like a black cloud. The stars faded before it..."

6 ULAIRË TOLDËA
WINGED SENTRY

MINION • NAZGÛL

12 **Fierce.** Each time Ulairë Toldëa wins a skirmish, the Free Peoples player must exert a companion or add a burden.
"They are calling for it. Calling for the prison..."

1 WINGED AND OMINOUS

CONDITION

Plays to your support area.
Regroup: Exert a Nazgûl to place a token on this card.
Shadow: Remove 3 tokens from here to add 0.
"It walked across the moon... outstripping the wind as it fell..."

1 ALDOR
SOLDIER OF EDORAS

ALLY • HOME 31 & 61 • MAN

3 **Archery:** Exert Aldor and spot a villager to make the fellowship archery total +1.
"Fighting to defend his people, Aldor found courage to replace his youth."

1

AN HONORABLE CHARGE

EVENT

Skirmish: Make an unbound companion strength +1 for each Man you spot (limit +3).
"A time may come when there will be a need for valour without reason..."

1

ARMORY

CONDITION

Fortification. Plays to your support area.
Maneuver: Spot 2 Men to remove 2 tokens from a machine or to take a possession into hand from your discard pile. Discard this condition.
"Choose from these ere we go, and may they serve you well!"

1

ARROW-SLITS

CONDITION

Fortification. Plays to your support area.
Maneuver: Spot 2 Men to discard a possession or a machine. Discard this condition.
"Here and there were clefts in the stone through which men could shoot."

1

BANNER OF THE MARK

POSSESSION • HAND WEAPON

Bearer must be a companion. Each time bearer wins a skirmish, you may exert a minion.
Response: If bearer wins a skirmish, discard this possession to liberate a site.
"Erl's deeds awake. Now for wrath. Now for ruin, and the red dawn."

1

BLOOD HAS BEEN SPILLED

CONDITION

Plays to your support area.
Skirmish: Discard a mount borne by a Man to prevent that Man from being overwhelmed unless his or her strength is tripled.
"They were hounding the Orcs too, pursuing them from scattering, and driving them..."

1

BREGO

POSSESSION • MOUNT

To play, spot a Man. Bearer must be a Man, Elf, or Wizard. When you play Brego, you may heal bearer.
 At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.
"Brego was named for the second King of Rohan."

2

CEORL
WEARY HORSEMAN

COMPANION • MAN

6
3

Response: If your opponent is about to take control of a site, exert Ceorl and a villager to prevent this.
"We were driven back yesterday over the June with great loss, many perished at the evening."

1

EGGLAF
COURAGEOUS FARMER

ALLY • HOME 4 • MAN

4
2

Villager.
Fellowship: Exert Egglaf and spot 2 valiant Men to play a possession from your discard pile.
"In the memory of the Rohirrim, Egglaf no longer had a home awaiting his return."

3

ELITE RIDER

COMPANION • MAN

6
3

When this companion is in your starting fellowship, his twilight cost is -1. While skirmishing a wounded minion, this companion is strength +2.
"After him they rode a long line of mail-clad men, swift, shouting, fell and fair to look upon."

3

EOMER
ROHIRRIM CAPTAIN

COMPANION • MAN

7
3

Valiant. While you can spot a Man, Eomer's twilight cost is -1.
Skirmish: Discard 3 cards from hand to make a Man strength +2 for each wound on each minion in his or her skirmish.
"Guthwinet for the Mark!"

3

EOMER
SISTER-SON OF THEODEN

COMPANION • MAN

7
3

While you can spot a Man, Eomer's twilight cost is -1. At the start of each turn, you may heal a ally.
"Now indeed there is hope of victory!"

3

EOMER
THIRD MARSHAL OF RIDDERMARK

COMPANION • MAN

7
3

While you can spot a Man, Eomer's twilight cost is -1. Eomer is strength +2 for each wound on each minion he is skirmishing.
"Then one rode forthwith, a tall man, taller than the rest, from his helm as a crest a white borelet flowed."

1

EOWYN'S SPIAR

POSSESSION • HAND WEAPON

2

Bearer must be a Man. If bearer is Eomer and he is mounted, Eomer is damage +2.
"He advanced until the point of his spear was within a foot of Aragorn's breast."

2

EOTHAIN
SCOUT OF THE MARK

COMPANION • MAN

6
3

Each time the fellowship moves to a plains site, each minion must exert.
"Time is pressing. We must hasten south, lord!"

2

EOWYN
DAUGHTER OF EOMUND

COMPANION • MAN

6
3

Valiant.
Maneuver: Play a possession on Eowyn to heal her.
"Let the heralds announce to the folk that the Lady Eowyn will lead them!"

2

EOWYN
LADY OF ROHAN

COMPANION • MAN

6
3

Valiant.
Response: If an unbound companion is about to take a wound, exert Eowyn and add to prevent that wound.
"Thus Aragorn, Eowyn, and thought her fair, fair and cold, left a morning of pale spring that is not yet come to womanhood."

2 •EOWYN
SISTER-DAUGHTER OF THEODEN



COMPANION • MAN

6 Valiant.
Response: If Eowyn is exhausted and about to take a wound in a skirmish, discard 2 cards from hand to prevent that wound.
"Slender and tall she was... but among the sweetest and stern as steel, a daughter of kings."

1 •EOWYN'S SWORD



POSSESSION • HAND WEAPON

3 Bearer must be Eowyn.
While you can spot a villager, Eowyn is damage +1.
"...the sword you set upright before her, and her hands were laid upon its hilt."

0 EVER THE HOPE OF MEN



EVENT

Regroup: Exert 2 mounted \mathcal{M} Men to discard up to 2 wounded minions.
"Would that day was here and we might ride down upon them like a storm out of the mountains!"

1 FIGHT FOR THE VILLAGERS



EVENT

Skirmish: Make a \mathcal{M} Man strength +2 (or +3 if you spot a villager).
"Bow the gates, let a wind on the surrounds, and get the women and children to the caves!"

2 •FIREFOOT



POSSESSION • MOUNT

Bearer must be a \mathcal{M} Man.
If bearer is Eomer, he is defender +1.
At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.
"Riders of his sword claimed that Eomer's horse had no equal, save Shadowfax."

1 FORTH EORLINGAS!



EVENT

Maneuver: Exert Theoden to make a companion who has the Theoden signet defender +1 until the regroup phase.
"Behind them from the 'Deep came the stern cries of men issuing from thecaves, driving forth the enemy."

2 •FORTRESS NEVER FALLEN



CONDITION

Plays to your support area.
Each time a \mathcal{M} Man wins a skirmish, you may place a \mathcal{M} token on this card.
Regroup: Discard a Shadow condition for each \mathcal{M} token here. Discard this condition.
"...it was the spirit of your people that held it strong."

2 •GAMLING
WARRIOR OF ROHAN



COMPANION • MAN

6 Valiant. To play, spot a \mathcal{M} Man.
Skirmish: Play a \mathcal{M} possession on Gamling to make him strength +2 and damage +1.
"He was one of Theoden's most trusted lieutenants."

1 •GUMA
PLAINS FARMER



ALLY • HOME \mathcal{M} • MAN

4 Villager.
Discard Guma if an opponent controls his home site.
2 Fellowship: Exert Guma to heal a \mathcal{M} Man.
"Producers swelled as if they like Guma brought provisions to the Hornburg."

2 •HAMA
DOORWARD OF THEODEN



COMPANION • MAN

6 To play, spot a \mathcal{M} Man.
Skirmish: Exert Hama to discard a possession borne by a minion he is skirmishing.
"Yet in doubt a man of words will trust to his own wisdom. I believe you are friends and folk worthy of honor, who have no evil purpose."

1 HEAVY CHAIN



POSSESSION • ARMOR

Bearer must be a Man.
Bearer may not be overwhelmed unless his or her strength is tripled.
"What Man of his earlier age wore this chain? Was his end worth a song?"

2 HELM! HELM!



EVENT

Regroup: Spot 2 mounted \mathcal{M} Men to liberate a site or draw 3 cards.
"And with that shout the king came. His horse was white as snow, golden was his shield, and his gear was long."

2 •HERUGRIM



POSSESSION • HAND WEAPON

2 Bearer must be Theoden.
He is damage +1.
1 "Here, lord, is Herugrim, your ancient blade..."

1 •HLAFWINE
VILLAGE FARMHAND



ALLY • HOME \mathcal{M} • MAN

4 Villager.
Discard Hlafwine if an opponent controls his home site.
2 Skirmish: Exert Hlafwine to make a \mathcal{M} Man strength +2.
"Too old to fight, Hlafwine prepared meals for the defenders."

2 HORSE OF ROHAN



POSSESSION • MOUNT

To play, spot a \mathcal{M} Man. Bearer must be a Man, Elf, or Wizard.
At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.
"Very swift were the horses of Rohan."

2 HOUSEHOLD GUARD



COMPANION • MAN

6 Valiant.
3 "The king and the men of his household were in the Hornburg..."

2 •HRETHÉL
RIDER OF ROHAN



COMPANION • MAN

6
3

To play, spot a Man. Skirmish: Heal a minion skirmishing Hrethel to make Hrethel strength +3 (limit +3).
"...gaining on the Orcs, gaining on them like a tide over the flats on folk staying in a quicksand."

3
I AM HERE



EVENT

Fellowship: Exert Théoden twice to heal every other companion with the Théoden signet twice.
"The last host of the Éorlingas has ridden forth. It will not return without battle."

2
•KING'S MAIL



POSSESSION • ARMOR

Bearer must be a Man. Bearer takes no more than 1 wound during each skirmish phase. If bearer is Théoden, he may not take wounds except during a skirmish involving him.
"Now men came bearing remnants of war from the king's board..."

1 •LÉOD
WESTFOLD HERDSMAN



ALLY • HOME 41 • MAN

4
2

Villager. Discard Léod if an opponent controls his home site.
Skirmish: Exert Léod to make a mounted companion strength +2.
"Humble Léod was a rancher before he became a soldier in Arwen's Drap."

1
LET US BE SWIFT



EVENT

Regroup: Spot 3 valiant Men to discard up to 2 conditions and liberate a site.
"Let us drive through such foes as are already between us and the fortress."

2
NEWS FROM THE MARK



EVENT

Fellowship: Spot 3 mounted Men to make the move limit for this turn +2. Each Shadow player may draw 6 cards.
"We are friends of Rohan, and of Théoden, your king."

1
NO REST FOR THE WEARY



EVENT

Maneuver: Spot 3 valiant Men to make one of those Men defender +1 until the regroup phase.
"We must draw all our forces now behind the walls."

1
•PARAPET



CONDITION

Fortification. Plays to your support area. Archery: Spot 2 Men to remove 2 tokens from a machine or to make the minion archery total -3. Discard this condition.
"Upon the spur of rock from the cliff stood high walls of ancient stone."

2
RIDER OF ROHAN



COMPANION • MAN

5
3

Skirmish: If this companion is mounted, exert him to exert a minion skirmishing an unbound companion.
"They are proud and valiant, but they are true-hearted, generous in thought and deed."

1
RIDER'S MOUNT



POSSESSION • MOUNT

Bearer must be a Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.
"These horses were of great stature, strong and clean-limbed, their grey eyes gleaming, their long tails flowed on the wind..."

1
RIDER'S SPEAR



POSSESSION • HAND WEAPON

2

Bearer must be a Man. If bearer is mounted, bearer is damage +1.
"Slights of the sun flared above the eastern hills and glimmered on their spears."

1
ROHIRRIM BOW



POSSESSION • RANGED WEAPON

1

Bearer must be a Man. Archery: Exert bearer and discard this possession to wound a minion.
"The Rohirrim have good bowmen after their fashion, but there are too few here, too few."

1
ROHIRRIM HELM



POSSESSION • HELM

Bearer must be a Man. Skirmish: Discard this possession to cancel a skirmish involving bearer. A minion in this skirmish may exert to prevent this.
"The army of Helm's Deep provided taintment of war for her defenders."

1
ROHIRRIM HELM



POSSESSION • HELM

Bearer must be a Man. Skirmish: Discard this possession to cancel a skirmish involving bearer. A minion in this skirmish may exert to prevent this.
"A helm glist by an Ulrik blade often still saves the rider who wears it."

2
ROHIRRIM SCOUT



COMPANION • MAN

5
3

Valiant. Regroup: Exert this companion and spot a possession to return that possession to hand.
"...wings rode out far ahead, passing like shadows in the folds of the land."

1
ROHIRRIM SHIELD



POSSESSION • SHIELD

Bearer must be a Man. The minion archery total is -1. Regroup: Discard this possession to heal bearer.
"The Rohirrim carried round wooden shields, usable on foot and on horseback."

1 •SIGEWULF
BRAVE VOLUNTEER



ALLY • HOME 4 • MAN

4
2

Villager.
Regroup: Exert Sigewulf and spot 5 valiant Men to discard a minion.
"The courage of Sigewulf and other Rohirrim like him will not be forgotten."

1
SHIRELYNNE



EVENT

Fellowship: Spot 2 Men (or 1 valiant Man) to play a character or possession from your draw deck.
"How fair are the bright eyes in the grass! Evermild they are called... for they blossom in all seasons of the year, and grow where land suits you."

0
SUPPLIES OF THE MARK



CONDITION

Plays to your support area.
Fellowship: Add and place a villager from hand beneath your draw deck to heal a ally.
"This is all we could save, my Lady."

1
SWORD OF ROHAN



POSSESSION • HAND WEAPON

2

Bearer must be a Man.
While bearer is skirmishing an Uruk-hai, bearer is damage +1.
"This is a good sword, Halbar, son of Hama... there is always hope."

2 •THEODEN
KING OF THE GOLDEN HALL



COMPANION • MAN

6
2

Valiant.
Maneuver: Play a possession on Theoden to heal a ally.
"You thought I remained in Mediasud bent like an old tree under wintry snow... But a west wind has shaken the boughs!"

2 •THEODEN
LORD OF THE MARK



COMPANION • MAN

6
2

Fellowship: Play a possession on a companion to heal that companion (limit once per turn).
"Every man and strong lad able to bear arms, all who have horses, let them be ready on the saddle as the gate ere the second hour from noon!"

2 •THEODEN
SON OF THENGEL



COMPANION • MAN

6
2

Regroup: Spot a ally and exert Theoden to liberate a site.
"I myself will go to war, to fall in the front of the battle, if it must be."

1
THUNDERING HOST



CONDITION

Plays to your support area.
Skirmish: Discard this condition to make a mounted Man strength +3 (and heal that Man if at a plains).
"...with a rush like the sudden onset of a great wind the last host of Rohan rode thundering into the West."

1
THUNDERING HOST



CONDITION

Plays to your support area.
Skirmish: Discard this condition to make a mounted Man strength +3 (and heal that Man if at a plains).
"The roar of hooves was enough to rout the Uruk-hai without sword or spear."

1
VALLEYS OF THE MARK



CONDITION

Plays to your support area.
Each time your opponent plays a roaming minion, you may spot a villager to exert that minion.
"Where is the hand on the harpstring, and the red fire glowing? / Where is the spring and the harvest and the tall corn growing?"

2
•WE LEFT NONE ALIVE



CONDITION

Plays to your support area. When you play this condition, you may spot a Man to place 2 tokens here.
Skirmish: Discard this condition or remove a token from here to make a Man skirmishing an exhausted minion strength +2.

1
WEAPON STORE



CONDITION

Plays to your support area.
Fellowship: Exert a Man to play a band weapon from your discard pile.
"And to you my other guests I will offer such things as may be found in my armory."

1 •WELAND
SMITH OF THE RIDDERMARK



ALLY • HOME 4 • MAN

4
2

Villager.
Discard Weland if an opponent controls his home site.
Fellowship: Exert Weland to heal a mounted companion.
"A tender of horses, Weland found much work at Helm's Deep."

1
WELL STORED



CONDITION

Plays to your support area.
At the start of each fellowship phase, you may heal a villager.
"Behind us in the care of the Deep are... old and young, children and women. But great store of food and many beasts and their folkies, there also been gathered there."

1
WORK FOR THE SWORD



EVENT

Skirmish: Make a Man strength +2 (and damage +2 if mounted).
"The Orcs are destroyed. We slaughtered them during the night."

0
BANNER OF THE EYE



POSSESSION • HAND WEAPON

1

Bearer must be an Orc.
Each time bearer wins a skirmish, you may add for each site you control.
"Sneaky-faced they were, with dark window-holes staring north and east and west, and each window was full of gleaming eyes."

3 CORPSE LIGHTS

MINION • WRAITH

7 Twilight. Skirmish: Exert this minion to make a ♀ or twilight minion strength +1 for each twilight minion you can spot.

"I tried once, but you cannot reach them. Only shadows to see, perhaps, not to touch."

2

4

0 DEAD MARSHES

CONDITION

Plays to your support area. While the fellowship is at site 41. Ring-bound companions skirmishing ♀ Orcs are strength -1. Maneuver: Spot 2 ♀ Orcs to play up to 2 ♀ conditions from your discard pile. Discard this condition.

5

1

4

1 DEAD ONES

MINION • WRAITH

5 Twilight, Damage +1. To play this minion, remove a burden or spot a twilight minion.

"The Dead can't really be there! Is it some devilry hatched on the Dark Lord's?"

1

4

0 EYE OF BARAD-DUR

EVENT

Skirmish: Make a companion or ally skirmishing a ♀ Orc strength -1 for each Ring-bound companion. Response: If a Free Peoples player reveals this card from your hand, discard this card to add 2 burdens.

"The Red Eye looked out from Sauron's fortress."

5

4 *GATE PICKET

MINION • ORC

11 Maneuver: Exert this minion twice to make the Free Peoples player name 3 cultures. Wound each companion and ally not of a named culture.

"Now the watch-towers, which had fallen into decay, were repaired, and filled with arms, and garrisoned with ceaseless vigilance."

3

6

3 GATE SENTRY

MINION • ORC

9 Maneuver: Exert this minion twice and spot another ♀ minion to discard a condition.

"Is it there was a single pair of men, and upon its battlement sentries paced wearily."

3

6

2 GATE SOLDIER

MINION • ORC

7 When you play a ♀ condition, you may exert this minion and remove ♀ to draw a card.

"...a host of orcs lurked, ready at a signal to issue forth like black ants going to war."

2

6

8 *GATE TROLL

MINION • TROLL

13 Fierce. While you can spot a Troll, Gate Troll's twilight cost is -4. For each other ♀ minion you can spot, this minion is strength +1.

"This was Gorth Gorge, the Hound Pass, the entrance to the land of the Enemy."

4

6

8 *GATE TROLL

MINION • TROLL

13 Fierce. While you can spot a Troll, Gate Troll's twilight cost is -4. For each other ♀ minion you can spot, this minion is strength +1.

"...what the plague did you bring us here for?"

4

6

1 GATE TROOPER

MINION • ORC

5 When you play this minion, you may exert him and spot 5 burdens to draw a card.

"Another dreadful day of fear and toil had come to Mordor, and the night-guards were summoned..."

2

6

2 GATE VETERAN

MINION • ORC

7 When you play this minion, you may exert him and spot 6 companions to draw a card.

"...the day-guards, evil-eyed and full, were marching to their posts."

2

6

4 *GRISHNAKH
ORC CAPTAIN

MINION • ORC

11 Tracker. The site number of each ♀ Orc is -3. Shadow: Exert Grishnakh twice and spot another ♀ Orc to draw 3 cards. The Free Peoples player may add 2 burdens to prevent this.

"They might agree with me, with Grishnakh..."

3

6

0 I'D MAKE YOU SQUEAK

CONDITION

To play, exert 2 ♀ Orcs. Plays to your support area. The Shadow number of each site is +1 for each wound on a Hobbit (limit +3).

"If I had my way, you'd wish you were dead now."

5

0 MORANNON

CONDITION

Plays to your support area. The twilight cost of the first ♀ Orc played at site 41 is -3. Shadow: Spot 2 ♀ Orcs and discard 4 cards from hand to draw 3 cards. Discard this condition.

"The black gate of Mordor was called the Morannon."

5

3 ORC CAPTAIN

MINION • ORC

9 When you play this minion, you may spot a ♀ condition to draw a card for each site you control (limit 3).

"...far away from hidden holds and outposts in the hills came answering calls..."

3

6

3 *ORC CUTTHROAT

MINION • ORC

9 Tracker. The site number of each ♀ Orc is -3. Skirmish: Discard another ♀ Orc and exert Orc Cutthroat to wound a companion he is skirmishing.

"A few Orc casualties were of no concern to him."

3

6

3 ORC FIGHTER



MINION • ORC

9 Regroup: Spot a condition and exert this minion to take control of a site.
"The Orcs of Mordor extended the will of Sauron to control the weak Men of the East."

3
6

1 ORC INFANTRY



MINION • ORC

5 Regroup: Spot a condition and discard this minion to take control of a site.
"Barad-dûr sent Orcs to all corners of Middle-earth."

2
6

4 •ORC INSURGENT



MINION • ORC

11 Shadow: Exert this minion to draw X cards and add where X is the number of Free Peoples cultures you spot over 2.
"You've spoken more than enough, Uglúk," snarled the evil voice. "I wonder how they would like it in Angband!"

3
6

4 •ORC PATROL



MINION • ORC

11 Tracker.
 The site number of each Orc is -3.
 Maneuver: Exert Orc Patrol twice and spot another Orc to discard a condition.
"Sewton's Orcs ranged far and wide, searching for Baggins and the Ring."

3
6

2 ORC PURSUER



MINION • ORC

6 Tracker.
 The site number of each Orc is -1. When you play this minion, you may exert him and remove to draw a card.
"...why not kill them now? They're a cursed nuisance, and we're in a hurry."

2
6

2 ORC RUNNER



MINION • ORC

6 Tracker.
 The site number of each Orc is -1. When you play this minion, you may exert him and discard 2 cards from hand to draw a card.
"There's no time to kill them properly... No time for play on this trip."

2
6

1 PERIL



CONDITION

Plays to your support area.
 Regroup: Exert a Orc to play a Nazgûl or minion. Its twilight cost is -4 and it comes into play exhausted.
"A winged Nazgûl awaits us northward on the east bank."

1

1 TEETH OF MORDOR



CONDITION

Plays to your support area.
 Regroup: Spot a Orc and remove to stack that minion here.
 Shadow: Play a Orc stacked here as if played from hand.
"None could pass the Teeth of Mordor and not feel their bite..."

1

10 TROLL OF UDÛN



MINION • TROLL

14 Fierce.
 While you can spot a Troll, this minion's twilight cost is -4.
 Skirmish: Discard a card from hand to make this minion strength +1.
"...Trolls are only counterfeits, made by the Enemy in the Great Darkness, in mockery of Ents..."

5
6

1 TROLL'S CHAIN



POSSESSION • HAND WEAPON

2 Bearer must be a Troll. When you play this possession, you may draw a card.
"Trolls they were, but filled with the evil will of their master."

1

3 WISP OF PALE SHEEN



MINION • WRAITH

8 Twilight.
 Regroup: Spot another or twilight minion and discard this minion to add a burden.
"They do not see what lies ahead. / When Sun has faded and Moon is dead..."

2
4

1 BRACE OF CONEYS



POSSESSION

Bearer must be a Ring-bound Hobbit. Fellowship: Discard this possession to remove a burden.
"He let them stew for close on an hour, testing them now and again with his fork, and tasting the broth."

1

0 CLIFFS OF ENYIN MUIR



CONDITION

Plays to your support area.
 When the fellowship moves from site 11, remove up to 2 burdens.
 Skirmish: Discard this condition to wound a minion a Hobbit companion is skirmishing.
"We've escaped from the Enyin Muir!"

0

0 ESCAPE



CONDITION

Stealth. Bearer must be an unbound Hobbit. Limit 1 per character.
 Skirmish: Exert bearer twice to cancel a skirmish involving him. Any Shadow player may remove to prevent this.
"Suddenly Merry and Pippin realized that without moving they were now outside the circle..."

1

0 •FRODO
COURTEOUS HALFLING



COMPANION • HOBBIT

3 Ring-bearer (resistance 10). While you can spot 3 unbound companions, Shadow cards may not discard cards from your hand or from the top of your draw deck.
"But as for us, we are Hobbits of the Shire, far to the North and West, beyond many rivers."

4

0 •FRODO
MASTER OF THE PRECIOUS



COMPANION • HOBBIT

3 Ring-bearer (resistance 10). Fellowship: Add a burden to play Smeagol from your discard pile.
"We promises, yes! I promises!... Good master, good Smeagol, gollum, gollum!"

4

0 •FRODO
TIRED TRAVELLER



COMPANION • HOBBIT

3 Ring-bearer (resistance 10).
Fellowship: Play a Ring-bound companion to remove a burden.
4 "We have come by long ways – out of Rivendell, or Imladris as some call it."

2 •FRODO'S CLOAK



POSSESSION • CLOAK

Bearer must be Frodo.
Skirmish: At sites 1) to 4), add a burden and discard this possession to cancel a skirmish involving Frodo. At any other site, discard this possession to remove a burden and heal Frodo.
"Neither weather nor searching eyes found Frodo."

0 GET ON AND GET AWAY



EVENT

Fellowship: Add 2 burdens to play the fellowship's next 2 sites (replacing opponent's sites if necessary).
"The Dead can't be really there! Is it some devilry hatched in the Dark Lord's?"

2 •GOOD WORK



CONDITION

Plays to your support area.
Each time a Hobbit wins a skirmish, you may place a ♠ token here.
Fellowship: Remove a burden for each ♠ token here (limit 3). Discard this condition.
"You seem to have been doing well, Master Teak."

1 HELD



CONDITION

Bearer must be Frodo.
Each time Frodo is about to be killed by a wound, add a burden instead.
When the fellowship moves to site 9, Frodo is corrupted.
Regroup: If you can spot no minions, discard this condition.

1 HOBBIT SWORD



POSSESSION • HAND WEAPON

2 Bearer must be a Hobbit.
Although the Ranger had never before seen a Hobbit, he recognized the swords they carried.

0 IMPATIENT AND ANGRY



EVENT

Skirmish: Exert Sam to make him strength +3. If Sam wins this skirmish, you may remove a burden.
"He planned himself... as if he was addressing a young hobbit who had offered him what he called 'sams' when questioned about visits to the orchard."

1 IT BURNS US



EVENT

Regroup: Spot Sam and Smeáгол (or Gollum) to choose an opponent who must reveal his or her hand. Wound a minion X times, where X is the number of different cultures revealed.
"No more than you deserve."

2 •KEPT SAFE



CONDITION

Plays to your support area. When you play this condition, place 2 ♠ tokens here.
Response: If an unbound Hobbit is about to take a wound, discard this condition or remove a ♠ token from here to prevent that wound.

0 KNOCKED ON THE HEAD



EVENT

Regroup: Play an unbound Hobbit from your discard pile.
"I wonder if poor Merry is much hurt."

0 LIGHT SHINING FAINTLY



EVENT

Fellowship: Add a burden to heal a Ring-bound companion twice.
"He's like that, and sometimes it shines through, somehow."

1 LONG SLOW WRATH



EVENT

Skirmish: Exert an unbound Hobbit to make him strength +1 and damage +1 for each ♠ companion you can spot.
"The coming of the hobbits and the tidings that they brought have spelled it: it will soon be running like a flood..."

1 •MERRY
IMPATIENT HOBBIT



COMPANION • HOBBIT

3 Regroup: Discard Merry to heal a companion.
4 "Don't talk to it, Merry. Don't encourage it."

1 •MERRY
LEARNED GUIDE



COMPANION • HOBBIT

3 Skirmish: Exert the Ring-bearer to discard Merry. Any Shadow player may remove ♠ to prevent this.
4 "I don't suppose you have much notion where we are; but I spent my time at Rivendell rather better..."

1 •MERRY
UNGUENCHABLE HOBBIT



COMPANION • HOBBIT

3 Skirmish: If Merry is not assigned to a skirmish, discard him to remove a ♠ Orc from a skirmish involving an unbound companion.
4 "All Wizards should have a hobbit or two in their care – to teach them the meaning of the word, and to correct them."

1 MIND YOUR OWN AFFAIRS



EVENT

Skirmish: Spot Frodo and add a burden to wound a minion skirmishing a companion who has the Frodo signet.
"For those who claim to oppose the Enemy would do well not to hinder it."

0
NO HELP FOR IT

EVENT

Regroup: Spot Sam and discard Smeáгол or Gollum to remove 3 burdens.

"...he'll come back, you'll see. The promise will hold yet a while. And he won't leave his Precious, anyway."

4.8.112

0
NO USE THAT WAY

EVENT

Skirmish: Add 3 burdens to wound a minion skirmishing a companion who has the Frodo signet twice.

"Don't take the Precious to Hunt!... Keep it, nice master, and be kind to Smeáгол!"

4.8.113

1
•PIPPIN
HASTIEST OF ALL

COMPANION • HOBBIT

3
4

Regroup: Discard Pippin to choose a Shadow player who must wound one of his or her minions.

"By root and twig, but this is a strange business: up against a little folk that are not in the old lists..."

4.8.114

1
•PIPPIN
JUST A NUISANCE

COMPANION • HOBBIT

3
4

Skirmish: If Pippin is not assigned to a skirmish, discard him to remove an Uruk-hai from a skirmish involving an unbound companion.

"What good have I been? ... a passenger, a piece of luggage."

4.8.115

1
•PIPPIN
WOOLLY-FOOTED RASCAL

COMPANION • HOBBIT

3
4

Skirmish: Add a burden to discard Pippin. Any Shadow player may remove ♣ to prevent this.

"We had foul fare with the Orcs, and little enough for days before that. It seems a long while since we could eat to heart's content."

4.8.116

1
•RARE GOOD BALLAST

CONDITION

1

Plays on Sam.

Response: If a regroup special ability is used, discard Smeáгол or Gollum to cancel that action.

"What a hobbit needs with cover... is some birds and roots, especially taters — not to mention bread!"

5.1.124

2
•SAM
FRODO'S GARDENER

COMPANION • HOBBIT

3
4

Ring-bound.
Fellowship: Play Sam's Pack from your draw deck.

Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5).

"I am only a hobbit, and gardening's my job at home, sir, if you understand me..."

4.8.117

2
•SAM
NICE SENSIBLE HOBBIT

COMPANION • HOBBIT

3
4

Ring-bound.
While you can spot Frodo and Smeáгол, Sam may not be overwhelmed unless his strength is tripled.

Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5).

"Trust Smeáгол now? Very, very good."

5.1.125

2
•SAM
SAMWISE THE BRAVE

COMPANION • HOBBIT

3
4

Ring-bound.
Response: If a Shadow card is about to add any number of burdens, spot Frodo and exert Sam to prevent this.

Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5).

"Frodo wouldn't have got far without Sam..."

4.8.118

0
•SAM'S PACK

POSSESSION

Bearer must be a Ring-bound Hobbit.

At the start of each turn, you may add ♣ to heal a Ring-bound companion.

"He still hopefully carried some of his gear in his pack..."

4.8.119

0
SEVEN WE HAD

EVENT

Fellowship: Add a burden to discard a condition borne by a Hobbit.

"...one we lost at Moria, the others we left at 'Porth Golen above Rivens...'"

4.8.120

1
SEVERED HIS BONDS

EVENT

Stealth.
Skirmish: At sites 11 to 41, cancel a skirmish involving a Hobbit. At any other site, prevent a Hobbit from being overwhelmed unless his or her strength is tripled.

"The cord was cut!"

4.8.121

1
•STING
BAGGINS HERITAGE

POSSESSION • HAND WEAPON

2

Bearer must be Frodo.

Skirmish: Exert Frodo to make Smeáгол strength +2 or Gollum strength -2.

"This is Sting. You have seen it before once upon a time."

4.8.122

1
STORE-ROOM

EVENT

Regroup: Heal an unbound Hobbit once (or twice if you spot Gandalf).

"Sauron can't escape wisdom not to trust his Orcs. He had Men to guard his gates. Anyway, they were favoured and got good provisions."

4.8.123

1
SWIFTLY AND SOTTLY

EVENT

Stealth.
Skirmish: At sites 11 to 51, cancel a skirmish involving a Hobbit. At any other site, prevent a Hobbit from taking more than 1 wound.

"In the sleep of night wonder hard clear stars they get off..."

4.8.124

0
WARNED UP A BIT

EVENT

Stealth.
Skirmish: Discard an unbound Hobbit.

"...we shall be able to stand again, and walk..."

4.8.125

YOU MUST HELP US

EVENT

Fellowship: Play Sméagol from your discard pile to heal each Ring-bound Hobbit twice.

"You will have to come with us, that's all, while we keep an eye on you."

BARROWS OF EDDIRIS

Sanctuary, Fellowship: Place your hand beneath your draw deck and draw 4 cards.

CAVERN ENTRANCE

Underground: Skirmish events may not be played and skirmish special abilities may not be used.

CAVERNS OF ISENGARD

Underground: The Free Peoples player wins the game only if the Ring-bearer survives until Shadow players reconile.

CAVES OF AGAROND

Underground, Sanctuary, Menzob: Remove 1 to make one of your Unk-lai forces until the regroup phase.

DEEP OF HELM

Plains, Battleground: The twilight cost of the first Unk-lai played at Deep of Helm each turn is -3.

DEEPIING WALL

Battleground, Shadow: Play Saruman from your draw deck.

DENDINGLE

Forest: While you can spot an unbound Hobbit at Dendingle, the move limit is +1 for this turn.

EAST WALL OF ROHAN

When the fellowship moves from East Wall of Rohan, add 1.

EASTNETT DOWNS

Each time you play a companion here, you must discard 2 cards from hand.

EASTNETT GULLIES

Fellowship, Exert: 2 unbound companions to play Legolas from your draw deck.

EASTFOLD

Plains, Shadows: Spot 3 trackers to prevent the fellowship from moving again this turn.

ERED NIMRAIS

Mountain: The twilight cost of each companion and ally played at Ered Nimrais is +3.

FANGORN FOREST

Forest, Fellowship: Play Treebeard from your draw deck.

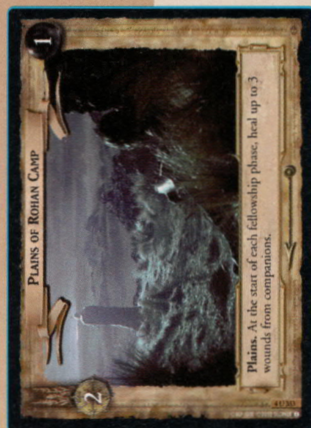
FORTRESS OF ORTHANE

Battleground: The Shadow number of Fortress of Orthane is +2 for each companion over 4.

GOLDEN HALL

Sanctuary: When the fellowship moves to Golden Hall, all Free Peoples weapons must be discarded.







PROMO CARDS

Pictured here is a selection of some of the promo cards that exist for the game (47 as of November 2003). These can be identified by the number **0** and the letter **P** in the corner in place of the usual expansion set number and rarity letter (**R**, **U**, or **C**). Most promo cards are distributed with special promotions or packaged with special sets.



PRICE GUIDE

What are your **Lord of the Rings** CCG cards worth? Here's the answer!



Scribe magazine is used by gamers and collectors alike as the only reliable source for secondary market prices for collectible card games. We survey retail stores across North America for each issue of **Scribe**, available every month at the store where you bought this magazine. You can also get the prices in checklist form in the **Scribe Collectible Card Game Checklist & Price Guide**, a 688-page book. The 2nd edition is available now!



The Lord of the Rings • The Fellowship of the Ring

Decipher • Released November 6, 2001

365 cards plus 365 foil versions • IDENTIFIER: First digit in card code is '1'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Designed by **Joe Alread, Chuck Kallenbach II, Tom Lischke, and Mike Reynolds**

Standard versions of the major character cards **Aragorn, King in Exile** and **Gandalf, The Grey Wizard** appear in the starter decks; their foil versions randomly appear in boosters.

Set (365 cards) 205.00
Foil set (365 cards) 695.00
Starter Display Box 110.00
Booster Display Box 90.00
Starter Deck 11.00
Booster Pack 3.30

You will need **41** nine-pocket pages to store this set. (21 doubled up)

REGPRICE	#	Card name	Rarity	FOILPRICE
0.75	251	A Host Avails Little	U	2.50
0.90	113	A Ranger's Versatility	U	2.50
0.75	316	A Talent for Not Being Seen	U	2.50
3.00	87	A Wizard Is Never Late	R	5.50
3.00	69	Albert Dreary, Entertainer From Bree	R	5.50
3.00	120	Alive and Unspoiled	R	5.50
0.75	203	All Blades Perish	U	2.50
0.75	239	All Thought Bent on It	U	2.50
3.00	204	All Veils Removed	R	5.50
3.00	88	An Able Guide	R	5.50
3.00	163	Ancient Chieftain	R	5.50
0.75	29	Ancient Enmity	U	2.50
0.20	356	Anduin Banks	C	1.00
0.65	353	Anduin Confluence	U	2.50
0.20	354	Anduin Wilderland	C	1.00
3.00	365	Aragorn, King In Exile	X	6.00
7.00	89	Aragorn, Ranger Of The North	R	11.00
5.75	90	Aragorn's Bow	R	9.00
0.90	91	Aragorn's Pipe	U	2.50
0.20	92	Armor	C	1.00
9.25	30	Arwen, Daughter Of Elrond	R	16.00
3.75	93	Arwen's Fate	R	6.00
0.75	31	Asfaloth	U	2.50
0.75	94	Athelas	U	2.50
0.20	3	Axe Strike	C	1.00
0.50	319	Bag End	U	2.50
0.65	343	Balin's Tomb	U	2.50

REGPRICE	#	Card name	Rarity	FOILPRICE	REGPRICE	#	Card name	Rarity	FOILPRICE
3.25	240	Band of the Eye	R	5.50	3.00	36	Curse Their Foul Feet!	R	5.50
0.90	70	Barliman Butterbur, Prancing Pony Proprietor	U	2.50	0.20	102	Dagger Strike	C	1.00
0.20	4	Battle Fury	C	1.00	3.00	210	Dark Whispers	R	5.50
3.00	205	Beauty Is Fading	R	5.50	0.20	37	Defiance	C	1.00
3.00	206	Bent on Discovery	R	5.50	0.20	6	Delving	C	1.00
4.00	284	Bilbo Baggins, Retired Adventurer	R	7.50	3.00	167	Denizens Enraged	R	5.50
0.90	285	Bilbo's Pipe	U	2.50	3.00	243	Despair	R	5.50
0.75	164	Bitter Hatred	U	2.50	3.75	244	Desperate Defense of the Ring	R	6.00
0.75	207	Black Breath	U	2.50	3.00	245	Desperate Measures	R	5.50
3.00	208	Black Steed	R	5.50	0.65	350	Dimrill Dale	U	2.50
5.00	95	Blade of Gondor	R	7.00	3.25	38	Double Shot	R	5.50
0.90	209	Blade Tip	U	2.50	0.75	211	Drawn to Its Power	U	2.50
0.20	32	Border Defenses	C	1.00	0.20	168	Drums in the Deep	C	1.00
7.50	96	Boromir, Lord Of Gondor	R	9.50	3.90	71	Durin's Secret	R	7.00
0.90	97	Boromir, Son Of Denethor	U	2.50	0.20	7	Dwarf Guard	C	1.00
0.75	98	Boromir's Cloak	U	2.50	0.65	344	Dwarrowdelf Chamber	U	2.50
0.20	286	Boulder	C	1.00	0.20	8	Dwarven Armor	C	1.00
4.00	33	Bow of the Galadhrim	R	8.00	0.20	9	Dwarven Axe	C	1.00
0.20	121	Bred For Battle	C	1.00	0.20	10	Dwarven Heart	C	1.00
0.65	327	Bree Gate	U	2.50	0.65	320	East Road	U	2.50
0.65	328	Bree Streets	U	2.50	0.20	103	Elendil's Valor	C	1.00
0.20	122	Breeding Pit	C	1.00	0.20	39	Elf-song	C	1.00
0.65	329	Breeland Forest	U	2.50	5.00	40	Elrond, Lord Of Rivendell	R	8.00
0.65	357	Brown Lands	U	2.50	0.20	41	Elven Bow	C	1.00
0.65	330	Buckleberry Ferry	U	2.50	0.20	42	Elven Cloak	C	1.00
3.75	123	Caradhras Has Not Forgiven Us	R	6.00	0.65	360	Eryn Mui	U	2.50
6.25	165	Cave Troll of Moria, Scourge Of The Black Pit	R	10.50	3.00	246	Enduring Evil	R	5.50
3.00	166	Cave Troll's Hammer	R	6.00	3.00	247	Enheartened Foe	R	6.00
3.00	34	Celeborn, Lord Of Lórien	R	5.50	0.20	104	Eregion's Trails	C	1.00
3.00	99	Change of Plans	R	5.50	0.20	331	Ettenmoors	C	1.00
0.20	5	Cleaving Blow	C	1.00	0.20	287	Extraordinary Resilience	C	1.00
0.20	101	Coat of Mail	C	1.00	0.20	11	Farin, Dwarven Emissary	C	1.00
0.20	337	Council Courtyard	C	1.00	3.00	288	Farmer Maggot, Chaser Of Rascals	R	5.50
3.00	124	Cruel Caradhras	R	5.50	0.65	321	Farmer Maggot's Fields	U	2.50
0.75	241	Curse From Mordor	U	2.50	0.20	43	Far-seeing Eyes	C	1.00
					3.00	212	Fear	R	5.50

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

RegPRICE	#	Card name	Rarity	FoilPRICE	RegPRICE	#	Card name	Rarity	FoilPRICE	RegPRICE	#	Card name	Rarity	FoilPRICE
0.75	105	Foes of Mordor	U	2.50	0.20	300	Longbottom Leaf	C	1.00	0.65	348	Pass of Caradhras	U	2.50
3.00	170	Fool of a Took!	R	5.50	0.20	21	Lord of Moria	C	1.00	0.20	110	Pathfinder	C	1.00
0.20	248	Forces of Mordor	C	1.00	0.20	53	Lorien Elf	C	1.00	0.75	222	Paths Seldom Trodden	U	2.50
0.65	338	Ford of Bruinen	U	2.50	3.00	189	Lost to the Goblins	R	5.50	0.65	358	Pillars of the Kings	U	2.50
0.75	44	Foul Creation	U	2.50	0.65	352	Lothlórien Woods	U	2.50	0.20	192	Pinned Down	C	1.00
0.20	171	Frenzy	C	1.00	5.75	127	Lurtz, Servant Of Isengard	R	9.00	0.20	306	Pippin, Friend To Frodo	C	1.00
6.00	289	Frodo, Old Bilbo's Heir	R	8.50	3.75	128	Lurtz's Battle Cry	R	6.00	4.00	307	Pippin, Hobbit Of Some Intelligence	R	7.00
0.20	290	Frodo, Son Of Drogo	C	1.00	0.75	54	Mallorn-trees	U	2.50	0.20	193	Plundered Armories	C	1.00
0.65	339	Frodo's Bedroom	U	2.50	0.75	301	Master Proudfoot, Distant Relative Of Bilbo	U	2.50	3.75	308	Power According to His Stature	R	7.00
0.75	213	Frozen by Fear	U	2.50	4.40	302	Merry, Friend To Sam	R	8.00	3.00	111	Pursuit Just Behind	R	5.50
5.00	45	Galadriel, Lady Of Light	R	8.50	0.20	303	Merry, From O'er The Brandywine	C	1.00	3.00	81	Questions That Need Answering	R	6.00
0.20	351	Galadriel's Glade	C	1.00	0.65	332	Midgewater Marshes	U	2.50	0.90	112	Ranger's Sword	U	2.50
8.50	72	Gandalf, Friend Of The Shirefolk	R	15.00	0.65	345	Midgewater Moors	U	2.50	0.75	194	Relentless	U	2.50
3.00	364	Gandalf, The Grey Wizard	X	6.00	3.00	22	Mithril Shaft	R	5.50	0.75	223	Relentless Charge	U	2.50
0.90	73	Gandalf's Cart	U	2.50	3.00	254	Mordor Enraged	R	5.50	3.00	195	Relics of Moria	R	5.50
0.90	74	Gandalf's Pipe	U	2.50	0.20	255	Mordor's Strength	C	1.00	3.00	224	Return to Its Master	R	5.50
0.75	46	Gift of Boats	U	2.50	4.00	216	Morgul Blade	R	7.00	0.20	82	Risk a Little Light	C	1.00
0.75	12	Gimli, Dwarf Of Erebor	U	2.50	3.00	217	Morgul Gates	R	5.50	0.65	340	Rivendell Terrace	U	2.50
5.00	13	Gimli, Son Of Glóin	R	7.50	3.75	256	Morgul Hunter	R	6.00	0.65	341	Rivendell Valley	U	2.50
3.00	14	Gimli's Battle Axe	R	5.50	0.90	257	Morgul Skirmisher	U	2.50	0.65	342	Rivendell Waterfall	U	2.50
3.00	15	Gimli's Helm	R	5.50	0.90	258	Morgul Skulker	U	2.50	0.75	309	Rosie Cotton, Hobbiton Lass	U	2.50
5.25	75	Glamdring	R	7.00	3.00	259	Morgul Warden	R	5.50	0.75	57	Rúmil, Elven Protector	U	2.50
0.75	249	Gleaming Spires Will Crumble	U	2.50	3.00	190	Moria Axe	R	5.50	5.00	310	Sam, Faithful Companion	R	8.50
3.00	172	Goblin Archer	R	5.50	0.20	346	Moria Lake	C	1.00	0.20	311	Sam, Son Of Hamfast	C	1.00
3.25	173	Goblin Armory	R	5.50	0.20	191	Moria Scout	C	1.00	0.20	133	Saruman's Ambition	C	1.00
0.20	174	Goblin Backstabber	C	1.00	0.65	347	Moria Stairway	U	2.50	0.20	134	Saruman's Chill	C	1.00
3.00	175	Goblin Domain	R	5.50	0.20	78	Mysterious Wizard	C	1.00	0.75	135	Saruman's Frost	U	2.50
0.20	176	Goblin Marksman	C	1.00	0.75	218	Nazgûl Sword	U	2.50	0.75	136	Saruman's Power	U	2.50
0.20	177	Goblin Patrol Troop	C	1.00	0.75	130	No Ordinary Storm	U	2.50	3.00	137	Saruman's Reach	R	5.50
0.75	178	Goblin Runner	U	2.50	0.75	108	No Stranger to the Shadows	U	2.50	0.20	138	Saruman's Snows	C	1.00
0.20	179	Goblin Scavengers	C	1.00	0.20	304	Noble Intentions	C	1.00	0.75	274	Sauron's Defenses	U	2.50
0.20	180	Goblin Scimitar	C	1.00	3.00	23	Nobody Tosses a Dwarf	R	5.50	3.00	139	Savagery to Match Their Numbers	R	5.50
0.75	181	Goblin Sneak	U	2.50	0.75	220	Not Easily Destroyed	U	2.50	0.75	275	Seeking It Always	U	2.50
0.20	182	Goblin Spear	C	1.00	0.20	305	Old Toby	C	1.00	3.00	276	Seeking Its Master	R	6.00
3.50	183	Goblin Swarms	R	5.50	0.75	109	One Whom Men Would Follow	U	2.50	3.50	83	Servant of the Secret Fire	R	6.00
0.20	184	Goblin Wallcrawler	C	1.00	0.20	261	Orc Ambusher	C	1.00	0.20	277	Shadow's Reach	C	1.00
0.20	185	Goblin Warrior	C	1.00	0.75	262	Orc Assassin	U	2.50	0.65	325	Shire Lookout Point	U	2.50
0.20	106	Gondor's Vengeance	C	1.00	3.00	263	Orc Banner	R	5.50	0.65	359	Shores of Nen Hithoel	U	2.50
0.20	107	Great Shield	C	1.00	3.00	264	Orc Bowmen	R	5.50	0.20	59	Shoulder to Shoulder	C	1.00
3.00	16	Greatest Kingdom of My People	R	5.50	3.00	265	Orc Butchery	R	5.50	0.75	60	Silinde, Elf Of Mirkwood	U	2.50
3.00	125	Greed	R	5.50	0.20	266	Orc Chieftain	C	1.00	0.65	355	Silverlode Banks	U	2.50
0.65	322	Green Dragon Inn	U	2.50	0.75	267	Orc Hunters	U	2.50	0.20	84	Sleep, Caradhras	C	1.00
0.65	323	Green Hill Country	U	2.50	0.20	268	Orc Inquisitor	C	1.00	0.65	361	Slopes of Amon Hen	U	2.50
0.90	17	Grimir, Dwarven Elder	U	2.50	0.20	269	Orc Scimitar	C	1.00	0.20	61	Songs of the Blessed Realm	C	1.00
3.00	186	Guard Commander	R	6.00	0.75	270	Orc Scouting Band	U	2.50	0.20	312	Sorry About Everything	C	1.00
3.90	47	Gwemegil	R	7.50	0.20	271	Orc Soldier	C	1.00	3.00	140	Spies of Saruman	R	5.50
0.75	48	Haldir, Elf Of The Golden Wood	U	2.50	3.00	272	Orc War Band	R	5.50	0.20	24	Stairs of Khazad-dûm	C	1.00
0.75	293	Halfling Deftness	U	2.50	0.75	56	Orophin, Lorien Bowman	U	2.50	0.75	63	Stand Against Darkness	U	2.50
0.20	18	Halls of My Home	C	1.00	3.75	131	Orthanc Assassin	R	7.00	0.20	25	Still Draws Breath	C	1.00
3.00	250	Hate	R	5.50	3.00	80	Ottar, Man Of Laketown	R	5.50	6.00	313	Sting	R	8.50
0.20	19	Here Lies Balin, Son of Fundin	C	1.00	3.00	132	Parry	R	5.50	3.00	314	Stone Trolls	R	5.50
0.20	294	Hobbit Appetite	C	1.00	0.20	315	Stout and Sturdy	C	1.00	0.20	315	Stout and Sturdy	C	1.00
0.20	295	Hobbit Farmer	C	1.00										
0.20	296	Hobbit Intuition	C	1.00										
0.20	297	Hobbit Party Guest	C	1.00										
0.20	298	Hobbit Stealth	C	1.00										
0.20	299	Hobbit Sword	C	1.00										
0.20	187	Host of Thousands	C	1.00										
0.75	126	Hunt Them Down!	U	2.50										
3.00	214	In the Ringraith's Wake	R	5.50										
0.20	76	Intimidate	C	1.00										
3.00	253	Journey Into Danger	R	5.50										
7.75	50	Legolas, Greenleaf	R	10.50										
0.75	51	Legolas, Prince Of Mirkwood	U	2.50										
0.75	77	Let Folly Be Our Cloak	U	2.50										
0.20	20	Let Them Come!	C	1.00										
0.20	52	Lightfootedness	C	1.00										

The Lord of the Rings • The Fellowship of the Ring Deluxe Starter Set

Decipher • Released November 2001

- Contains a 60-card deck, 3 random rares, 1 booster pack, 25 tokens, 6 markers
- Three box designs: **Gandalf**, **Shire**, and **Sauron**

All cards in the Starter Set are from The Fellowship of the Ring set and cannot be distinguished from them.

There are 10 red and 15 black tokens inside, as well as six fellowship player markers.



Deluxe Starter Set 20.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

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RegPRICE	#	Card name	Rarity	FoilPRICE	RegPRICE	#	Card name	Rarity	FoilPRICE	RegPRICE	#	Card name	Rarity	FoilPRICE
<div><div></div><div>31</div></div> 0.20	278	Strength Born of Fear	C	1.00	<div><div></div><div>33</div></div> 3.00	49	The Last Alliance of Elves and Men	R	5.50	<div><div></div><div>35</div></div> 4.00	66	The Tale of Gil-galad	R	7.00
<div><div></div><div>32</div></div> 3.00	115	Strength of Kings	R	5.50	<div><div></div><div>34</div></div> 0.75	188	The Long Dark	U	2.50	<div><div></div><div>36</div></div> 3.00	228	The Twilight World	R	5.50
<div><div></div><div>33</div></div> 0.20	85	Strength of Spirit	C	1.00	<div><div></div><div>35</div></div> 0.75	215	The Master's Will	U	2.50	<div><div></div><div>37</div></div> 3.00	200	The Underdeeps of Moria	R	5.50
<div><div></div><div>34</div></div> 0.20	362	Summit of Amon Hen	C	1.00	<div><div></div><div>36</div></div> 3.00	55	The Mirror of Galadriel	R	5.50	<div><div></div><div>38</div></div> 3.00	282	The Weight of a Legacy	R	5.50
<div><div></div><div>35</div></div> 0.75	64	Support of the Last Homely House	U	2.50	<div><div></div><div>37</div></div> 3.00	129	The Misadventure of Mr. Underhill	R	5.50	<div><div></div><div>39</div></div> 0.20	68	The White Arrows of Lórien	C	1.00
<div><div></div><div>36</div></div> 0.75	65	Swan-ship of the Galadhrim	U	2.50	<div><div></div><div>38</div></div> 0.75	219	The Nine Servants of Sauron	U	2.50	<div><div></div><div>40</div></div> 9.00	237	The Witch-king, Lord Of Angmar	R	15.50
<div><div></div><div>37</div></div> 0.75	225	Sword of Minas Morgul	U	2.50	<div><div></div><div>39</div></div> 4.00	79	The Nine Walkers	R	7.00	<div><div></div><div>41</div></div> 0.20	141	Their Arrows Enrage	C	1.00
<div><div></div><div>38</div></div> 0.20	116	Swordarm of the White Tower	C	1.00	<div><div></div><div>40</div></div> 0.75	260	The Number Must Be Few	U	2.50	<div><div></div><div>42</div></div> 0.20	26	Their Halls of Stone	C	1.00
<div><div></div><div>39</div></div> 0.20	117	Swordsmen of the Northern Kingdom	C	1.00	<div><div></div><div>41</div></div> 6.00	1	The One Ring, Isildur's Bane	R	10.50	<div><div></div><div>43</div></div> 0.75	226	Their Power Is in Terror	U	2.50
<div><div></div><div>40</div></div> 0.20	349	The Bridge of Khazad-dûm	C	1.00	<div><div></div><div>42</div></div> 0.20	2	The One Ring, The Ruling Ring	C	1.00	<div><div></div><div>44</div></div> 0.20	317	There and Back Again	C	1.00
<div><div></div><div>41</div></div> 3.00	100	The Choice of Lúthien	R	5.50	<div><div></div><div>43</div></div> 5.25	221	The Pale Blade	R	9.00	<div><div></div><div>45</div></div> 0.20	196	They Are Coming	C	1.00
<div><div></div><div>42</div></div> 3.00	35	The Council of Elrond	R	5.50	<div><div></div><div>44</div></div> 0.65	324	The Prancing Pony	U	2.50	<div><div></div><div>46</div></div> 3.00	279	Thin and Stretched	R	5.50
<div><div></div><div>43</div></div> 0.75	242	The Dark Lord's Summons	U	2.50	<div><div></div><div>45</div></div> 0.20	273	The Ring's Oppression	C	1.00	<div><div></div><div>47</div></div> 0.90	27	Thrarin, Dwarven Smith	U	2.50
<div><div></div><div>44</div></div> 3.00	169	The End Comes	R	5.50	<div><div></div><div>46</div></div> 3.75	114	The Saga of Elendil	R	6.00	<div><div></div><div>48</div></div> 0.20	197	Threat of the Unknown	C	1.00
<div><div></div><div>45</div></div> 3.00	291	The Gaffer, Sam's Father	R	5.50	<div><div></div><div>47</div></div> 0.20	58	The Seen and the Unseen	C	1.00	<div><div></div><div>49</div></div> 0.75	227	Threshold of Shadow	U	2.50
<div><div></div><div>46</div></div> 0.75	292	The Gaffer's Pipe	U	2.50	<div><div></div><div>48</div></div> 3.00	62	The Splendor of Their Banners	R	5.50	<div><div></div><div>50</div></div> 3.25	318	Thró's Map	R	5.50
<div><div></div><div>47</div></div> 3.00	252	The Irresistible Shadow	R	5.50					<div><div></div><div>51</div></div> 0.75	198	Through the Misty Mountains	U	2.50	
									<div><div></div><div>52</div></div> 0.65	363	Tol Brandir	U	2.50	
									<div><div></div><div>53</div></div> 0.75	280	Tower Lieutenant	U	2.50	

The Lord of the Rings • Promo Cards

Decipher • IDENTIFIER: First digit in card code is '0'

Fellowship of the Ring Anthology 29.00

#	ELVEN-ALPHABET CARDS	RAR	Price
<input type="checkbox"/> 89	Aragorn, Ranger of the North	R	6.00
<input type="checkbox"/> 30	Arwen, Daughter of Elrond	R	6.00
<input type="checkbox"/> 96	Boromir, Lord of Gondor	R	5.00
<input type="checkbox"/> 165	Cave Troll of Moria, Scourge of the Black Pit	R	7.00
<input type="checkbox"/> 102	Frodo, Reluctant Adventurer	C	4.00
<input type="checkbox"/> 72	Gandalf, Friend of the Shirefolk	R	6.00
<input type="checkbox"/> 13	Gimli, Son of Glóin	R	4.00
<input type="checkbox"/> 14	Gimli's Battle Axe	R	3.00
<input type="checkbox"/> 50	Legolas, Greenleaf	R	8.00
<input type="checkbox"/> 127	Lurtz, Servant of Isengard	R	4.00
<input type="checkbox"/> 105	Mithril-coat	R	4.00
<input type="checkbox"/> 256	Morgul Hunter	R	4.00
<input type="checkbox"/> 83	Servant of the Secret Fire	R	3.00
<input type="checkbox"/> 52	The Balrog, Flame of Udûn	R	6.00
<input type="checkbox"/> 1	The One Ring, Isildur's Bane	R	6.25
<input type="checkbox"/> 114	The Saga of Elendil	R	3.00
<input type="checkbox"/> 237	The Witch-king, Lord of Angmar	R	6.00
<input type="checkbox"/> 231	Ulaire Enquea, Lieutenant of Morgul	U	4.00

PROMO CARDS

Alt=alternate image; F=foil; Pv=preview

#	CARD NAME	RAR	Price
<input type="checkbox"/> P47	Aragorn, Defender of Free Peoples	Alt	6.75
<input type="checkbox"/> P14	Aragorn, Ranger of the North	F/Alt	8.00
<input type="checkbox"/> P41	Aragorn's Bow	Alt	5.00
<input type="checkbox"/> P40	Axe of Erebor	Alt	5.00
<input type="checkbox"/> P6	Balin's Tomb	Alt	3.00
<input type="checkbox"/> P2	Bill the Pony	Pv	4.00
<input type="checkbox"/> P20	Black Rider	F/Alt/Pv	20.00
<input type="checkbox"/> P7	Book of Mazarbul	Pv	4.00
<input type="checkbox"/> P4	Council Courtyard	Alt	3.00
<input type="checkbox"/> P25	Denethor, Wizenad Steward	Alt/Pv	6.50
<input type="checkbox"/> P45	Éomer, Third Marshal of Riddermark	Alt	5.00
<input type="checkbox"/> P17	Éowyn, Lady of Rohan	Alt/Pv	5.50
<input type="checkbox"/> P17	Éowyn, Lady of Rohan	F/Alt/Pv	8.00
<input type="checkbox"/> P39	Éowyn, Sister-daughter of Théoden	Alt	5.00
<input type="checkbox"/> P35	Faramir, Captain of Gondor	Alt	5.00
<input type="checkbox"/> P16	Faramir, Son of Denethor	Alt/Pv	8.00

<input type="checkbox"/> P16	Faramir, Son of Denethor	F/Alt/Pv	10.00
<input type="checkbox"/> P22	Fell Beast	Alt/Pv	5.50
<input type="checkbox"/> P33	Firefoot	Alt	4.50
<input type="checkbox"/> P3	Fireworks	Pv	3.00
<input type="checkbox"/> P27	Frodo, Resolute Hobbit	Alt/Pv	8.50
<input type="checkbox"/> P8	Galadriel's Glade	Alt	3.00
<input type="checkbox"/> P26	Gandalf, Defender of the West	Alt/Pv	8.00
<input type="checkbox"/> P32	Gandalf, Mithrandir	Alt	6.25
<input type="checkbox"/> P38	Gandalf's Staff, Walking Stick	Alt	5.00
<input type="checkbox"/> P46	Gimli, Skilled Defender	Alt	5.25
<input type="checkbox"/> P12	Gimli, Son of Glóin	F/Alt	7.25
<input type="checkbox"/> P34	Gimli's Helm	Alt	4.50
<input type="checkbox"/> P44	Glamdring, Lightning Brand	Alt	5.00
<input type="checkbox"/> P5	Horn of Boromir	Pv	4.00
<input type="checkbox"/> P13	Legolas, Greenleaf	F/Alt	8.00
<input type="checkbox"/> P15	Legolas, Son of Thranduil	Alt/Pv	26.00
<input type="checkbox"/> P9	Phial of Galadriel	Pv	4.00
<input type="checkbox"/> P11	Saruman, Servant of the Eye	Pv	6.50
<input type="checkbox"/> P18	Sméagol, Old Noser	Alt/Pv	7.00
<input type="checkbox"/> P10	The Balrog, Durin's Bane	Pv	5.00
<input type="checkbox"/> P30	The Balrog, Terror of Flame and Shadow	Alt	6.50
<input type="checkbox"/> P42	The Balrog's Sword	Alt	5.50
<input type="checkbox"/> P31	The Pale Blade	Alt	5.50
<input type="checkbox"/> P1	The Prancing Pony	Alt	3.00
<input type="checkbox"/> P37	The Witch-king, Lord of the Nazgûl	Alt	8.00
<input type="checkbox"/> P19	Théoden, King of the Golden Hall	Alt/Pv	17.25
<input type="checkbox"/> P21	Treebeard, Guardian of the Forest	Alt/Pv	8.50
<input type="checkbox"/> P43	Ulaire Nelya, Ringwraith in Twilight	Alt	6.00
<input type="checkbox"/> P36	Whip of Many Thongs	Alt	5.00

OVERSIZED PROMOS (UNPLAYABLE)

#	CARD NAME	Price
<input type="checkbox"/> 6M2	Aragorn, Defender of Free Peoples	6.50
<input type="checkbox"/> 3M1	Arwen, Elven Rider	7.50
<input type="checkbox"/> 2M2	Frodo, Reluctant Adventurer	7.00
<input type="checkbox"/> 2M4	Gimli, Dwarf of the Mountain/race	8.00
<input type="checkbox"/> 5M1	Gollum, Stinker	6.50
<input type="checkbox"/> 5M2	Grima, Chief Counselor	6.50
<input type="checkbox"/> 3M2	Hand of Sauron	8.00
<input type="checkbox"/> 4M2	Legolas, Dauntless Hunter	8.50
<input type="checkbox"/> 1M3	Lurtz, Servant of Isengard	7.00
<input type="checkbox"/> 6M3	Merry, Impatient Hobbit	5.00
<input type="checkbox"/> 2M3	Sam, Proper Poet	7.00
<input type="checkbox"/> 4M1	The One Ring	6.75
<input type="checkbox"/> 2M1	The Witch King, Lord of the Nazgûl	10.00
<input type="checkbox"/> 6M1	Treebeard, Guardian of the Forest	6.50

<input type="checkbox"/> 0.65	334	Trollshaw Forest	U	2.50
<input type="checkbox"/> 3.00	143	Troop of Uruk-hai	R	5.50
<input type="checkbox"/> 5.00	229	Ulaire Attëa, Keeper Of Dol Guldur	R	8.00
<input type="checkbox"/> 5.00	230	Ulaire Cantëa, Lieutenant Of Dol Guldur	R	8.00
<input type="checkbox"/> 0.90	231	Ulaire Enquea, Lieutenant Of Morgul	U	2.50
<input type="checkbox"/> 0.90	232	Ulaire Lemenya, Lieutenant Of Morgul	U	2.50
<input type="checkbox"/> 0.90	233	Ulaire Nelya, Lieutenant Of Morgul	U	2.50
<input type="checkbox"/> 0.90	234	Ulaire Nertëa, Messenger Of Dol Guldur	U	2.50
<input type="checkbox"/> 0.90	235	Ulaire Ostëa, Lieutenant Of Morgul	U	2.50
<input type="checkbox"/> 5.00	236	Ulaire Toldëa, Messenger Of Morgul	R	8.00
<input type="checkbox"/> 0.20	281	Under the Watching Eye	C	1.00
<input type="checkbox"/> 0.20	201	Unfamiliar Territory	C	1.00
<input type="checkbox"/> 0.20	144	Uruk Bloodlust	C	1.00
<input type="checkbox"/> 0.20	145	Uruk Brood	C	1.00
<input type="checkbox"/> 0.20	146	Uruk Fighter	C	1.00
<input type="checkbox"/> 3.00	147	Uruk Guard	R	6.50
<input type="checkbox"/> 3.00	148	Uruk Lieutenant	R	6.50
<input type="checkbox"/> 0.20	149	Uruk Messenger	C	1.00
<input type="checkbox"/> 0.20	150	Uruk Rager	C	1.00
<input type="checkbox"/> 0.20	151	Uruk Savage	C	1.00
<input type="checkbox"/> 0.20	152	Uruk Shaman	C	1.00
<input type="checkbox"/> 0.75	153	Uruk Slayer	U	2.50
<input type="checkbox"/> 0.20	154	Uruk Soldier	C	1.00
<input type="checkbox"/> 4.00	155	Uruk Spy	R	8.00
<input type="checkbox"/> 0.20	156	Uruk Warrior	C	1.00
<input type="checkbox"/> 0.20	157	Uruk-hai Armory	C	1.00
<input type="checkbox"/> 0.20	158	Uruk-hai Raiding Party	C	1.00
<input type="checkbox"/> 0.75	159	Uruk-hai Rampage	U	2.50
<input type="checkbox"/> 0.20	160	Uruk-hai Sword	C	1.00
<input type="checkbox"/> 0.20	67	Uruviel, Maid Of Lórien	C	1.00
<input type="checkbox"/> 3.00	118	Valiant Man of the West	R	5.50
<input type="checkbox"/> 0.75	161	Wariness	U	2.50
<input type="checkbox"/> 3.00	28	Wealth of Moria	R	5.50
<input type="checkbox"/> 0.65	335	Weatherhills	U	2.50
<input type="checkbox"/> 0.65	336	Weathertop	U	2.50
<input type="checkbox"/> 0.20	326	Westfarthing	C	1.00
<input type="checkbox"/> 0.20	119	What Are They?	C	1.00
<input type="checkbox"/> 0.75	202	What Is This New Devilry?	U	2.50
<input type="checkbox"/> 0.75	162	Worry	U	2.50
<input type="checkbox"/> 0.75	238	Wreathed in Shadow	U	2.50
<input type="checkbox"/> 0.20	283	You Bring Great Evil	C	1.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

THE LORD OF THE RINGS

TRADING CARD GAME

MINES OF MORIA™

The Lord of the Rings •

The Mines of Moria

Decipher • Released **March 6, 2002**

122 cards plus 122 foil versions • IDENTIFIER: First digit in card code is '2'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Standard versions of the major character cards **Gimli, Dwarf of the Mountain Race** and **Gandalf, The Grey Pilgrim** appear in the starter decks; their foil versions randomly appear in boosters.



Set (122 cards)	140.00
Foil Set (122 cards)	180.00
Starter Display Box	115.00
Booster Display Box	95.00
Starter Deck	11.00
Booster Pack	3.30

You will need
14
nine-pocket
pages to store
this set.
(7 doubled up)

RegPRICE	#	Card name	Rarity	FoilPRICE
0.50	16	A Blended Race	U	2.00
3.00	112	A Promise	R	5.00
3.00	49	Archer Commander	R	5.00
3.00	1	Beneath the Mountains	R	5.00
3.00	39	Beyond the Height of Men	R	5.00
0.65	96	Bilbo Baggins, Well-spoken Gentlehobbit	U	2.00
3.00	75	Bill Ferny, Swarthy Sneering Fellow	R	5.50
0.65	31	Blood of Númenor	U	2.00
3.00	53	Cave Troll's Chain	R	5.50
3.00	97	Consorting With Wizards	R	5.00
0.50	54	Dark Fire	U	2.00
0.20	55	Dark Places	C	1.00
0.50	98	Dear Friends	U	2.00
0.20	99	Deft in Their Movements	C	1.00
0.20	40	Demands of the Sackville-Bagginses	C	1.00
0.50	17	Dismay Our Enemies	U	2.00
0.20	2	Disquiet of Our People	C	1.00
0.65	3	Dwarven Bracers	U	2.00
0.65	4	Endurance of Dwarves	U	2.00
0.20	21	Erland, Advisor to Brand	C	1.00
0.50	41	Evil Afoot	U	2.00
3.00	100	Fearing the Worst	R	5.50
0.20	101	Filibert Bolger, Wily Rascal	C	1.00
0.65	56	Fill With Fear	U	2.00
3.00	57	Final Cry	R	5.00
4.45	32	Flaming Brand	R	7.00
0.65	33	Flee in Terror	U	2.00
0.20	5	Flurry of Blows	C	1.00
0.20	58	Foul Tentacle	C	1.00
0.65	59	Foul Things	U	2.00
0.20	102	Frodo, Reluctant Adventurer	C	1.00
0.20	6	Frór, Gimli's Kinsman	C	1.00
3.00	122	Gandalf, The Grey Pilgrim	X	6.50
4.75	22	Gandalf's Staff	R	6.00
0.20	23	Gandalf's Wisdom	C	1.00
3.00	121	Gimli, Dwarf of the Mountain-race	X	6.50

RegPRICE	#	Card name	Rarity	FoilPRICE
3.75	7	Glóin, Friend to Thorin	R	6.00
0.20	60	Goblin Bowman	C	1.00
0.20	61	Goblin Flankers	C	1.00
0.20	42	Goblin Man	C	1.00
0.20	62	Goblin Pursuer	C	1.00
0.20	63	Goblin Reinforcements	C	1.00
0.20	64	Goblin Scabbler	C	1.00
0.20	65	Goblin Spearman	C	1.00
0.65	8	Golden Light on the Land	U	2.00
0.65	34	Gondor Will See It Done	U	2.00
0.50	118	Great Chasm	U	2.00
0.20	9	Great Works Begun There	C	1.00
0.20	10	Hand Axe	C	1.00
0.65	76	Helpless	U	2.00
3.25	77	His Terrible Servants	R	5.00
0.65	103	Hobbit Sword-play	U	2.00
0.50	115	Hobbiton Party Field	U	2.00
0.50	116	Hobbiton Woods	U	2.00
0.20	119	Hollin	C	1.00
0.65	18	Hosts of the Last Alliance	U	2.00
3.50	66	Huge Tentacle	R	6.50
0.20	24	Hugin, Emissary from Laketown	C	1.00
0.65	78	It Wants to be Found	U	2.00
3.00	25	Jármid, Merchant from Dale	R	5.00
4.15	43	Lurtz's Sword	R	7.00
3.00	11	Make Light of Burdens	R	5.50
0.20	88	Memory of Many Things	C	1.00
0.20	104	Merry, Horticulturalist	C	1.00
4.00	105	Mithril-coat	R	7.00
0.65	67	Moria Archer Troop	U	2.00
0.65	68	Must Do Without Hope	U	2.00
0.20	35	Natural Cover	C	1.00
0.65	106	Nice Imitation	U	2.00
0.20	44	No Business of Ours	C	1.00
3.25	36	No Mere Ranger	R	5.00
0.65	107	Not Feared in Sunlight	U	2.00
3.00	108	O Elbereth! Gilthoniel!	R	5.00
0.20	69	Old Differences	C	1.00
0.20	89	Orc Scout	C	1.00
0.20	90	Orc Taskmaster	C	1.00
3.50	109	Orc-bane	R	6.50
0.20	110	Pippin, Mr. Took	C	1.00
0.65	70	Power and Terror	U	2.00
0.65	111	Practically Everyone Was Invited	U	2.00
3.00	12	Realm of Dwarrowdelf	R	5.00
3.00	113	Red Book of Westmarch	R	5.00
3.00	19	Release the Angry Flood	R	5.50
0.65	79	Resistance Becomes Unbearable	U	2.00
0.20	114	Sam, Proper Poet	C	1.00
3.00	20	Secret Sentinels	R	5.00
0.20	37	Sentinels of Númenor	C	1.00
4.00	38	Shield of Boromir	R	6.00
0.20	91	Southern Spies	C	1.00
0.20	26	Speak "Friend" and Enter	C	1.00
0.65	92	Spies of Mordor	U	2.00
3.50	27	Staff Asunder	R	6.00
3.00	80	Stricken Dumb	R	5.00
0.20	51	The Balrog, Durin's Bane	C	1.00
8.25	52	The Balrog, Flame of Udûn	R	13.00
4.90	50	The Balrog's Sword	R	7.00
0.65	87	The Eye of Sauron	U	2.00
8.75	85	The Witch-king, Lord of the Nazgûl	R	16.00
0.65	81	They Will Find the Ring	U	2.00
0.65	71	Throw Yourself in Next Time	U	2.00
0.50	13	Tidings of Erebor	U	2.00
0.20	14	Till Durin Wakes Again	C	1.00
3.00	45	Too Much Attention	R	5.00
3.00	93	Tower Assassin	R	5.00
0.20	117	Town Center	C	1.00
0.65	72	Troubled Mountains	U	2.00
0.90	82	Úlairë Attëa, The Easterling	U	2.40
0.90	83	Úlairë Enquêa, Ringwraith in Twilight	U	2.40
5.00	84	Úlairë Nelya, Ringwraith in Twilight	R	9.00
4.00	46	Uruk Captain	R	6.00
0.20	47	Uruk Scout	C	1.00
0.50	120	Valley of the Silverlode	U	2.00
3.00	94	Verily I Come	R	5.00
0.20	95	Vile Blade	C	1.00
4.95	73	Watcher in the Water, Keeper of Westgate	R	9.75
3.00	15	What Are We Waiting For?	R	5.00
4.00	74	Whip of Many Thongs	R	6.00
0.65	28	Wielder of the Flame	U	2.00
0.20	29	Wizard Staff	C	1.00
0.65	48	Wizard Storm	U	2.00
3.25	86	Wraith-world	R	5.50
0.65	30	You Cannot Pass!	U	2.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

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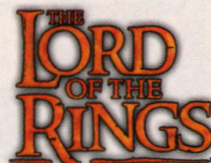
The Lord of the Rings • Realms of the Elf-lords

Decipher • Released July 2002

122 cards plus 122 foil versions • IDENTIFIER: First digit in card code is '3'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Standard versions of the major character cards Boromir, Defender of Minas Tirith and Legolas, Son of Thranduil appear in the starter decks; their foil versions randomly appear in boosters.



TRADING CARD GAME
REALMS OF THE ELF-LORDS™

Set (122 cards) 100.00
Foil Set (122 cards) 200.00
Starter Display Box 95.00
Booster Display Box 83.00
Starter Deck 9.75
Booster Pack 3.15

You will need
14
nine-pocket
pages to store
this set.
(7 doubled up)

REGPRICE	#	Card name	Rarity	FOILPRICE
3.00	52	A Fell Voice on the Air	R	6.00
0.90	4	A Royal Welcome	U	2.10
0.25	49	Abandoning Reason for Madness	C	1.00
0.25	37	Answering the Cries	C	1.00
6.00	38	Aragorn, Heir to the White City	R	10.00
1.05	7	Arwen, Elven Rider	U	2.10
7.50	8	Arwen, Lady Undómiel	R	10.00
3.00	39	Banner of the White Tree	R	7.00
0.90	9	Beren and Lúthien	U	2.10
3.00	29	Betrayal of Isengard	R	6.00
1.00	106	Bill the Pony	U	2.10
3.00	1	Book of Mazarbul	R	7.00
2.00	122	Boromir, Defender of Minas Tirith	X	5.00
1.00	10	Calaglin, Elf of Lórien	U	2.10
3.00	50	Can You Protect Me From Yourself?	R	7.00
0.90	115	Caras Galadhon	U	2.10
0.25	11	Cast It Into the Fire!	C	1.00
3.00	40	Citadel of Minas Tirith	R	7.00
0.25	51	Coming for the Ring	C	1.00
0.25	76	Dangerous Gamble	C	1.00
0.25	30	Deep in Thought	C	1.00
0.25	31	Depart Silently	C	1.00
3.00	77	Depths of Moria	R	7.00
1.00	12	Dinendal, Silent Scout	U	2.10
5.50	13	Elrond, Herald to Gil-galad	R	9.00
0.90	116	Eregion Hills	U	2.10
0.25	14	Erestor, Chief Advisor to Elrond	C	1.00
0.25	32	Fireworks	C	1.00
3.00	15	Forests of Lothlórien	R	7.00
0.25	16	Friends of Old	C	1.00
1.00	107	Frodo's Pipe	U	2.10
0.25	108	Frying Pan	C	1.00
5.00	17	Galadriel, Lady of the Golden Wood	R	9.00
1.00	18	Galdor, Councilor From the West	U	2.10

REGPRICE	#	Card name	Rarity	FOILPRICE
0.25	117	Gates of Argonath	C	1.00
3.00	81	Gates of the Dead City	R	7.00
0.90	88	Get Off the Road!	U	2.10
3.00	19	Gift of the Evenstar	R	8.00
1.00	2	Gimli's Pipe	U	2.10
0.90	89	Gleaming in the Snow	U	2.10
1.00	20	Golradir, Councilor of Imladris	U	2.10
5.00	41	Gondor Bowmen	R	8.00
0.25	90	Hand of Sauron	C	1.00
1.00	53	Hate and Anger	U	2.10
0.25	78	Hide and Seek	C	1.00
3.00	91	His Cruelty and Malice	R	6.00
0.25	33	His First Serious Check	C	1.00
3.00	54	Hollowing of Isengard	R	6.00
3.15	42	Horn of Boromir	R	6.00
0.90	119	House of Elrond	U	2.10
0.25	55	Isengard Axe	C	1.00
0.25	56	Isengard Forger	C	1.00
0.90	57	Isengard Retainer	U	2.10
0.90	58	Isengard Servant	U	2.10
0.25	59	Isengard Shaman	C	1.00
0.90	60	Isengard Smith	U	2.10
0.90	61	Isengard Warrior	U	2.10
0.25	62	Isengard Worker	C	1.00
3.00	121	Legolas, Son of Thranduil	X	5.00
6.00	21	Long-knives of Legolas	R	8.50
0.90	79	Malice	U	2.10
0.90	92	Massing in the East	U	2.10
0.25	22	Master of Healing	C	1.00
0.25	109	Meant to Be Alone	C	1.00
3.00	110	Melilot Brandybuck, Merry Dancer	R	6.00
0.25	43	Might of Númenor	C	1.00
3.00	3	Mines of Khazad-Dûm	R	6.00
3.00	93	Morgul Slayer	R	6.00
3.15	34	Narya	R	7.00
3.15	23	Nenya	R	7.00
0.90	82	News of Mordor	U	2.10
0.25	111	Old Noakes, Purveyor of Wisdoms	C	1.00
0.25	63	One of You Must Do This	C	1.00
0.25	94	Orc Butcher	C	1.00
4.00	64	Orc Commander	R	8.00
0.25	95	Orc Guard	C	1.00
4.00	65	Orc Overseer	R	8.00
0.90	96	Orc Pillager	U	2.10
0.90	97	Orc Slayer	U	2.10

REGPRICE	#	Card name	Rarity	FOILPRICE
0.25	98	Orc Swordsman	C	1.00
4.00	99	Orc Trooper	R	8.00
0.90	100	Orc Veteran	U	2.10
0.25	101	Orc Warrior	C	1.00
4.00	66	Orthanc Berserker	R	8.00
3.00	102	Our List of Allies Grows Thin	R	7.00
1.00	24	Phial of Galadriel	U	2.10
0.90	25	Saelbeth, Elven Councilor	U	2.10
6.00	68	Saruman, Keeper of Isengard	R	9.00
0.25	69	Saruman, Servant of the Eye	C	1.00
0.25	112	Seek and Hide	C	1.00
0.25	70	Servants to Saruman	C	1.00
0.90	45	Some Who Resisted	U	2.10
1.00	26	Something Draws Near	U	2.10
0.90	5	Song of Durin	U	2.10
1.00	46	Still Sharp	U	2.10
0.25	6	Storm of Argument	C	1.00
3.00	80	Such a Little Thing	R	6.00
3.00	103	Terrible as the Dawn	R	6.00
0.25	87	The Dark Lord Advances	C	1.00
0.25	118	The Great River	C	1.00
4.00	67	The Palantir of Orthanc	R	8.00
0.90	83	The Ring Draws Them	U	2.10
5.00	44	The Shards of Narsil	R	8.00
3.00	113	The Shire Countryside	R	6.00
0.90	73	The Trees Are Strong	U	2.10
0.25	84	They Will Never Stop Hunting You	C	1.00
0.25	114	Three Monstrous Trolls	C	1.00
3.00	85	Too Great and Terrible	R	6.00
3.00	104	Tower of Barad-dûr	R	7.00
3.00	71	Tower of Orthanc	R	6.00
0.90	72	Trapped and Alone	U	2.10
1.00	35	Trust Me as You Once Did	U	2.10
1.00	86	Úlairë Otsëa, Ringwraith in Twilight	U	2.10
0.25	36	Unknown Perils	C	1.00
0.25	74	Uruk Raider	C	1.00
0.90	75	Uruk Ravager	U	2.10
3.00	27	Vilya	R	8.00
0.25	28	Voice of Nimrodel	C	1.00
0.90	47	Voice of Rauros	U	2.10
0.90	120	Wastes of Eryn Mui	U	2.10
0.25	48	We Must Go Warily	C	1.00
3.00	105	Why Shouldn't I Keep It?	R	6.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

THE LORD OF THE RINGS

TRADING CARD GAME

THE TWO TOWERS

The Lord of the Rings •

The Two Towers

Decipher • Released November 6, 2002

365 cards plus 365 foil versions • IDENTIFIER: First digit in card code is '4'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Standard versions of the major character cards Aragorn, Wingfoot and Théoden, Lord of the Mark appear in the starter decks; their foil versions randomly appear in boosters.



Set (365 cards)	200.00
Foil Set (365 cards)	515.00
Starter Display Box	98.00
Booster Display Box	88.00
Starter Deck	11.00
Booster Pack	3.30

You will need
41
nine-pocket
pages to store
this set.
(22 doubled up)

REG PRICE	#	Card name	Rarity	FOIL PRICE
1.00	136	Advance Uruk Patrol	U	2.70
3.50	262	Aldor, Soldier of Edoras	R	7.50
3.00	58	Alliance Reforged	R	7.00
1.00	282	An Honorable Charge	U	2.70
0.25	3	Anger	C	1.00
0.25	109	Aragorn, Heir of Elendil	C	1.00
4.00	364	Aragorn, Wingfoot	X	17.50
0.80	59	Arrow and Blade	U	2.70
1.00	216	Arrow From the South	U	2.70
1.00	110	Arrows Thick in the Air	U	2.70
0.25	137	Attack on Helm's Deep	C	1.00
3.50	41	Axe of Erebor	R	7.50
1.00	138	Band of Uruk Bowman	U	2.70
0.25	4	Band of Wild Men	C	1.00
3.00	139	Banished	R	7.00
0.80	337	Barrows of Edoras	U	2.70
1.00	88	Behold the White Rider	U	2.70
0.25	42	Best Company	C	1.00
3.00	140	Beyond All Hope	R	7.00
0.25	141	Beyond Dark Mountains	C	1.00
1.00	60	Blades Drawn	U	2.70
3.50	111	Boromir, My Brother	R	7.50
0.25	112	Boromir's Gauntlets	C	1.00
0.25	298	Brace of Cones	C	1.00
0.80	263	Brego	U	2.70
0.25	142	Broad-bladed Sword	C	1.00
0.80	143	Brought Back Alive	U	2.70
0.25	5	Burn Every Village	C	1.00
3.00	144	Burning of Westfold	R	7.00
0.80	355	Cavern Entrance	U	2.70
0.80	352	Caves of Aglarond	U	2.70
0.80	264	Ceol, Weary Horseman	U	2.70
3.00	299	Cliffs of Emyr Muil	R	7.00
0.25	145	Cloud of Arrows	C	1.00
3.00	146	Come Down	R	7.00
1.00	43	Come Here Lad	U	2.70
3.00	61	Company of Archers	R	7.00
3.00	6	Constantly Threatening	R	7.00
0.25	44	Courtesy of My Hall	C	1.00
0.80	147	Covering Fire	U	2.70
0.25	113	Curse Them	C	1.00
0.80	114	Damrod, Ranger of Ithilien	U	2.70
0.25	7	Dark Fury	C	1.00
1.00	8	Death to the Strawheads	U	2.70
0.80	347	Deep of Helm	U	2.70
0.80	348	Deeping Wall	U	2.70
0.25	115	Defend It and Hope	C	1.00
0.80	330	Derndingle	U	2.70

REG PRICE	#	Card name	Rarity	FOIL PRICE
0.80	217	Desert Lancers	U	2.70
3.25	218	Desert Legion	R	7.00
4.00	219	Desert Lord	R	8.00
0.80	220	Desert Soldier	U	2.70
0.25	221	Desert Spearman	C	1.00
0.25	222	Desert Warrior	C	1.00
3.00	223	Discovered	R	7.00
1.00	148	Down to the Last Child	U	2.70
3.00	149	Driven Back	R	7.00
0.80	9	Dunlending Arsonist	U	2.70
0.25	10	Dunlending Brigand	C	1.00
0.80	11	Dunlending Looter	U	2.70
0.25	12	Dunlending Madman	C	1.00
1.00	13	Dunlending Pillager	U	2.70
0.25	14	Dunlending Ransacker	C	1.00
0.25	15	Dunlending Ravager	C	1.00
0.25	16	Dunlending Robber	C	1.00
0.25	17	Dunlending Savage	C	1.00
0.25	18	Dunlending Warrior	C	1.00
3.00	45	Dwarven Foresight	R	7.00
0.80	323	East Wall of Rohan	U	2.70
0.80	324	Eastmnet Downs	U	2.70
0.80	325	Eastmnet Gullies	U	2.70
0.25	224	Easterling Axeman	C	1.00
4.00	225	Easterling Captain	R	8.00
0.25	226	Easterling Guard	C	1.00
0.25	227	Easterling Infantry	C	1.00
0.25	228	Easterling Lieutenant	C	1.00
3.25	229	Easterling Skirmisher	R	7.50
1.00	230	Easterling Trooper	U	2.70
3.00	231	Eastern Emyr Muil	R	7.00
0.80	331	Eastfold	U	2.70
0.80	232	Elite Archer	U	2.70
3.25	150	Elite Crossbowmen	R	7.00
0.25	265	Elite Rider	C	1.00
1.00	62	Elven Bow	U	2.70
1.00	63	Elven Brooch	U	2.70
0.25	64	Elven Sword	C	1.00
0.25	266	Éomer, Sister-son of Théoden	C	1.00
4.00	267	Éomer, Third Marshal of Riddermark	R	8.00
1.00	268	Éomer's Spear	U	2.70
4.00	269	Éothain, Scout of the Mark	R	8.00
0.25	270	Éowyn, Lady of Rohan	C	1.00
6.00	271	Éowyn, Sister-daughter of Théoden	R	11.00
4.00	272	Éowyn's Sword	R	8.00
0.80	343	Ered Nimrais	U	2.70
4.00	65	Erethôn, Naith Lieutenant	R	8.00
3.00	300	Escape	R	7.00
3.00	46	Ever My Heart Rises	R	7.00
0.80	332	Fangorn Forest	U	2.70
6.00	116	Faramir, Captain of Gondor	R	12.00
0.25	117	Faramir, Son of Denethor	C	1.00
4.75	118	Faramir's Bow	R	8.00
4.00	119	Faramir's Cloak	R	8.00

REG PRICE	#	Card name	Rarity	FOIL PRICE
0.80	233	Fearless	U	2.70
1.00	66	Feathered	U	2.70
0.25	67	Ferevelder, Son of Thandronen	C	1.00
0.25	68	Ferevellon, Son of Thandronen	C	1.00
0.25	151	Ferocity	C	1.00
0.25	273	Fight for the Villagers	C	1.00
3.00	69	Final Count	R	7.00
3.00	274	Firefoot	R	7.00
1.00	234	Flanking Attack	U	2.70
0.25	70	Flashing Steel	C	1.00
3.00	120	Forbidden Pool	R	7.00
3.00	121	Forests of Ithilien	R	7.00
0.80	275	Forth Eorlingas!	U	2.70
1.00	276	Fortress Never Fallen	U	2.70
0.80	360	Fortress of Orthanc	U	2.70
5.50	301	Frodo, Courteous Halfling	R	11.75
0.25	302	Frodo, Tired Traveller	C	1.00
3.25	303	Frodo's Cloak	R	7.00
1.00	47	From the Armory	U	2.70
8.00	89	Gandalf, Greyhame	R	15.00
0.25	90	Gandalf, The White Wizard	C	1.00
5.00	91	Gandalf's Staff, Walking Stick	R	9.00
0.25	235	Gathering to the Summons	C	1.00
0.80	152	Get Back	U	2.70
3.25	304	Get On and Get Away	R	7.00
5.00	48	Gimli, Lockbearer	R	9.50
0.25	49	Gimli, Unbidden Guest	C	1.00
0.80	338	Golden Hall	U	2.70
0.25	122	Gondorian Ranger	C	1.00
1.00	305	Good Work	U	2.70
0.80	353	Great Hall	U	2.70
0.25	153	Gríma, Son of Galmód	C	1.00
5.00	154	Gríma, Wormtongue	R	9.50
3.00	92	Grown Suddenly Tall	R	7.00
0.25	277	Guma, Plains Farmer	C	1.00
0.25	71	Haldir, Emissary of the Galadhrim	C	1.00
1.00	123	Hard Choice	U	2.70
1.00	155	Haunting Her Steps	U	2.70
0.25	93	Have Patience	C	1.00
3.00	94	Hearken to Me	R	7.00
0.25	278	Heavy Chain	C	1.00
3.25	279	Helm! Helm!	R	7.00
0.80	349	Helm's Gate	U	2.70
3.25	124	Help in Doubt and Need	R	7.00
3.00	125	Henneth Annûn	R	7.00
0.25	50	Here Is Good Rock	C	1.00
1.00	280	Herugrim	U	2.70
5.00	19	Hides	R	9.00
4.25	20	Hill Chief	R	8.00
0.25	21	Hillman Band	C	1.00
4.25	22	Hillman Horde	R	8.00
4.00	23	Hillman Mob	R	8.00
0.80	24	Hillman Rabble	U	2.70
0.25	25	Hillman Tribe	C	1.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

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REGPRICE	#	Card name	Rarity	FOILPRICE	REGPRICE	#	Card name	Rarity	FOILPRICE	REGPRICE	#	Card name	Rarity	FOILPRICE
<input type="checkbox"/>	0.25	281 Hlafwine, Village Farmhand	C	1.00	<input type="checkbox"/>	0.25	131 Ranger's Bow	C	1.00	<input type="checkbox"/>	0.25	104 Treebeard, Oldest Living Thing	C	1.00
<input type="checkbox"/>	0.25	306 Hobbit Sword	C	1.00	<input type="checkbox"/>	1.00	132 Ranger's Sword, Blade of Aragorn	U	2.70	<input type="checkbox"/>	4.75	176 Uglúk, Servant of Saruman	R	8.00
<input type="checkbox"/>	0.80	354 Hornburg Armory	U	2.70	<input type="checkbox"/>	1.00	170 Ranks Without Number	U	2.70	<input type="checkbox"/>	4.00	177 Uglúk's Sword	R	8.00
<input type="checkbox"/>	0.80	356 Hornburg Causeway	U	2.70	<input type="checkbox"/>	4.00	243 Rapid Fire	R	8.00	<input type="checkbox"/>	0.25	105 Under the Living Earth	C	1.00
<input type="checkbox"/>	0.80	350 Hornburg Courtyard	U	2.70	<input type="checkbox"/>	3.00	32 Ravage the Defeated	R	7.00	<input type="checkbox"/>	0.25	178 Unferth, Gríma's Bodyguard	C	1.00
<input type="checkbox"/>	0.80	351 Hornburg Parapet	U	2.70	<input type="checkbox"/>	3.00	244 Regiment of Haradrim	R	7.00	<input type="checkbox"/>	3.00	179 Uruk Assault Band	R	7.00
<input type="checkbox"/>	0.25	283 Horse of Rohan	C	1.00	<input type="checkbox"/>	3.00	54 Rest by Blind Night	R	7.00	<input type="checkbox"/>	0.25	180 Uruk Besieger	C	1.00
<input type="checkbox"/>	0.80	326 Horse-country	U	2.70	<input type="checkbox"/>	3.00	171 Rest While You Can	R	7.00	<input type="checkbox"/>	0.80	335 Uruk Camp	U	2.70
<input type="checkbox"/>	1.00	236 Howl of Harad	U	2.70	<input type="checkbox"/>	3.25	55 Restless Axe	R	7.00	<input type="checkbox"/>	0.25	181 Uruk Chaser	C	1.00
<input type="checkbox"/>	3.00	307 Impatient and Angry	R	7.00	<input type="checkbox"/>	0.25	286 Rider of Rohan	C	1.00	<input type="checkbox"/>	0.80	182 Uruk Crossbow Troop	U	2.70
<input type="checkbox"/>	3.00	95 Into Dark Tunnels	R	7.00	<input type="checkbox"/>	0.25	287 Rider's Mount	C	1.00	<input type="checkbox"/>	0.25	183 Uruk Crossbowman	C	1.00
<input type="checkbox"/>	0.25	26 Iron Axe	C	1.00	<input type="checkbox"/>	0.25	288 Rider's Spear	C	1.00	<input type="checkbox"/>	0.25	184 Uruk Defender	C	1.00
<input type="checkbox"/>	1.00	126 Ithilien Trap	U	2.70	<input type="checkbox"/>	0.80	358 Ring of Isengard	U	2.70	<input type="checkbox"/>	0.25	185 Uruk Fanatic	C	1.00
<input type="checkbox"/>	3.00	237 Ithilien Wilderness	R	7.00	<input type="checkbox"/>	3.00	172 Rohan Is Mine	R	7.00	<input type="checkbox"/>	3.00	186 Uruk Follower	R	7.00
<input type="checkbox"/>	1.00	96 Keep Your Forked Tongue	U	2.70	<input type="checkbox"/>	0.80	334 Rohirrim Village	U	2.70	<input type="checkbox"/>	0.25	187 Uruk Foot Soldier	C	1.00
<input type="checkbox"/>	0.25	51 Khazâd Ai-mênu	C	1.00	<input type="checkbox"/>	1.00	99 Roll of Thunder	U	2.70	<input type="checkbox"/>	0.80	188 Uruk Hunter	U	2.70
<input type="checkbox"/>	0.25	156 Kill Them Now	C	1.00	<input type="checkbox"/>	3.00	133 Ruins of Osgiliath	R	7.00	<input type="checkbox"/>	0.25	189 Uruk Plains Runner	C	1.00
<input type="checkbox"/>	3.00	72 Killing Field	R	7.00	<input type="checkbox"/>	5.00	315 Sam, Frodo's Gardener	R	9.50	<input type="checkbox"/>	0.25	190 Uruk Pursuer	C	1.00
<input type="checkbox"/>	3.00	284 King's Mail	R	7.00	<input type="checkbox"/>	0.25	316 Sam, Samwise the Brave	C	1.00	<input type="checkbox"/>	0.25	191 Uruk Rear Guard	C	1.00
<input type="checkbox"/>	0.80	357 King's Room	U	2.70	<input type="checkbox"/>	3.25	317 Sam's Pack	R	7.00	<input type="checkbox"/>	0.25	192 Uruk Regular	C	1.00
<input type="checkbox"/>	0.25	308 Knocked on the Head	C	1.00	<input type="checkbox"/>	7.50	173 Saruman, Black Traitor	R	13.50	<input type="checkbox"/>	0.25	193 Uruk Runner	C	1.00
<input type="checkbox"/>	3.25	157 Leechcraft	R	7.00	<input type="checkbox"/>	7.00	33 Saruman, Rabble-rouser	R	13.00	<input type="checkbox"/>	0.80	194 Uruk Searcher	U	2.70
<input type="checkbox"/>	7.00	73 Legolas, Dauntless Hunter	R	12.75	<input type="checkbox"/>	5.00	174 Saruman's Staff, Wizard's Device	R	9.00	<input type="checkbox"/>	0.25	195 Uruk Seeker	C	1.00
<input type="checkbox"/>	0.25	74 Legolas, Elven Comrade	C	1.00	<input type="checkbox"/>	0.25	56 Search Far and Wide	C	1.00	<input type="checkbox"/>	0.25	196 Uruk Spear	C	1.00
<input type="checkbox"/>	4.00	75 Lembas	R	8.00	<input type="checkbox"/>	1.00	34 Secret Folk	U	2.70	<input type="checkbox"/>	0.25	197 Uruk Stalker	C	1.00
<input type="checkbox"/>	0.80	285 Léod, Westfold Herdsman	U	2.70	<input type="checkbox"/>	1.00	318 Severed We Had	U	2.70	<input type="checkbox"/>	0.25	198 Uruk Stormer	C	1.00
<input type="checkbox"/>	3.50	158 Lieutenant of Orthanc	R	7.50	<input type="checkbox"/>	0.25	319 Severed His Bonds	C	1.00	<input type="checkbox"/>	3.50	199 Uruk Trooper	R	7.00
<input type="checkbox"/>	1.00	309 Light Shining Faintly	U	2.70	<input type="checkbox"/>	4.00	100 Shadowfax	R	8.00	<input type="checkbox"/>	4.00	200 Uruk Vanguard	R	8.00
<input type="checkbox"/>	0.80	27 Living Off Rock	U	2.70	<input type="checkbox"/>	3.25	289 Simbelmynë	R	7.00	<input type="checkbox"/>	1.00	201 Uruk Veteran	U	2.70
<input type="checkbox"/>	0.25	97 Long I Fell	C	1.00	<input type="checkbox"/>	3.00	245 Southron Archer	R	7.00	<input type="checkbox"/>	1.00	202 Uruk-hai Band	U	2.70
<input type="checkbox"/>	0.25	76 Lórien Guardian	C	1.00	<input type="checkbox"/>	3.25	246 Southron Assassin	R	7.00	<input type="checkbox"/>	3.00	203 Uruk-hai Horde	R	7.00
<input type="checkbox"/>	1.00	77 Lórien Is Most Welcome	U	2.70	<input type="checkbox"/>	3.50	247 Southron Bow	R	7.50	<input type="checkbox"/>	0.25	204 Uruk-hai Marauder	C	1.00
<input type="checkbox"/>	0.25	78 Lórien Swordsman	C	1.00	<input type="checkbox"/>	0.25	248 Southron Bowman	C	1.00	<input type="checkbox"/>	1.00	205 Uruk-hai Mob	U	2.70
<input type="checkbox"/>	0.80	127 Mablung, Soldier of Gondor	U	2.70	<input type="checkbox"/>	0.80	249 Southron Commander	U	2.70	<input type="checkbox"/>	0.25	206 Uruk-hai Patrol	C	1.00
<input type="checkbox"/>	0.80	159 Many Riddles	U	2.70	<input type="checkbox"/>	0.80	250 Southron Explorer	U	2.70	<input type="checkbox"/>	0.25	207 Uruk-hai Raiding Party	C	1.00
<input type="checkbox"/>	4.50	160 Mauhúr, Patrol Leader	R	8.50	<input type="checkbox"/>	3.00	251 Southron Fighter	R	7.00	<input type="checkbox"/>	3.00	293 Valleys of the Mark	R	7.00
<input type="checkbox"/>	3.00	238 Men of Harad	R	7.00	<input type="checkbox"/>	0.25	252 Southron Scout	C	1.00	<input type="checkbox"/>	0.25	87 Valor	C	1.00
<input type="checkbox"/>	0.25	239 Men of Rhûn	C	1.00	<input type="checkbox"/>	0.80	253 Southron Sentry	U	2.70	<input type="checkbox"/>	0.80	208 Vengeance	U	2.70
<input type="checkbox"/>	0.80	161 Men Will Fall	U	2.70	<input type="checkbox"/>	0.25	254 Southron Soldier	C	1.00	<input type="checkbox"/>	3.00	259 Vision From Afar	R	7.00
<input type="checkbox"/>	0.25	310 Merry, Learned Guide	C	1.00	<input type="checkbox"/>	0.25	255 Southron Spear	C	1.00	<input type="checkbox"/>	3.00	209 Volley Fire	R	7.00
<input type="checkbox"/>	5.00	311 Merry, Unquenchable Hobbit	R	9.00	<input type="checkbox"/>	3.00	256 Southron Troop	R	7.00	<input type="checkbox"/>	3.00	35 Wake of Destruction	R	7.00
<input type="checkbox"/>	0.80	312 Mind Your Own Affairs	U	2.70	<input type="checkbox"/>	3.00	257 Southron Veterans	R	7.00	<input type="checkbox"/>	0.25	135 War and Valor	C	1.00
<input type="checkbox"/>	0.25	98 Mithrandir, Mithrandir!	C	1.00	<input type="checkbox"/>	0.25	258 Southron Wanderer	C	1.00	<input type="checkbox"/>	0.80	36 War Club	U	2.70
<input type="checkbox"/>	3.00	52 My Axe Is Notched	R	7.00	<input type="checkbox"/>	0.80	339 Stables	U	2.70	<input type="checkbox"/>	0.25	37 War Cry of Dunland	C	1.00
<input type="checkbox"/>	0.25	128 New Errand	C	1.00	<input type="checkbox"/>	0.25	175 Still They Came	C	1.00	<input type="checkbox"/>	0.25	322 Warmed Up a Bit	C	1.00
<input type="checkbox"/>	3.00	240 New Fear	R	7.00	<input type="checkbox"/>	1.00	320 Store-room	U	2.70	<input type="checkbox"/>	0.25	210 We Are the Fighting Uruk-hai	C	1.00
<input type="checkbox"/>	3.00	162 New Power Rising	R	7.00	<input type="checkbox"/>	1.00	57 Stout and Strong	U	2.70	<input type="checkbox"/>	3.25	294 Weapon Store	R	7.00
<input type="checkbox"/>	3.00	79 Night Without End	R	7.00	<input type="checkbox"/>	0.80	340 Streets of Edoras	U	2.70	<input type="checkbox"/>	3.50	211 Weapons of Isengard	R	7.50
<input type="checkbox"/>	3.00	163 No Dawn for Men	R	7.00	<input type="checkbox"/>	1.00	82 Strength of Arms	U	2.70	<input type="checkbox"/>	0.25	212 Weary	C	1.00
<input type="checkbox"/>	1.00	28 No Defense	U	2.70	<input type="checkbox"/>	0.80	101 Stump and Bramble	U	2.70	<input type="checkbox"/>	0.80	295 Weland, Smith of the Riddermark	U	2.70
<input type="checkbox"/>	3.25	29 No Refuge	R	7.00	<input type="checkbox"/>	3.00	290 Supplies of the Mark	R	7.00	<input type="checkbox"/>	0.80	296 Well Stored	U	2.70
<input type="checkbox"/>	3.25	30 No Retreat	R	7.00	<input type="checkbox"/>	0.25	83 Supporting Fire	C	1.00	<input type="checkbox"/>	0.80	344 Westernnet Hills	U	2.70
<input type="checkbox"/>	0.25	241 On the March	C	1.00	<input type="checkbox"/>	0.25	321 Swiftly and Softly	C	1.00	<input type="checkbox"/>	0.80	342 Westernnet Plains	U	2.70
<input type="checkbox"/>	0.80	80 Ordulus, Young Warrior	U	2.70	<input type="checkbox"/>	0.25	134 Sword of Gondor	C	1.00	<input type="checkbox"/>	0.80	329 Western Eryn Mui	U	2.70
<input type="checkbox"/>	0.80	361 Orthanc Balcony	U	2.70	<input type="checkbox"/>	3.00	84 Sword-wall	R	7.00	<input type="checkbox"/>	3.25	213 What Did You Discover?	R	7.00
<input type="checkbox"/>	4.25	164 Orthanc Champion	R	8.00	<input type="checkbox"/>	0.25	102 Task Was Not Done	C	1.00	<input type="checkbox"/>	3.00	214 Where Has Gríma Stowed It?	R	7.00
<input type="checkbox"/>	0.80	362 Orthanc Library	U	2.70	<input type="checkbox"/>	0.25	85 Thandronen, Veteran Protector	C	1.00	<input type="checkbox"/>	0.25	260 Whirling Strike	C	1.00
<input type="checkbox"/>	0.25	165 Orthanc Warrior	C	1.00	<input type="checkbox"/>	7.00	1 The One Ring, Answer to All Riddles	R	11.75	<input type="checkbox"/>	0.80	345 White Mountains	U	2.70
<input type="checkbox"/>	0.80	31 Over the Isen	U	2.70	<input type="checkbox"/>	0.25	2 The One Ring, The Ruling Ring	C	1.00	<input type="checkbox"/>	1.00	38 Wild Man of Dunland	U	2.70
<input type="checkbox"/>	0.80	363 Palantir Chamber	U	2.70	<input type="checkbox"/>	3.25	166 The Palantir of Orthanc, Seventh Seeing-stone	R	8.50	<input type="checkbox"/>	3.00	39 Wild Man Raid	R	7.00
<input type="checkbox"/>	0.25	129 Pathfinder	C	1.00	<input type="checkbox"/>	0.80	328 The Riddermark	U	2.70	<input type="checkbox"/>	3.00	107 Windows in a Stone Wall	R	7.00
<input type="checkbox"/>	0.80	81 Pendedhel, Naith Warrior	U	2.70	<input type="checkbox"/>	3.00	365 Théoden, Lord of the Mark	X	15.00	<input type="checkbox"/>	0.80	359 Wizard's Vale	U	2.70
<input type="checkbox"/>	3.00	167 Pillage of Rohan	R	7.00	<input type="checkbox"/>	0.25	292 Théoden, Son of Thengel	C	1.00	<input type="checkbox"/>	1.00	108 Wizardry Indeed	U	2.70
<input type="checkbox"/>	4.00	313 Pippin, Just a Nuisance	R	8.00	<input type="checkbox"/>	0.80	86 Thónnas, Naith Captain	U	2.70	<input type="checkbox"/>	0.80	336 Wold of Rohan	U	2.70
<input type="checkbox"/>	0.25	314 Pippin, Woolly-footed Rascal	C	1.00	<input type="checkbox"/>	0.80	341 Throne Room	U	2.70	<input type="checkbox"/>	0.25	297 Work for the Sword	C	1.00
<input type="checkbox"/>	0.80	327 Plains of Rohan	U	2.70	<input type="checkbox"/>	4.00	103 Treebeard, Earthborn	R	8.00	<input type="checkbox"/>	4.00	215 Wounded	R	8.00
<input type="checkbox"/>	0.80	333 Plains of Rohan Camp	U	2.70						<input type="checkbox"/>	3.00	261 Wrath of Harad	R	7.00
<input type="checkbox"/>	1.00	53 Quick As May Be	U	2.70						<input type="checkbox"/>	4.00	40 Wulf, Dunlending Chieftain	R	8.00
<input type="checkbox"/>	3.00	168 Race Across the Mark	R	7.00										
<input type="checkbox"/>	1.00	242 Raiders From the East	U	2.70										
<input type="checkbox"/>	3.00	169 Ranged Commander	R	7.00										
<input type="checkbox"/>	0.25	130 Ranger of Ithilien	C	1.00										

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

THE LORD OF THE RINGS

TRADING CARD GAME

The Lord of the Rings •

Battle of Helm's Deep

Decipher • Released March 12, 2003

128 cards (122 plus 6 alternate-image cards) plus 128 foil versions

• **IDENTIFIER:** First digit in card code is '5'

• Starter decks contain 60 cards; starter displays contain 12 decks

• Booster packs contain 11 cards; booster displays contain 36 packs

Standard versions of the major character cards Legolas, Archer of Mirkwood and Éowyn, Daughter of Éomund appear in the starter decks; their foil versions randomly appear in boosters.



Set (128 cards) 125.00
Foil Set (128 cards) 455.00
Starter Display Box 105.00
Booster Display Box 90.00
Starter Deck 10.00
Booster Pack 3.30

You will need
15
 nine-pocket
 pages to store
 this set.
 (8 doubled up)

REGPRICE	#	Card name	Rarity	FoilPRICE
1	3.25	31 Alcarin, Warrior of Lamedon	R	6.00
1	1.00	79 Armory	U	2.35
1	3.00	70 Army of Haradrim	R	6.00
1	2.50	126 Army of Haradrim (alt.)	X	4.10
1	1.00	80 Arrow-slits	U	2.50
1	1.00	10 Balglin, Elven Warrior	U	2.50
1	3.00	5 Baruk Khazâd	R	6.00
1	2.25	123 Baruk Khazâd (alt.)	X	4.10
1	1.00	44 Battering Ram	U	2.35
2	3.00	21 Be Back Soon	R	6.00
1	1.00	45 Berserk Rager	U	2.50
1	4.00	46 Berserk Savage	R	6.75
1	3.65	47 Berserk Slayer	R	7.00
1	1.00	15 Birchseed, Tall Statesman	U	2.50
1	1.00	48 Black Shapes Crawling	U	2.50
1	3.00	11 Break the Charge	R	6.00
1	2.25	124 Break the Charge (alt.)	X	4.10
1	1.00	120 Caverns of Isengard	U	2.50
3	0.25	32 Citadel of the Stars	C	0.80
1	0.25	33 City Wall	C	1.00
1	3.00	71 Company of Haradrim	R	6.25
1	3.00	95 Dead Marshes	R	6.00
1	0.25	6 Defending the Keep	C	0.80
1	3.00	72 Desert Stalker	R	6.00
1	3.00	49 Devilry of Orthanc	R	6.00
1	3.00	16 Down From the Hills	R	6.00
1	1.00	1 Dunlending Rampager	U	2.35
4	1.00	2 Dunlending Renegade	U	2.50
1	0.25	81 Ecglaf, Courageous Farmer	C	0.80
1	3.00	122 Éowyn, Daughter of Éomund	X	5.00
1	1.00	22 Evil-smelling Fens	U	2.35
1	3.00	96 Eye of Barad-Dûr	R	6.00
1	1.00	34 Fall Back	U	2.35
1	1.00	23 Follow Sméagol	U	2.50
1	0.25	17 Forest Guardian	C	1.00
1	3.00	50 Foul Horde	R	6.25
5	2.50	125 Foul Horde (alt.)	X	5.00
1	1.00	111 Frodo, Master of the Precious	U	2.50

REGPRICE	#	Card name	Rarity	FoilPRICE
1	3.75	18 Fury of the White Rider	R	6.75
1	3.50	82 Gamling, Warrior of Rohan	R	6.75
1	0.25	97 Gate Soldier	C	1.00
1	0.25	98 Gate Trooper	C	1.00
1	0.25	99 Gate Veteran	C	1.00
1	5.25	7 Gimli, Skilled Defender	R	10.00
1	0.25	24 Gollum, Nasty Treacherous Creature	C	1.00
6	6.75	25 Gollum, Stinker	R	10.00
1	0.25	35 Gondorian Knight	C	1.00
1	5.00	51 Grima, Chief Counselor	R	7.00
1	4.00	100 Grishnákh, Orc Captain	R	7.25
1	1.00	8 Horn of Helm	U	2.15
1	1.00	118 Hornburg Wall	U	2.50
1	0.25	83 Household Guard	C	1.00
1	3.00	84 I Am Here	R	6.00
1	1.00	101 I'd Make You Squeak	U	2.35
7	0.25	52 Isengard Flanker	C	1.00
1	0.25	53 Isengard Rider	C	0.80
1	1.00	54 Isengard Scimitar	U	2.50
1	1.00	55 Isengard Scout Troop	U	2.35
1	0.25	36 Knight of Gondor	C	1.00
1	3.00	3 Leaping Blaze	R	6.00
1	4.50	121 Legolas, Archer of Mirkwood	X	14.00
1	1.00	12 Legolas' Sword	U	2.50
1	0.25	85 Let Us Be Swift	C	1.00
8	4.00	19 Lindenroot, Elder Shepherd	R	7.25
1	1.00	26 Look at Him	U	2.15
1	0.25	37 Men of Númenor	C	1.00
1	3.00	102 Morannon	R	6.00
1	1.00	9 More to My Liking	U	2.35
1	0.25	73 Mûmak	C	1.00
1	1.00	119 Nan Curunír	U	2.50
1	3.10	112 No Help for It	R	6.25
1	3.00	86 No Rest for the Weary	R	6.00
9	3.00	113 No Use That Way	R	6.00
1	3.00	103 Orc Captain	R	6.00
1	1.00	104 Orc Cutthroat	U	2.50
1	1.00	105 Orc Fighter	U	2.15
1	0.25	106 Orc Infantry	C	0.80
1	1.00	107 Orc Patrol	U	2.35
1	0.25	108 Orc Pursuer	C	1.00
1	0.25	109 Orc Runner	C	1.00
1	1.00	87 Parapet	U	2.35
10	0.25	27 Poor Wretch	C	1.00
1	1.00	38 Rally Point	U	2.50
1	1.00	114 Rare Good Ballast	U	2.15
1	0.25	88 Rohirrim Bow	C	1.00

REGPRICE	#	Card name	Rarity	FoilPRICE
1	3.00	89 Rohirrim Helm	R	6.00
1	2.25	127 Rohirrim Helm (alt.)	X	4.10
1	0.25	90 Rohirrim Scout	C	1.00
1	0.25	91 Rohirrim Shield	C	1.00
1	1.00	115 Sam, Nice Sensible Hobbit	U	2.35
11	5.00	56 Saruman, Master of Foul Folk	R	10.00
1	1.00	57 Scaling Ladder	U	2.35
1	4.00	58 Sharku, Warg-captain	R	6.25
1	4.00	59 Sharku's Warg	R	6.25
1	1.00	60 Siege Engine	U	2.35
1	1.00	92 Sigewulf, Brave Volunteer	U	2.50
1	0.25	28 Sméagol, Old Noser	C	1.00
1	5.20	29 Sméagol, Slinder	R	10.00
1	0.25	74 Southron Marcher	C	1.00
12	0.25	75 Southron Runner	C	1.00
1	0.25	76 Southron Traveler	C	1.00
1	4.00	116 Sting, Baggins Heirloom	R	8.00
1	3.00	39 Stone Tower	R	6.00
1	1.00	77 Strength in Numbers	U	2.35
1	0.25	40 Take Cover	C	1.00
1	1.00	13 Taurnil, Sharp-eyed Bowman	U	2.35
1	1.00	110 Teeth of Mordor	U	2.15
1	0.25	14 That Is No Orc Horn	C	1.00
13	0.25	93 Théoden, King of the Golden Hall	C	1.00
1	3.00	41 These Are My People	R	6.00
1	3.00	94 Thundering Host	R	6.00
1	2.25	128 Thundering Host (alt.)	X	4.10
1	1.00	42 Turgon, Man of Belfalas	U	2.50
1	1.00	20 Turn of the Tide	U	2.50
1	0.25	61 Uruk Engineer	C	1.00
1	0.25	62 Uruk Sapper	C	1.00
1	1.00	63 Uruk-hai Berserker	U	2.50
14	3.35	78 War Mûmak	R	6.50
1	0.25	43 War Must Be	C	1.00
1	0.25	65 Warg	C	1.00
1	0.25	66 Warg-master	C	0.80
1	0.25	67 Warg-rider	C	1.00
1	1.00	64 War-warg	U	2.35
1	0.25	30 We Must Have It	C	1.00
1	3.00	4 Wild Men of the Hills	R	6.00
1	0.25	68 Wolf-voices	C	1.00
15	3.00	69 Wolves of Isengard	R	6.00
1	0.25	117 You Must Help Us	C	1.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

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The Lord of the Rings •

Ents of Fangorn

Decipher • Released July 2, 2003

128 cards (122 plus 6 alternate-image cards) plus 128 foil versions

• **IDENTIFIER:** First digit in card code is '6'

• Starter decks contain 60 cards; starter displays contain 12 decks

• Booster packs contain 11 cards; booster displays contain 36 packs



Standard versions of the major character cards **Faramir**, **Ithilien**, **Ranger** and **The Witch-King**, **Deathless Lord** appear in the starter decks; their foil versions randomly appear in boosters.

Set (128 cards) 175.00
Foil Set (128 cards) 375.00
Starter Display Box 97.00
Booster Display Box 92.00
Starter Deck 10.50
Booster Pack 3.30

You will need
15
 nine-pocket
 pages to store
 this set
 (8 doubled up)

REGPRICE	#	Card name	Rarity	FOILPRICE
3.50	57	Agents of Orthanc	R	7.00
0.20	12	Agility	C	1.00
0.20	48	Anborn, Skilled Huntsman	C	1.00
3.25	49	Ancient Roads	R	6.00
7.00	50	Aragorn, Defender of Free Peoples	R	13.00
1.00	13	Arwen, Evenstar of Her People	U	3.00
1.00	58	Assault Ladder	U	3.00
1.00	14	Banner of Elbereth	U	3.00
0.20	59	Banner of Isengard	C	1.00
0.20	98	Banner of the Eye	C	1.00
1.00	90	Banner of the Mark	U	3.00
1.00	51	Banner of Westerosse	U	3.00
3.00	60	Berserk Butcher	R	6.50
1.00	91	Blood Has Been Spilled	U	3.00
1.00	24	Boomed and Trumpeted	U	3.00
0.20	1	Bound By Rage	C	1.00
0.20	99	Corpse Lights	C	1.00
1.00	25	Crack Into Rubble	U	3.00
0.20	100	Dead Ones	C	1.00
1.00	61	Desertion	U	3.00
0.20	38	Don't Follow the Lights	C	1.00
3.00	39	Don't Look at Them	R	5.75
0.20	2	Dunlending Elder	C	1.00
0.20	3	Dunlending Footmen	C	1.00
0.20	4	Dunlending Headman	C	1.00
0.20	5	Dunlending Reserve	C	1.00
3.00	77	Durin's Tower	R	5.75
3.25	78	Easterling Army	R	6.50
1.00	79	Easterling Polearm	U	3.00
5.00	15	Elrond, Keeper of Vilya	R	9.50
3.00	26	Enraged	R	5.75
0.20	27	Ent Avenger	C	1.00
4.00	28	Ent Horde	R	7.50
0.20	29	Ent Moot	C	1.00
4.75	92	Éomer, Rohirrim Captain	R	9.00
1.00	93	Ever the Hope of Men	U	3.00
2.40	121	Faramir, Ithilien Ranger	X	6.50

REGPRICE	#	Card name	Rarity	FOILPRICE
1.00	83	Fell Beast	U	3.00
3.00	62	Fires and Foul Fumes	R	5.75
1.00	16	Forearmed	U	3.00
0.20	17	Forewarned	C	1.00
5.50	18	Gladriel, Keeper of Nanya	R	9.50
7.00	30	Gandalf, Mithrandir	R	12.50
0.20	52	Garrison of Osgiliath	C	1.00
3.00	101	Gate Picket	R	5.75
0.20	102	Gate Sentry	C	1.00
4.00	103	Gate Troll	R	8.00
1.00	19	Gift of Foresight	U	3.00
4.65	31	Glamdring, Lightning Brand	R	8.50
1.00	63	Gnawing, Biting, Hacking, Burning	U	3.00
0.20	40	Gollum, Old Villain	C	1.00
3.75	94	Häma, Doorward of Théoden	R	7.50
3.00	109	Held	R	5.75
3.00	6	Hill Clan	R	5.75
1.00	118	Hornburg Hall	U	3.00
1.00	32	Host of Fangorn	U	3.00
0.20	95	Hrethel, Rider of Rohan	C	1.00
1.00	64	Iron Fist of the Orc	U	3.00
0.20	65	Isengard Artisan	C	1.00
1.00	66	Isengard Builder	U	3.00
0.20	67	Isengard Journeyman	C	1.00
3.00	68	Isengard Mechanics	R	5.75
0.20	69	Isengard Plodder	C	1.00
1.00	70	Isengard Tender	U	3.00
0.20	71	Isengard Tinker	C	1.00
1.00	110	It Burns Us	U	3.00
0.20	111	Kept Safe	C	1.00
1.00	9	Lend Us Your Aid	U	3.00
0.20	112	Long Slow Wrath	C	1.00
3.00	41	Master Broke His Promise	R	5.75
1.00	117	Meduseld	U	3.00
4.15	113	Merry, Impatient Hobbit	R	8.00
0.20	53	Mortal Men	C	1.00
1.00	20	Must Be a Dream	U	3.00
0.20	21	Naith Longbow	C	1.00
1.00	22	Naith Troop	U	3.00
3.00	23	Naith Warband	R	7.00
0.20	42	Nasty, Foul Hobbitses	C	1.00
3.00	96	News From the Mark	R	5.75
0.20	43	Not Listening	C	1.00
1.00	104	Orc Insurgent	U	3.00
1.00	105	Peril	U	3.00
1.00	54	Perilous Ventures	U	3.00
4.00	114	Pippin, Hastiest of All	R	8.00

REGPRICE	#	Card name	Rarity	FOILPRICE
0.20	33	Quickbeam, Bregalad	C	1.00
3.00	7	Ready to Fall	R	5.75
3.75	55	Ring of Barahir	R	7.50
1.00	115	Rocks of Eryn Muil	U	3.00
0.20	72	Rohirrim Traitor	C	1.00
0.20	34	Roused	C	1.00
3.00	44	Safe Paths	R	5.75
1.00	120	Saruman's Laboratory	U	3.00
1.00	73	Scaffolding	U	3.00
3.50	74	Sharku, Vile Marauder	R	6.75
4.25	35	Skinbark, Fladri	R	8.00
0.20	45	Sméagol, Poor Creature	C	1.00
3.75	80	Southron Archer Legion	R	7.00
0.20	81	Southron Invaders	C	1.00
1.00	84	Spied From Above	U	3.00
0.20	10	Suspended Palaces	C	1.00
4.65	85	Sword of Dol Guldur	R	8.00
6.00	76	The Balrog, Terror of Flame and Shadow	R	11.00
2.90	122	The Witch-king, Deathless Lord	X	7.00
3.00	46	They Stole It	R	5.75
1.00	36	Threw Down My Enemy	U	3.00
1.00	8	Too Long Have These Peasants Stood	U	3.00
3.25	11	Toss Me	R	5.75
3.00	82	Trample	R	6.00
0.20	37	Treebeard, Guardian of the Forest	C	1.00
3.75	106	Troll of Udûn	R	6.50
1.00	107	Troll's Chain	U	3.00
0.20	56	Trust	C	1.00
1.00	75	Twisted Tales	U	3.00
1.00	86	Úlairë Lemenya, Winged Hunter	U	3.00
1.00	87	Úlairë Nertëa, Winged Hunter	U	3.00
4.00	88	Úlairë Toldëa, Winged Sentry	R	8.00
1.00	119	Valley of Saruman	U	3.00
0.20	97	We Left None Alive	C	1.00
1.00	116	Westfold	U	3.00
3.00	89	Winged and Ominous	R	5.75
0.20	108	Wisp of Pale Sheen	C	1.00
0.20	47	You're a Liar and a Thief	C	1.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

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The lists in the book are also divided into nines for easier storage — and also have prices and set reviews! Check it out!



The Lord of the Rings • Return of the King

Decipher • Released November 5, 2003

365 cards plus 365 foil versions • IDENTIFIER: First digit in card code is '7'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Standard versions of the major character cards **Aragorn**, **Driven by Need** and **Éomer, Valiant Warchief** appear in the starter decks; their foil versions randomly appear in boosters.

You will need
41
nine-pocket
pages to store
this set.
(22 doubled up)



REG. #	Card name	Rarity	Foil	REG. #	Card name	Rarity	Foil	REG. #	Card name	Rarity	Foil
1	262 Above the Battlement	C		7	140 Easterling Assailant	C		13	273 Gorgoroth Garrison	C	
	31 All Save One	C			141 Easterling Attacker	C			274 Gorgoroth Officer	R	
	15 Ancient Blade	U			142 Easterling Blademaster	C			275 Gorgoroth Pillager	C	
	341 Anduin Banks	U			143 Easterling Footman	R			276 Gorgoroth Ransacker	C	
	79 Andúril, Flame of the West	R			144 Easterling Ransacker	C			277 Gorgoroth Sapper	C	
	80 Andúril, King's Blade	R			145 Easterling Regiment	R			278 Gorgoroth Soldier	U	
	263 Anguish	C			146 Easterling Sergeant	U			279 Gorgoroth Troop	R	
	81 Aragorn, Captain of Gondor	C			147 Easterling Veteran	U			149 Great Beasts	C	
	364 Aragorn, Driven by Need	X			34 Echoes of Valinor	C			99 Great Gate	C	
2	264 Army of Udûn	U		8	330 Edoras Hall	U		14	280 Great Peril of Fire	U	
	16 Arwen, Fair Elf Maiden	R			224 Elfhelm, Marshal of Rohan	U			281 Great Siege-towers	U	
	17 Asfaloth, Elven Steed	R			225 Elite Rider	C			100 Greatest Stronghold	R	
	3 Battle Tested	U			21 Elrond, Elven Lord	R			233 Grimbald, Marshal of Rohan	R	
	338 Beacon of Minas Tirith	U			268 Encirclement	R			101 Guarded	R	
	265 Besieging Pike	C			226 Enraged Horseman	C			234 Guarded Fastness	U	
	129 Bold Men and Grim	R			227 Éomer, Skilled Tactician	R			235 Guthláf, Herald	C	
	18 Bow of the Galadhrim,				365 Éomer, Valiant Warchief	X			339 Hall of the Kings	U	
	Gift of Galadriel	R			228 Éowyn, Dernhelm	R			150 Harsh Tongues	C	
	266 Breached	R		9	229 Éowyn, Restless Maiden	C		15	102 Hasty Repairs	U	
3	4 Calculated Risk	C			230 Éowyn's Sword, Dernhelm's Blade	R			361 Haunted Pass	U	
	174 Called	U			90 Faramir, Stout Captain	C			40 Have Patience	C	
	53 Captured by the Ring	C			91 Faramir, Wizard's Pupil	R			103 Hearts Raised	R	
	19 Careful Study	U			57 Fat One Wants It	R			60 Heavy Burden	U	
	82 Cirion	C			177 Feel His Blade	R			181 Held Ground	R	
	33 Citadel to Gate	R			231 Fey He Seemed	U			236 Herugrim, Sword of the Mark	R	
	344 City Gates	U			148 Fierce in Despair	R			104 Hidden Knowledge	R	
	83 City of Men	C			232 Firefoot, Éomer's Steed	R			237 His Golden Shield	C	
	54 Clever Hobbits	U		10	269 Fires Raged Unchecked	R		16	319 Hobbit Sword	C	
4	175 Corrupt	U			92 First Level	C			61 Hobbitises Are Dead	R	
	356 Cross Roads	U			35 Fool's Hope	U			22 Hope Comes	R	
	84 Dagger Strike	C			93 Footman's Armor	U			282 Host of Udûn	U	
	360 Dagorlad	U			178 Foul Clutches	U			151 Hosts Still Unfought	U	
	130 Dark Tidings	C			317 Frodo, Hope of Free Peoples	C			105 I Will Go	C	
	5 Dark Ways	R			318 Frodo, Wicked Master!	R			106 Ingold	C	
	55 Days Growing Dark	U			36 Gandalf, Defender of the West	C			41 Intimidate	C	
	223 Death They Cried	R			37 Gandalf, Manager of Wizards	R			23 Into the West	C	
	20 Defiance	C		11	38 Gandalf's Staff, Focus of Power	R		17	107 Iorlas	U	
5	85 Denethor, Steward of the City	R			179 Ghostly Host	R			331 Isengard Ruined	U	
	86 Denethor, Wizenad Steward	C			6 Gimli, Faithful Companion	C			62 It's Mine	C	
	222 Déor	C			7 Gimli, Feared Axeman	R			42 King's Advisor	U	
	87 Derufin	R			8 Gimli's Armor	U			335 King's Tent	U	
	88 Dervorin	U			9 Gimli's Battle Axe,				108 Knight's Sword	C	
	131 Desert Fighter	C			Trusted Weapon	R			238 Knights of His House	U	
	132 Desert Nomad	C			39 Glamdring, Elven Blade	R			24 Leaving Forever	R	
	133 Desert Runner	C			58 Gollum, Plotting Deceiver	R			283 Legions of Morgul	R	
	134 Desert Scout	U			59 Gollum, Vile Creature	C		18	25 Legolas, Fearless Marksman	R	
6	135 Desert Sneak	C		12	94 Gondor Bow	U			26 Legolas, Nimble Warrior	C	
	137 Desert Spearman	C			95 Gondor Still Stands	R			239 Léowyn	R	
	136 Desert Vigilante	U			96 Gondorian Captain	C			63 Let Her Deal With Them	R	
	138 Desert Villain	U			97 Gondorian Merchant	R			43 Light the Beacons	R	
	267 Din of Arms	R			98 Gondorian Sword	U			182 Loathsome	U	
	176 Disposable Servants	U			180 Gorbag, Lieutenant of Cirith Ungol	R			109 Long Prepared	U	
	329 Dunharrow Plateau	U			270 Gorgoroth Attacker	U			240 Long Spear	C	
	89 Duty of Two	C			271 Gorgoroth Axeman	U			10 Loyalty Unshaken	R	
	139 Easterling Aggressor	C			272 Gorgoroth Engineer	U					

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Reg. #	Card name	Rarity	Foil	Reg. #	Card name	Rarity	Foil	Reg. #	Card name	Rarity	Foil
19											
<input type="checkbox"/> 110	Madril, Faramir's Aide	U	<input type="checkbox"/>	<input type="checkbox"/> 304	Orc Rager	C	<input type="checkbox"/>	<input type="checkbox"/> 48	Stay This Madness	R	<input type="checkbox"/>
<input type="checkbox"/> 111	Man the Walls	C	<input type="checkbox"/>	27				<input type="checkbox"/> 49	Steadfast Champion	U	<input type="checkbox"/>
<input type="checkbox"/> 320	Merry, Rohirrim Squire	C	<input type="checkbox"/>	<input type="checkbox"/> 305	Orc Savage	U	<input type="checkbox"/>				
<input type="checkbox"/> 321	Merry, Swordthain	R	<input type="checkbox"/>	<input type="checkbox"/> 306	Orc Seeker	R	<input type="checkbox"/>	<input type="checkbox"/> 334	Steps of Edoras	U	<input type="checkbox"/>
<input type="checkbox"/> 241	Merry's Armor	R	<input type="checkbox"/>	<input type="checkbox"/> 307	Orc Stalker	U	<input type="checkbox"/>	<input type="checkbox"/> 251	Stern People	R	<input type="checkbox"/>
<input type="checkbox"/> 242	Merry's Sword	R	<input type="checkbox"/>	<input type="checkbox"/> 353	Osgiliath Crossing	U	<input type="checkbox"/>	<input type="checkbox"/> 29	Still Needed	C	<input type="checkbox"/>
<input type="checkbox"/> 346	Minas Tirith Fifth Circle	U	<input type="checkbox"/>	<input type="checkbox"/> 342	Osgiliath Fallen	U	<input type="checkbox"/>	<input type="checkbox"/> 121	Stout Resistance	C	<input type="checkbox"/>
<input type="checkbox"/> 347	Minas Tirith First Circle	U	<input type="checkbox"/>	<input type="checkbox"/> 11	Out of Darkness	C	<input type="checkbox"/>	<input type="checkbox"/> 122	Strong and Old	R	<input type="checkbox"/>
<input type="checkbox"/> 348	Minas Tirith Fourth Circle	U	<input type="checkbox"/>	<input type="checkbox"/> 204	Out of Sight and Shot	R	<input type="checkbox"/>	<input type="checkbox"/> 252	Strong Arms	U	<input type="checkbox"/>
20				<input type="checkbox"/> 46	Peace of Mind	C	<input type="checkbox"/>	<input type="checkbox"/> 314	Stronghold of Cirith Ungol	R	<input type="checkbox"/>
<input type="checkbox"/> 349	Minas Tirith Second Circle	U	<input type="checkbox"/>	<input type="checkbox"/> 345	Pelennor Flat	U	<input type="checkbox"/>	<input type="checkbox"/> 206	Stronghold of Minas Morgul	R	<input type="checkbox"/>
<input type="checkbox"/> 350	Minas Tirith Seventh Circle	U	<input type="checkbox"/>	28				<input type="checkbox"/> 123	Support of the City	U	<input type="checkbox"/>
<input type="checkbox"/> 351	Minas Tirith Sixth Circle	U	<input type="checkbox"/>	<input type="checkbox"/> 354	Pelennor Grassland	U	<input type="checkbox"/>				
<input type="checkbox"/> 352	Minas Tirith Third Circle	U	<input type="checkbox"/>	<input type="checkbox"/> 343	Pelennor Plain	U	<input type="checkbox"/>	<input type="checkbox"/> 169	Surging Up	R	<input type="checkbox"/>
<input type="checkbox"/> 183	Mind and Body	R	<input type="checkbox"/>	<input type="checkbox"/> 323	Pippin, Sworn to Service	C	<input type="checkbox"/>	<input type="checkbox"/> 170	Suzerain of Harad	R	<input type="checkbox"/>
<input type="checkbox"/> 27	Mirkwood Bowman	R	<input type="checkbox"/>	<input type="checkbox"/> 324	Pippin, Wearer of Black and Silver	R	<input type="checkbox"/>	<input type="checkbox"/> 75	Sweeter Meats	C	<input type="checkbox"/>
<input type="checkbox"/> 44	Moment of Respite	R	<input type="checkbox"/>	<input type="checkbox"/> 113	Pippin's Armor	R	<input type="checkbox"/>	<input type="checkbox"/> 253	Swift Steed	C	<input type="checkbox"/>
<input type="checkbox"/> 284	Mordor Assassin	R	<input type="checkbox"/>	<input type="checkbox"/> 114	Pippin's Sword	R	<input type="checkbox"/>	<input type="checkbox"/> 124	Targon	C	<input type="checkbox"/>
<input type="checkbox"/> 285	Mordor Defender	C	<input type="checkbox"/>	<input type="checkbox"/> 67	Plotting	R	<input type="checkbox"/>	<input type="checkbox"/> 50	Terrible and Evil	R	<input type="checkbox"/>
21				<input type="checkbox"/> 12	Preparations	R	<input type="checkbox"/>	<input type="checkbox"/> 32	The Board Is Set	R	<input type="checkbox"/>
<input type="checkbox"/> 286	Mordor Fighter	R	<input type="checkbox"/>	<input type="checkbox"/> 325	Pressing On	R	<input type="checkbox"/>	<input type="checkbox"/> 56	The Dead City	R	<input type="checkbox"/>
<input type="checkbox"/> 287	Mordor Guard	C	<input type="checkbox"/>	29				<input type="checkbox"/> 2	The One Ring, Such a Weight to Carry	R	<input type="checkbox"/>
<input type="checkbox"/> 288	Mordor Regular	C	<input type="checkbox"/>	<input type="checkbox"/> 205	Put Forth His Strength	R	<input type="checkbox"/>				
<input type="checkbox"/> 289	Mordor Savage	U	<input type="checkbox"/>	<input type="checkbox"/> 155	Raider Bow	C	<input type="checkbox"/>	37			
<input type="checkbox"/> 290	Mordor Soldier	C	<input type="checkbox"/>	<input type="checkbox"/> 156	Raider Halberd	C	<input type="checkbox"/>	<input type="checkbox"/> 1	The One Ring, The Ruling Ring	C	<input type="checkbox"/>
<input type="checkbox"/> 291	Mordor Trooper	C	<input type="checkbox"/>	<input type="checkbox"/> 308	Rally the Host	R	<input type="checkbox"/>	<input type="checkbox"/> 221	The Witch-king, Morgul King	R	<input type="checkbox"/>
<input type="checkbox"/> 292	Mordor Veteran	U	<input type="checkbox"/>	<input type="checkbox"/> 115	Ranger of Minas Tirith	C	<input type="checkbox"/>	<input type="checkbox"/> 207	Their Power Is in Terror	U	<input type="checkbox"/>
<input type="checkbox"/> 293	Mordor Warrior	U	<input type="checkbox"/>	<input type="checkbox"/> 116	Ranger of Osgiliath	C	<input type="checkbox"/>	<input type="checkbox"/> 254	Théoden, Leader of Spears	U	<input type="checkbox"/>
<input type="checkbox"/> 184	More Unbearable	C	<input type="checkbox"/>	<input type="checkbox"/> 117	Reckless Counter	C	<input type="checkbox"/>	<input type="checkbox"/> 255	Théoden, Rekindled King	R	<input type="checkbox"/>
22				<input type="checkbox"/> 13	Reckless Pride	U	<input type="checkbox"/>	<input type="checkbox"/> 208	There Came a Cry	C	<input type="checkbox"/>
<input type="checkbox"/> 185	Morgul Answers	U	<input type="checkbox"/>	<input type="checkbox"/> 157	Red Wrath	U	<input type="checkbox"/>	<input type="checkbox"/> 256	They Sang as They Slew	C	<input type="checkbox"/>
<input type="checkbox"/> 186	Morgul Axe	C	<input type="checkbox"/>	30				<input type="checkbox"/> 125	Third Level	U	<input type="checkbox"/>
<input type="checkbox"/> 187	Morgul Brawler	U	<input type="checkbox"/>	<input type="checkbox"/> 245	Riding Armor	U	<input type="checkbox"/>	<input type="checkbox"/> 171	Thrice Outnumbered	U	<input type="checkbox"/>
<input type="checkbox"/> 188	Morgul Brute	R	<input type="checkbox"/>	<input type="checkbox"/> 336	Rohirrim Camp	U	<input type="checkbox"/>				
<input type="checkbox"/> 189	Morgul Cur	C	<input type="checkbox"/>	<input type="checkbox"/> 246	Rohirrim Guard	C	<input type="checkbox"/>	38			
<input type="checkbox"/> 190	Morgul Destroyer	U	<input type="checkbox"/>	<input type="checkbox"/> 247	Rohirrim Herdsman	C	<input type="checkbox"/>	<input type="checkbox"/> 209	Too Late	C	<input type="checkbox"/>
<input type="checkbox"/> 191	Morgul Detachment	R	<input type="checkbox"/>	<input type="checkbox"/> 248	Rohirrim Javelin	C	<input type="checkbox"/>	<input type="checkbox"/> 340	Tower of Ecthelion	U	<input type="checkbox"/>
<input type="checkbox"/> 192	Morgul Hound	C	<input type="checkbox"/>	<input type="checkbox"/> 332	Rohirrim Road	U	<input type="checkbox"/>	<input type="checkbox"/> 315	Tower Walkway	C	<input type="checkbox"/>
<input type="checkbox"/> 193	Morgul Lackey	C	<input type="checkbox"/>	<input type="checkbox"/> 309	Rope and Winch	U	<input type="checkbox"/>	<input type="checkbox"/> 172	Troop of Haradrim	C	<input type="checkbox"/>
23				<input type="checkbox"/> 158	Rout	R	<input type="checkbox"/>	<input type="checkbox"/> 316	Troop Tower	R	<input type="checkbox"/>
<input type="checkbox"/> 194	Morgul Mongrel	C	<input type="checkbox"/>	<input type="checkbox"/> 355	Ruined Capitol	U	<input type="checkbox"/>	<input type="checkbox"/> 210	Ulaire Attëa, Wraith on Wings	R	<input type="checkbox"/>
<input type="checkbox"/> 195	Morgul on the March	U	<input type="checkbox"/>	31				<input type="checkbox"/> 211	Ulaire Cantëa, Faster Than Winds	R	<input type="checkbox"/>
<input type="checkbox"/> 196	Morgul Predator	C	<input type="checkbox"/>	<input type="checkbox"/> 326	Sam, Needer of Vittles	C	<input type="checkbox"/>	<input type="checkbox"/> 212	Ulaire Enquëa, Faster Than Winds	U	<input type="checkbox"/>
<input type="checkbox"/> 197	Morgul Regiment	R	<input type="checkbox"/>	<input type="checkbox"/> 327	Sam, Resolute Halfling	R	<input type="checkbox"/>	<input type="checkbox"/> 213	Ulaire Lemenya, Assailing Minion	R	<input type="checkbox"/>
<input type="checkbox"/> 198	Morgul Ruffian	C	<input type="checkbox"/>	<input type="checkbox"/> 310	Sauron's Hatred	U	<input type="checkbox"/>	39			
<input type="checkbox"/> 199	Morgul Soldier	C	<input type="checkbox"/>	<input type="checkbox"/> 68	Scouting	R	<input type="checkbox"/>	<input type="checkbox"/> 214	Ulaire Lemenya, Wraith on Wings	U	<input type="checkbox"/>
<input type="checkbox"/> 200	Morgul Spawn	C	<input type="checkbox"/>	<input type="checkbox"/> 118	Second Level	C	<input type="checkbox"/>	<input type="checkbox"/> 215	Ulaire Nelya, Assailing Minion	R	<input type="checkbox"/>
<input type="checkbox"/> 201	Morgul Spearman	C	<input type="checkbox"/>	<input type="checkbox"/> 69	Secret Paths	R	<input type="checkbox"/>	<input type="checkbox"/> 216	Ulaire Nelya, Black-Mantled Wraith	U	<input type="checkbox"/>
<input type="checkbox"/> 357	Morgul Vale	U	<input type="checkbox"/>	<input type="checkbox"/> 249	Seeking New Foes	R	<input type="checkbox"/>	<input type="checkbox"/> 217	Ulaire Nertëa, Black-Mantled Wraith	U	<input type="checkbox"/>
24				<input type="checkbox"/> 70	Serving the Precious	R	<input type="checkbox"/>	<input type="checkbox"/> 218	Ulaire Otsëa, Black-Mantled Wraith	U	<input type="checkbox"/>
<input type="checkbox"/> 202	Morgul Whelp	U	<input type="checkbox"/>	<input type="checkbox"/> 119	Seventh Level	R	<input type="checkbox"/>	<input type="checkbox"/> 219	Ulaire Toldëa, Wraith on Wings	R	<input type="checkbox"/>
<input type="checkbox"/> 358	Morgulduin	U	<input type="checkbox"/>	32				<input type="checkbox"/> 30	Uncertain Paths	C	<input type="checkbox"/>
<input type="checkbox"/> 243	Morning Came	U	<input type="checkbox"/>	<input type="checkbox"/> 28	Shadow Between	R	<input type="checkbox"/>	<input type="checkbox"/> 51	Undaunted	C	<input type="checkbox"/>
<input type="checkbox"/> 152	Mûmak Commander	R	<input type="checkbox"/>	<input type="checkbox"/> 47	Sharpen Your Swords	U	<input type="checkbox"/>	<input type="checkbox"/> 126	Unexpected Visitor	U	<input type="checkbox"/>
<input type="checkbox"/> 153	Mûmakil of the Harad	C	<input type="checkbox"/>	<input type="checkbox"/> 311	Siege Commander	R	<input type="checkbox"/>				
<input type="checkbox"/> 244	Mustering for Battle	U	<input type="checkbox"/>	<input type="checkbox"/> 312	Siegecraft	C	<input type="checkbox"/>	40			
<input type="checkbox"/> 362	Narchost	U	<input type="checkbox"/>	<input type="checkbox"/> 363	Slag Mounds	U	<input type="checkbox"/>	<input type="checkbox"/> 76	Very Nice Friends	C	<input type="checkbox"/>
<input type="checkbox"/> 64	Nasty	U	<input type="checkbox"/>	<input type="checkbox"/> 14	Slaked Thirsts	U	<input type="checkbox"/>	<input type="checkbox"/> 257	Veteran Horseman	C	<input type="checkbox"/>
<input type="checkbox"/> 203	Nazgûl Scimitar	U	<input type="checkbox"/>	<input type="checkbox"/> 333	Sleeping Quarters	U	<input type="checkbox"/>	<input type="checkbox"/> 127	Vorondil	R	<input type="checkbox"/>
25				<input type="checkbox"/> 328	Slow-kindled Courage	U	<input type="checkbox"/>	<input type="checkbox"/> 220	War Long Planned	C	<input type="checkbox"/>
<input type="checkbox"/> 65	Never	C	<input type="checkbox"/>	<input type="checkbox"/> 159	Small Hope	R	<input type="checkbox"/>	<input type="checkbox"/> 173	War Towers	C	<input type="checkbox"/>
<input type="checkbox"/> 154	New Strength Came Now	C	<input type="checkbox"/>	33				<input type="checkbox"/> 77	We Hates Them	U	<input type="checkbox"/>
<input type="checkbox"/> 66	No Safe Places	R	<input type="checkbox"/>	<input type="checkbox"/> 71	Sméagol, Always Helps	R	<input type="checkbox"/>	<input type="checkbox"/> 337	West Road	U	<input type="checkbox"/>
<input type="checkbox"/> 322	Noble Intentions	C	<input type="checkbox"/>	<input type="checkbox"/> 72	Sméagol, Hurried Guide	C	<input type="checkbox"/>	<input type="checkbox"/> 78	Where Shall We Go	U	<input type="checkbox"/>
<input type="checkbox"/> 112	Noble Leaders	R	<input type="checkbox"/>	<input type="checkbox"/> 73	Sneaking!	R	<input type="checkbox"/>	<input type="checkbox"/> 128	While We Yet Live	U	<input type="checkbox"/>
<input type="checkbox"/> 359	Northern Ithilien	U	<input type="checkbox"/>	<input type="checkbox"/> 250	Snowmane	R	<input type="checkbox"/>	41			
<input type="checkbox"/> 45	Númenor's Pride	U	<input type="checkbox"/>	<input type="checkbox"/> 74	So Polite	R	<input type="checkbox"/>	<input type="checkbox"/> 258	White Hot Fury	U	<input type="checkbox"/>
<input type="checkbox"/> 294	Orc Archer Troop	U	<input type="checkbox"/>	<input type="checkbox"/> 313	Some Secret Art of Flame	C	<input type="checkbox"/>	<input type="checkbox"/> 259	Wind in His Face	C	<input type="checkbox"/>
<input type="checkbox"/> 295	Orc Assault Band	U	<input type="checkbox"/>	<input type="checkbox"/> 160	Southron Bandit	U	<input type="checkbox"/>	<input type="checkbox"/> 260	Windfolia	R	<input type="checkbox"/>
26				<input type="checkbox"/> 161	Southron Brigand	C	<input type="checkbox"/>	<input type="checkbox"/> 261	With Strength to Fight	R	<input type="checkbox"/>
<input type="checkbox"/> 296	Orc Brood	C	<input type="checkbox"/>	<input type="checkbox"/> 162	Southron Captain	U	<input type="checkbox"/>	<input type="checkbox"/> 52	Wizard Staff	C	<input type="checkbox"/>
<input type="checkbox"/> 297	Orc Butcher	C	<input type="checkbox"/>	34							
<input type="checkbox"/> 298	Orc Chaser	C	<input type="checkbox"/>	<input type="checkbox"/> 163	Southron Chieftain	R	<input type="checkbox"/>				
<input type="checkbox"/> 299	Orc Destroyer	C	<input type="checkbox"/>	<input type="checkbox"/> 164	Southron Conqueror	R	<input type="checkbox"/>				
<input type="checkbox"/> 300	Orc Fanatic	C	<input type="checkbox"/>	<input type="checkbox"/> 165	Southron Intruder	R	<input type="checkbox"/>				
<input type="checkbox"/> 301	Orc Marauder	U	<input type="checkbox"/>	<input type="checkbox"/> 166	Southron Leader	R	<input type="checkbox"/>				
<input type="checkbox"/> 302	Orc Officer	U	<input type="checkbox"/>	<input type="checkbox"/> 167	Southron Marksman	R	<input type="checkbox"/>				
<input type="checkbox"/> 303	Orc Pursuer	C	<input type="checkbox"/>	<input type="checkbox"/> 168	Southron Thief	U	<input type="checkbox"/>				
				<input type="checkbox"/> 120	Stand to Arms	U	<input type="checkbox"/>				

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The Lord of the Rings • Tradeable Miniatures Game

Sabertooth Games • Released **October 25, 2003**

125 figures • IDENTIFIER: 'BS' next to collector's number

• Starter packs contain 8 figures, dice, and map • Booster packs contain 4 figures

Fixed heros are marked as promos, but are only available in starter packs.



#	Figure name	Color	Pts.	SIDE	TYPE	RARITY	#	Figure name	Color	Pts.	SIDE	TYPE	RARITY
<input type="checkbox"/> PR016	Aragorn	White	290	Good	Hero	X	<input type="checkbox"/> BS116	Merry	Red	205	Good	Hero	R
<input type="checkbox"/> BS097	Aragorn	Orange	295	Good	Hero	U	<input type="checkbox"/> BS004	Moria Goblin Archer	Orange	25	Evil	Minion	C
<input type="checkbox"/> BS098	Aragorn	Red	400	Good	Hero	UR	<input type="checkbox"/> BS005	Moria Goblin Archer	Red	40	Evil	Minion	U
<input type="checkbox"/> BS099	Arwen	Orange	200	Good	Hero	R	<input type="checkbox"/> BS006	Moria Goblin Archer	Purple	50	Evil	Minion	R
<input type="checkbox"/> BS100	Arwen	Red	470	Good	Hero	R	<input type="checkbox"/> BS043	Moria Goblin Champion	Orange	150	Evil	Hero	R
<input type="checkbox"/> BS101	Boromir	Orange	270	Good	Hero	R	<input type="checkbox"/> BS044	Moria Goblin Champion	Red	395	Evil	Hero	UR
<input type="checkbox"/> BS102	Boromir	Red	380	Good	Hero	R	<input type="checkbox"/> BS010	Moria Goblin Warrior	Orange	20	Evil	Minion	C
<input type="checkbox"/> BS022	Cirith Ungol Uruk-hai	Orange	40	Evil	Minion	C	<input type="checkbox"/> BS011	Moria Goblin Warrior	Red	30	Evil	Minion	U
<input type="checkbox"/> BS023	Cirith Ungol Uruk-hai	Red	60	Evil	Minion	R	<input type="checkbox"/> BS012	Moria Goblin Warrior	Purple	55	Evil	Minion	R
<input type="checkbox"/> BS024	Cirith Ungol Uruk-hai	Purple	80	Evil	Minion	R	<input type="checkbox"/> BS045	Nazgul	Orange	85	Evil	Hero	U
<input type="checkbox"/> BS001	Easterling Spearman	Orange	30	Evil	Minion	C	<input type="checkbox"/> PR006	Nazgul	White	200	Evil	Hero	X
<input type="checkbox"/> BS002	Easterling Spearman	Red	45	Evil	Minion	U	<input type="checkbox"/> BS046	Nazgul	Red	205	Evil	Hero	R
<input type="checkbox"/> BS003	Easterling Spearman	Purple	55	Evil	Minion	R	<input type="checkbox"/> BS047	Nazgul	Purple	305	Evil	Hero	R
<input type="checkbox"/> BS103	Elrond	Orange	275	Good	Hero	R	<input type="checkbox"/> BS013	Orc Archer	Orange	35	Evil	Minion	C
<input type="checkbox"/> BS104	Elrond	Red	495	Good	Hero	UR	<input type="checkbox"/> BS014	Orc Archer	Red	50	Evil	Minion	U
<input type="checkbox"/> BS105	Eowyn	Orange	175	Good	Hero	R	<input type="checkbox"/> BS015	Orc Archer	Purple	65	Evil	Minion	R
<input type="checkbox"/> BS106	Eowyn	Red	330	Good	Hero	R	<input type="checkbox"/> BS048	Orc Overseer	Orange	190	Evil	Hero	U
<input type="checkbox"/> BS107	Frodo	Orange	0	Good	Hero	U	<input type="checkbox"/> BS049	Orc Overseer	Red	310	Evil	Hero	R
<input type="checkbox"/> PR018	Frodo	White	15	Good	Hero	X	<input type="checkbox"/> BS016	Orc Spearman	Orange	35	Evil	Minion	XC
<input type="checkbox"/> BS108	Frodo	Red	120	Good	Hero	UR	<input type="checkbox"/> BS017	Orc Spearman	Red	50	Evil	Minion	U
<input type="checkbox"/> PR021	Frodo wearing The One Ring	White	0	Good	Hero	X	<input type="checkbox"/> BS018	Orc Spearman	Purple	60	Evil	Minion	R
<input type="checkbox"/> BS109	Gandalf the Grey	Orange	265	Good	Hero	R	<input type="checkbox"/> BS019	Orc Warrior	Orange	30	Evil	Minion	C
<input type="checkbox"/> BS110	Gandalf the Grey	Red	680	Good	Hero	UR	<input type="checkbox"/> BS020	Orc Warrior	Red	40	Evil	Minion	U
<input type="checkbox"/> BS111	Gimli	Orange	245	Good	Hero	R	<input type="checkbox"/> BS021	Orc Warrior	Purple	60	Evil	Minion	R
<input type="checkbox"/> BS112	Gimli	Red	480	Good	Hero	UR	<input type="checkbox"/> BS117	Pippin	Orange	110	Good	Hero	U
<input type="checkbox"/> BS061	Gondorian Archer	Orange	35	Good	Minion	C	<input type="checkbox"/> BS118	Pippin	Red	245	Good	Hero	R
<input type="checkbox"/> BS062	Gondorian Archer	Red	50	Good	Minion	U	<input type="checkbox"/> BS050	Ringwraith	Orange	95	Evil	Hero	R
<input type="checkbox"/> BS063	Gondorian Archer	Purple	70	Good	Minion	R	<input type="checkbox"/> BS051	Ringwraith	Red	140	Evil	Hero	R
<input type="checkbox"/> BS067	Gondorian Ranger	Orange	40	Good	Minion	C	<input type="checkbox"/> BS052	Ringwraith	Purple	265	Evil	Hero	UR
<input type="checkbox"/> BS068	Gondorian Ranger	Red	50	Good	Minion	U	<input type="checkbox"/> BS073	Rohirrim Archer	Orange	35	Good	Minion	C
<input type="checkbox"/> BS069	Gondorian Ranger	Purple	60	Good	Minion	R	<input type="checkbox"/> BS074	Rohirrim Archer	Red	50	Good	Minion	U
<input type="checkbox"/> BS070	Gondorian Ranger	Orange	25	Good	Minion	C	<input type="checkbox"/> BS075	Rohirrim Archer	Purple	60	Good	Minion	R
<input type="checkbox"/> BS071	Gondorian Warrior	Red	40	Good	Minion	U	<input type="checkbox"/> BS085	Rohirrim Royal Guard	Orange	40	Good	Minion	C
<input type="checkbox"/> BS072	Gondorian Warrior	Purple	50	Good	Minion	R	<input type="checkbox"/> BS086	Rohirrim Royal Guard	Red	50	Good	Minion	U
<input type="checkbox"/> BS037	Grima Wormtongue	Orange	130	Evil	Hero	R	<input type="checkbox"/> BS087	Rohirrim Royal Guard	Purple	65	Good	Minion	R
<input type="checkbox"/> BS038	Grima Wormtongue	Red	230	Evil	Hero	UR	<input type="checkbox"/> BS119	Sam	Orange	100	Good	Hero	U
<input type="checkbox"/> BS039	Grishnakh	Orange	120	Evil	Hero	U	<input type="checkbox"/> BS120	Sam	Red	215	Good	Hero	R
<input type="checkbox"/> BS040	Grishnakh	Red	240	Evil	Hero	R	<input type="checkbox"/> BS053	Saruman	Orange	230	Evil	Hero	R
<input type="checkbox"/> BS064	Guard of the Fountain Court	Orange	30	Good	Minion	C	<input type="checkbox"/> BS054	Saruman	Red	600	Evil	Hero	UR
<input type="checkbox"/> BS065	Guard of the Fountain Court	Red	50	Good	Minion	U	<input type="checkbox"/> BS055	Ugluk	Orange	295	Evil	Hero	U
<input type="checkbox"/> BS066	Guard of the Fountain Court	Purple	65	Good	Minion	R	<input type="checkbox"/> BS056	Ugluk	Red	400	Evil	Hero	R
<input type="checkbox"/> BS007	Haradrim Warrior	Orange	55	Evil	Minion	C	<input type="checkbox"/> BS028	Uruk-hai Archer	Orange	50	Evil	Minion	C
<input type="checkbox"/> BS008	Haradrim Warrior	Red	70	Evil	Minion	U	<input type="checkbox"/> BS029	Uruk-hai Archer	Red	60	Evil	Minion	U
<input type="checkbox"/> BS009	Haradrim Warrior	Purple	80	Evil	Minion	R	<input type="checkbox"/> BS030	Uruk-hai Archer	Purple	80	Evil	Minion	R
<input type="checkbox"/> BS076	High Elf Archer	Orange	40	Good	Minion	C	<input type="checkbox"/> BS031	Uruk-hai Berzerker	Orange	50	Evil	Minion	C
<input type="checkbox"/> BS077	High Elf Archer	Red	60	Good	Minion	U	<input type="checkbox"/> BS032	Uruk-hai Berzerker	Red	65	Evil	Minion	U
<input type="checkbox"/> BS078	High Elf Archer	Purple	75	Good	Minion	R	<input type="checkbox"/> BS033	Uruk-hai Berzerker	Purple	75	Evil	Minion	R
<input type="checkbox"/> BS079	High Elf Spearman	Orange	40	Good	Minion	XC	<input type="checkbox"/> BS057	Uruk-hai Champion	Orange	180	Evil	Hero	U
<input type="checkbox"/> BS080	High Elf Spearman	Red	60	Good	Minion	R	<input type="checkbox"/> BS058	Uruk-hai Champion	Red	375	Evil	Hero	R
<input type="checkbox"/> BS081	High Elf Spearman	Purple	75	Good	Minion	R	<input type="checkbox"/> BS034	Uruk-hai Scout	Orange	35	Evil	Minion	C
<input type="checkbox"/> BS082	High Elf Warrior	Orange	30	Good	Minion	C	<input type="checkbox"/> BS035	Uruk-hai Scout	Red	45	Evil	Minion	U
<input type="checkbox"/> BS083	High Elf Warrior	Red	40	Good	Minion	U	<input type="checkbox"/> BS036	Uruk-hai Scout	Purple	65	Evil	Minion	R
<input type="checkbox"/> BS084	High Elf Warrior	Purple	60	Good	Minion	R	<input type="checkbox"/> BS025	Uruk-hai Warrior	Orange	30	Evil	Minion	XC
<input type="checkbox"/> BS113	Legolas	Orange	295	Good	Hero	R	<input type="checkbox"/> BS026	Uruk-hai Warrior	Red	45	Evil	Minion	U
<input type="checkbox"/> BS114	Legolas	Red	485	Good	Hero	UR	<input type="checkbox"/> BS027	Uruk-hai Warrior	Purple	60	Evil	Minion	R
<input type="checkbox"/> BS091	Lothlorien Elf Archer	Orange	55	Good	Minion	XC	<input type="checkbox"/> BS088	Warrior of Rohan	Orange	30	Good	Minion	C
<input type="checkbox"/> BS092	Lothlorien Elf Archer	Red	65	Good	Minion	U	<input type="checkbox"/> BS089	Warrior of Rohan	Red	50	Good	Minion	U
<input type="checkbox"/> BS093	Lothlorien Elf Archer	Purple	85	Good	Minion	R	<input type="checkbox"/> BS090	Warrior of Rohan	Purple	60	Good	Minion	R
<input type="checkbox"/> BS094	Lothlorien Elf Ranger	Orange	50	Good	Minion	C	<input type="checkbox"/> BS059	Witch King	Orange	265	Evil	Hero	R
<input type="checkbox"/> BS095	Lothlorien Elf Ranger	Red	60	Good	Minion	U	<input type="checkbox"/> BS060	Witch King	Red	520	Evil	Hero	UR
<input type="checkbox"/> BS096	Lothlorien Elf Ranger	Purple	80	Good	Minion	R							
<input type="checkbox"/> PR004	Lurtz	White	135	Evil	Hero	X							
<input type="checkbox"/> BS041	Lurtz	Orange	145	Evil	Hero	R							
<input type="checkbox"/> BS042	Lurtz	Red	300	Evil	Hero	UR							
<input type="checkbox"/> BS115	Merry	Orange	100	Good	Hero	U							

Look for prices for these *Lord of the Rings* figures in upcoming issues of *Scrye* magazine, available every month at the store where you bought this magazine!

RARITY KEY C = Common U = Uncommon R = Rare UR = Ultra Rare X = Fixed

BURIED TREASURES:

MIDDLE-EARTH: THE WIZARDS

by Richard Weld

While the games based on Peter Jackson's take on J.R.R. Tolkien's *The Lord of the Rings* trilogy have been flying off of store shelves, Middle-earth has been a part of card gaming since almost the very beginning. In fact, Decipher's *The Lord of the Rings* game is the second CCG featuring our favorite hobbits.

In 1995, Iron Crown Enterprises released *Middle-earth: The Wizards*. To earn the loyalty of fantasy fans, I.C.E. tried to stick as closely as they could to the books, including the extended works of Professor Tolkien. Each player represents one of the five mighty wizards of Middle-earth (**Gandalf, Saruman, Radagast, Alatar, or Pallando**), and your character cards form a company embarked a quest to save Middle-earth. You use site cards to show where your party is going, and, using the terrain keys (such as wilderness, shadow-land, and so on) on the site cards, your opponents can play hazards against you, representing everything from bad weather to dragon attacks. If you defeat the hazards, you can loot the location for treasure and gear. Basically, it's a game of building a bigger army than your opponent, even though you're never going to fight him.

There are two ways to win. The first is to acquire the most Marshaling Points, representing the building of factions and forces that occurs in the trilogy of books. When the Free Council is called at the end of the game, the player with the most MPs wins, and his or her wizard gets to lead the fight against Sauron (or wimp out, in the case of Saruman). This is the surest way to win the game.

The Free Council occurs at one of three points. If you have 20 MPs, you may call for a Council at the end of your turn, but your opponent gets one last turn to outscore you. When you've drawn all the way through your deck, you may call the Council at the end of your turn, but again, your opponent gets one last turn to outscore you. Finally, when all players have drawn all the way through their decks, the Council is



called automatically. In effect, there are two ways for you to force the Council, but both give your opponent a chance to pass you at the last instant.

The second victory condition is a lot more difficult, but provides an instant win. If your characters manage to get their hands on **The One Ring**, transport the card to the **Mount Doom** site, and then play a certain combination of cards, you have destroyed The One Ring and you win the game. The problems with this scenario are manifold. First, The One Ring is the hardest card to get in the game. Collectors have been seen opening cases (not boxes — cases) to hunt for a copy of this card. Second, playing the card can only be done after a multi-card combo and a successful roll of the dice. Third, The One Ring corrupts your characters, so they're likely to drop like flies, assuming the trip to Mount Doom doesn't kill them. Even those players who can get a copy of The One Ring don't often try this route.

While The One Ring was hard to get, it wasn't the only shy card. As *Middle-*

earth covered all of Tolkien's books, a Tolkien fan could build a party of the Fellowship or of *The Hobbit's* Thorin and his Dwarf friends, but only if you could find them.

They weren't all rare, but in a 400+ card set, even the uncommons are still awfully hard to come by. There was certainly a lot of fan discontent about the difficulties of building a deck with the main characters, much as Decipher's original *Star Wars* game had

the "droid syndrome." Thankfully, Decipher seems to have learned from earlier mistakes.

Even so, players were generally able to get their hands on some interesting characters, load them up with gear, and send them traipsing around Middle-earth. Even for players with little or no knowledge of Middle-earth, the game presented a cohesive setting. It also included a small map

of Middle-earth to help you figure out where exactly your party was traveling. I.C.E. produced lots of strategy books and other material (like dice and larger maps) to supplement the game.

The *Wizards* core set had 484 cards, quickly sold through, and was followed by an unlimited edition. Then came *The Dragons* expansion (180 cards), *Dark Minions* (180 cards), *The Lidless Eye* (417 cards), *Against the Shadow* (170 cards), *The White Hand* (122 cards), and *The Balrog* (104 cards).

The proliferation of cards caused a lot of problems. In no time at all, I.C.E. had used up all of their source material in the trilogy (and *The Hobbit*). When the designers couldn't add new story, they added new rules. Tacking new mechanics on to what had been a very elegant system turned into a disaster. Every expansion came with a new set of rules to learn, some of which made little or no sense compared to the original set. By the end, the game had become hopelessly confused.

All grouching aside, *Middle-earth* had some neat mechanics. It still commands around \$20-30 per box, a bit high for a game long gone, but if you're a fan who missed it the first time, give it a try. With the quality of the art, it could be a good investment just to collect a set and stare at it. For the sake of playing the game, though, start with the base set. If you can find them, pick up some of the tuned Challenge Decks. They supply a lot of the base cards without having to buy a lot of product. Then move slowly into the expansions. Feel free to pick and choose which of the added mechanics you and your friends want to play with. And who knows — just like Bilbo, you might stumble across The One Ring.



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— Gandalf

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