

•**The One Ring**

Ring Answer To All Riddles

Game Text: While wearing The One Ring, the Ring-bearer is strength +2, and each time he is about to take a wound in a skirmish, add a burden instead. Skirmish: Add a burden to wear The One Ring until the regroup phase.

Lore: "...thought to have perished from the world."

Twilight Cost:

Strength:

Vitality: +2

Site Number/Signet:

Collector's Info: 4 R 1

•**The One Ring**

Ring The Ruling Ring

Game Text: 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.

Lore: "One Ring to rule them all..."

Twilight Cost:

Strength: +1



Vitality:

Site Number/Signet:

Collector's Info: 4 C 2

Anger

Dunland Event

Game Text: Skirmish: Spot 3  minions or a site you control to make a  Man fierce until the regroup phase.

Lore: *Rage filled the hearts of the Dunlending attackers.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 3

Band of Wild Men

Dunland Minion • Man

Game Text: Each time this minion wins a skirmish, you may make it fierce until the regroup phase.

Lore: "The Wild Men of Dunland have no love for Théoden of Rohan since he took their land."

Twilight Cost: 5

Strength: 11


Vitality: 2

Site Number/Signet: 3

Collector's Info: 4 C 4

Burn Every Village

Dunland Event

Game Text: Skirmish: Make a  Man strength +2 (or +4 if you control a site).

Lore: "Take your rabble through the Westemnet; take back the lands they stole from you."

Twilight Cost: 0

Strength:

Vitality:



Site Number/Signet:

Collector's Info: 4 C 5

Constantly Threatening

Dunland Condition

Game Text: Plays to your support area.

Shadow: If the fellowship has moved more than once this turn, remove  to play a  Man from your discard pile.

Lore: *The men of Dunland have hated the Rohirrim for many years.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 R 6

Dark Fury

Dunland Event

Game Text: Skirmish: Make a  Man strength +2 (or +4 if at a sanctuary).

Lore: "Dunland and Dunlendings are the names that the Rohirrim gave to them, because they were swarthy and dark-haired..."

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 C 7

Death to the Strawheads

Dunland Event

Game Text: Skirmish: Make a  Man strength +1 for each companion you spot.

Lore: *The dark Dunlendings called their fair-haired enemies from Rohan "Strawheads."*

Twilight Cost: 3

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 U 8

Dunlending Arsonist

Dunland Minion • Man

Game Text: 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.

Lore: "They bring fire... and they are burning as they come, rick, cot, and tree."

Twilight Cost: 4

Strength: 10

Vitality: 1

Site Number/Signet: 3

Collector's Info: 4 U 9

Dunlending Brigand

Dunland Minion • Man

Game Text:

Lore: "This was a rich vale and had many homesteads. Alas for my folk!"

Twilight Cost: 2

Strength: 8

Vitality: 1

Site Number/Signet: 3

Collector's Info: 4 C 10

Dunlending Looter

Dunland Minion • Man

Game Text: When this minion wins a skirmish, you may stack him on a site you control. Shadow: If stacked on a site you control, play this minion. His twilight cost is -2.

Lore: "...the Dunlendings raided often over the Isen."

Twilight Cost: 3

Strength: 9

Vitality: 1

Site Number/Signet: 3

Collector's Info: 4 U 11

Dunlending Madman

Dunland Minion • Man

Game Text: Each time this minion wins a skirmish, you may make him strength +2 and fierce until the regroup phase.

Lore: "They bate us, and they are glad; for our doom seems certain to them."

Twilight Cost: 2

Strength: 7

Vitality: 1

Site Number/Signet: 3

Collector's Info: 4 C 12

Dunlending Pillager

Dunland Minion • Man

Game Text: Each time this minion wins a skirmish, you may discard a Free Peoples possession (or 2 possessions if you spot 6 companions).

Lore: "Not in half a thousand years have they forgotten their grievance that the lords of Gondor gave the Mark to Eorl the Young and made alliance with him."

Twilight Cost: 3

Strength: 9


Vitality: 1

Site Number/Signet: 3

Collector's Info: 4 C 13

Dunlending Ransacker

Dunland Minion • Man

Game Text: Each time this minion wins a skirmish, you may spot another  Man to take control of a site.

Lore: "Yet there are many that cry in the Dunland tongue."

Twilight Cost: 2

Strength: 7


Vitality: 1

Site Number/Signet: 3

Collector's Info: 4 C 14

Dunlending Ravager

Dunland Minion • Man

Game Text: 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.

Lore: “They will not give way now for dusk or dawn, until Théoden is taken, or they themselves are slain.”

Twilight Cost: 1

Strength: 5

Vitality: 1

Site Number/Signet: 3

Collector’s Info: 4 C 15

Dunlending Robber

Dunland Minion • Man

Game Text: Each time this minion wins a skirmish, you may make him strength +2 and fierce until the regroup phase.

Lore: “We will fight...”

Twilight Cost: 3

Strength: 9

Vitality: 1

Site Number/Signet: 3

Collector’s Info: 4 C 16

Dunlending Savage

Dunland Minion • Man

Game Text:

Lore: *The Dunlendings’ fury could only end in the death of the king of Rohan.*

Twilight Cost: 4

Strength: 11

Vitality: 1

Site Number/Signet: 3

Collector’s Info: 4 C 17

Dunlending Warrior

Dunland Minion • Man

Game Text: Assignment: Spot an ally to make that ally participate in skirmishes and assign this minion to skirmish that ally.

Lore: *“These were a remnant of the peoples that had dwelt in the vales of the White Mountains in ages past.”*

Twilight Cost: 3

Strength: 9



Vitality: 1

Site Number/Signet: 3

Collector’s Info: 4 C 18

Hides

Dunland Possession

Game Text: 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  or discard this possession to prevent that wound.

Lore: *Only heavy animal skins armored the Dunlendings.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 19

•Hill Chief

Dunland Minion • Man

Game Text: Shadow: Spot a site you control and exert Hill Chief to draw 3 cards.

Lore: *“...Saruman has armed the wild hillmen and herdfolk of Dunland beyond the rivers, and these also be loosed upon us.”*

Twilight Cost: 4

Strength: 10


Vitality: 2

Site Number/Signet: 3

Collector’s Info: 4 R 20

Hillman Band

Dunland Minion • Man

Game Text: Each time the fellowship moves, you may spot another  Man to take control of a site.

Lore: *As in years past, the Dunlendings marched in force to the west.*

Twilight Cost: 3

Strength: 9



Vitality: 1

Site Number/Signet: 3

Collector’s Info: 4 C 21

•Hillman Horde

Dunland Minion • Man

Game Text: 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.

Lore: *“They are fierce folk when roused.”*

Twilight Cost: 6

Strength: 14


Vitality: 2

Site Number/Signet: 3

Collector’s Info: 4 R 22

Hillman Mob

Dunland Minion • Man

Game Text: 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.

Lore: *“That old hatred Saruman has inflamed.”*

Twilight Cost: 5

Strength: 12

Vitality: 1

Site Number/Signet: 3

Collector’s Info: 4 R 23

Hillman Rabble

Dunland Minion • Man

Game Text: 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.

Lore: *The relentless fury of the Dunlendings consumed one village after another.*

Twilight Cost: 4

Strength: 10


Vitality: 1

Site Number/Signet: 3

Collector’s Info: 4 U 24

Hillman Tribe

Dunland Minion • Man

Game Text: Each time this minion wins a skirmish, you may spot another  minion to take control of a site.

Lore: *“They will not quail at the sun... the wild men of the hills.”*

Twilight Cost: 3

Strength: 9


Vitality: 1

Site Number/Signet: 3

Collector’s Info: 4 U 25

Iron Axe

Dunland Possession • Hand Weapon

Game Text: Bearer must be a  Man.

Lore: *Saruman armed the Dunlendings with weapons forged by his Orcs in Isengard.*

Twilight Cost: 1

Strength: +3



Vitality:

Site Number/Signet:

Collector’s Info: 4 C 26

Living Off Rock

Dunland Condition

Game Text: 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.

Lore: *“The Horsemen took your land; they drove your people into the hills to scratch living off rock.”*

Twilight Cost: 0

Strength:

Vitality:






Site Number/Signet:

Collector’s Info: 4 U 27

No Defense

Dunland Condition

Game Text: 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.

Lore:

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 U 28

•No Refuge

Dunland Condition

Game Text: Plays to your support area. While a  Man is stacked on a site, the Shadow number of each site is +5.

Lore: *As their homes were ravaged by the wild men, refugees fled to the safety of Helm’s Deep.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 R 29

No Retreat

Dunland Condition

Game Text: 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).

Lore: *Hordes from Dunland laid waste to villages as their numbers grew.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 R 30

•Over the Isen

Dunland Condition

Game Text: Plays to your support area. Assignment: Spot a site you control and remove ● to assign a  Man to an unbound companion.

Lore: *Like their ancestors years before, the Dunlendings came down from Isengard.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 U 31

Ravage the Defeated

Dunland Event

Game Text: Response: If your  Man wins a skirmish, discard all Free Peoples cards borne by the companion or ally he was skirmishing.

Lore: *What the Dunlendings cannot steal, they destroy.*

Twilight Cost: 1

Strength:



Vitality:

Site Number/Signet:

Collector's Info: 4 R 32

•Saruman, Rabble-rouser

Dunland Minion • Wizard

Game Text: 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.

Lore:

Twilight Cost: 4

Strength: 8




Vitality: 4

Site Number/Signet: 4

Collector's Info: 4 R 33

•Secret Folk

Dunland Condition

Game Text: 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.

Lore:

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 U 34

Wake of Destruction

Dunland Event

Game Text: Maneuver: Spot 2 sites you control to make each of your  Men fierce until the regroup phase.

Lore: *The anger of the wild men increased with every home they pillaged.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 R 35

War Club

Dunland Possession • Hand Weapon

Game Text: Bearer must be a  Man. Each time bearer wins a skirmish, you may discard 2 Free Peoples possessions.

Lore: *The wooden weapons of the wild men slew scores of unarmed villagers.*

Twilight Cost: 0

Strength: +2


Vitality:

Site Number/Signet:

Collector's Info: 4 U 36

War Cry of Dunland

Dunland Event

Game Text: Response: If a  Man wins a skirmish, make him fierce and strength +4 until the regroup phase.

Lore: *"Death to the Forgoil!"*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 C 37

Wild Man of Dunland

Dunland Minion • Man

Game Text: 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.

Lore: *"By our blood... we swear to fight for you...."*

Twilight Cost: 3

Strength: 9


Vitality: 1

Site Number/Signet: 3

Collector's Info: 4 U 38

Wild Man Raid

Dunland Event

Game Text: Maneuver: Spot 3  Men to discard a Free Peoples possession or condition. **Lore:** *Not even the smallest of trinkets was safe from the destruction of the Dunlendings.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 R 39

•Wulf, Dunlending Chieftain

Dunland Minion • Man

Game Text: Fierce. Response: If another  Man wins a skirmish, exert Wulf to take control of a site.

Lore: *"Do you not hear their voices?"*

Twilight Cost: 4

Strength: 10



Vitality: 2

Site Number/Signet: 3

Collector's Info: 4 R 40

•Axe of Erebor

Dwarven Possession • Hand Weapon

Game Text: Bearer must be Gimli. He is damage +1. Skirmish: Discard a  condition or a card stacked on a  condition to make Gimli strength +1.

Lore: *"...wherever thou goest my thought goes with thee. But have a care to lay thine axe to the right tree!"*

Twilight Cost: 2

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 4 R 41

Best Company

Dwarven Event

Game Text: Skirmish: Make a Dwarf strength +2 (or +4 if at a battleground).

Lore: *"An axe swung and swept back. Two Orcs fell headless. The rest fled."*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 C 42

Come Here Lad

Dwarven Event

Game Text: Fellowship: Stack the top 2 cards from your draw deck on a  condition that has a card already stacked on it.

Lore: *"You are the canniest, luckiest, most reckless fool I've ever met! Bless you."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 43

•**Courtesy of My Hall**

Dwarven Condition

Game Text: 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.

Lore: “*Now my guests, come!... Come and take such refreshment as haste allows.*”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 44

Dwarven Foresight

Dwarven Event

Game Text: Fellowship: Spot a Dwarf to take a Free Peoples card stacked on a ☒ condition into hand.

Lore: “*I would guess that the burned bones of the hobbits are now mingled with the Orcs’.*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 45

•**Ever My Heart Rises**

Dwarven Condition

Game Text: 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

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 46

From the Armory

Dwarven Condition

Game Text: 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.

Lore: “*It’s a bit tight around the chest.*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 47

•**Gimli, Lockbearer**

Dwarven Companion • Dwarf

Game Text: Damage +1. Gimli is strength +1 for each unbound Hobbit companion you can spot.

Lore: “*You speak evil of that which is fair beyond the reach of your thought, and only little wit can excuse you.*”

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: A

Collector’s Info: 4 R 48

•**Gimli, Unbidden Guest**

Dwarven Companion • Dwarf

Game Text: Damage +1. Skirmish: Exert Gimli to make an unbound companion strength +1 (or +2 if that companion is Legolas).

Lore: “*But a small dark figure that none had observed sprang out of the shadows and gave a hoarse shout: Baruk Khazâd!*”

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: G

Collector’s Info: 4 C 49

•**Here Is Good Rock**

Dwarven Condition

Game Text: Tale. Plays to your support area. Skirmish: Stack a Free Peoples card from hand here to make a Dwarf damage +1.

Lore: “*Give me a year and a hundred of my kin and I would make this a place that armies would break upon like water.*”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 50

Khazâd Ai-mênu

Dwarven Event

Game Text: Skirmish: Make a Dwarf strength +2 (or strength +3 and damage +1 if you spot Legolas).

Lore: “*The Orcs are behind the wall. Ai-oi! Come, Legolas! There are enough for both of us.*”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 51

•**My Axe Is Notched**

Dwarven Condition

Game Text: 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).

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 52

Quick As May Be

Dwarven Event

Game Text: Maneuver: Spot a Dwarf companion and an Elf companion to wound a minion.

Lore: “*I think, nonetheless, that we no longer need any trail to tell us which way to go.*”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 53

Rest by Blind Night

Dwarven Event

Game Text: Regroup: Shuffle any number of ☒ conditions (and all cards stacked on them) into your draw deck.

Lore: “*And yet even I, Dwarf of many journeys... cannot run all the way to Isengard without any pause....*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 54

Restless Axe

Dwarven Event

Game Text: 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.

Lore: “*Give me a row of orc-necks and room to swing and all weariness will fall from me!*”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 55

Search Far and Wide

Dwarven Event

Game Text: Fellowship: Spot a Dwarf and discard the top card of your draw deck to draw 2 cards.

Lore: “We have been set many riddles since we came to Tol Brandir, but this is the hardest to unravel.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 56

•Stout and Strong

Dwarven Condition

Game Text: 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.

Lore: “Never did I see an axe so wielded.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 57

Alliance Reforged

Elven Event

Game Text: Tale. Fellowship: Draw a card for each Elf companion you spot.

Lore: “If we do not trust the strength of Men, then we trust to the victory of Sauron.”

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 58

Arrow and Blade

Elven Event

Game Text: Skirmish: Exert X Elf companions to make a minion skirmishing an unbound companion strength -X.

Lore: *The Elven bow and the sword of Man fought together as one weapon.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 59

Blades Drawn

Elven Condition

Game Text: 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.

Lore: *The sword skills of the Elven archers were unexpected.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 60

Company of Archers

Elven Event

Game Text: Archery: Spot 2 Elf companions to discard a condition.

Lore: *The Naith Company, a veteran band from the South of Lórien, concentrated fire on the Uruk machines.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 61

Elven Bow

Elven Possession • Ranged Weapon

Game Text: Bearer must be an Elf. Bearer is an archer.

Lore: *No finer bows could defend Helm’s Deep than those of the Golden Wood.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 62

Elven Brooch

Elven Possession • Brooch

Game Text: To play, spot an Elf. Bearer must be a companion. Response: If another possession borne by bearer is about to be discarded, discard this possession instead.

Lore: “Not idly do the leaves of Lórien fall.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 63

Elven Sword

Elven Possession • Hand Weapon

Game Text: Bearer must be an Elf. Skirmish: Exert bearer or discard 2 cards from hand to make a minion skirmishing bearer strength -1.

Lore: *Fine blades forged by Elven smiths are centuries-old heirlooms.*

Twilight Cost: 1

Strength: +1

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 64

•Erethón, Naith Lieutenant

Elven Companion • Elf

Game Text: To play, spot an Elf. While Erethón bears a ranged weapon, he is strength +1 and damage +1, and he does not add to the fellowship archery total.

Lore: *At close range, Erethón’s accuracy is uncanny.*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector’s Info: 4 R 65

Feathered

Elven Event

Game Text: Skirmish: Make a minion skirmishing an Elf strength -2 for each wound on that minion.

Lore: *Elven swords found the same targets as their arrows.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 66

•Fereveldir, Son of Thandronen

Elven Companion • Elf

Game Text: To play, spot an Elf. Skirmish: Exert Fereveldir and discard an ☉ token from your condition to wound a minion Fereveldir is skirmishing.

Lore: *Thandronen’s sons patrol the borders of Lórien together.*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector’s Info: 4 C 67

•Ferevallon, Son of Thandronen

Elven Companion • Elf

Game Text: To play, spot an Elf. Skirmish: Exert Ferevallon to make a minion skirmishing him strength -2.

Lore: *The Uruks at Helm’s Deep fell to his blade as easily as Goblins from the mountains.*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector’s Info: 4 C 68

•Final Count

Elven Condition

Game Text: Plays to your support area. Each time Legolas wins a skirmish, you may place an ☉ token on this card. While you can spot X ☉ tokens on this card and the same number of ☉ tokens on My Axe Is Notched, Legolas is strength +X (limit +3).

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 69

Flashing Steel

Elven Event

Game Text: Skirmish: Exert an Elf to make a minion skirmishing that Elf strength -3.

Lore: “Good!... But my count is now two dozen. It has been knife-work up here.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 70

•**Haldir**, Emissary of the Galadhrim
Elven Companion • Elf
Game Text: While no opponent controls a site, Haldir is strength +2. Regroup: Exert Haldir at a battleground and exert another Elf to liberate a site.
Lore: “*In days of old, my people stood beside the King of Gondor – we come to honor that allegiance.*”
Twilight Cost: 2
Strength: 5
Vitality: 3
Site Number/Signet:
Collector’s Info: 4 C 71

Killing Field
Elven Condition
Game Text: To play, spot 3 Elves. Plays to your support area. Each wounded minion is prevented from being fierce. Discard this condition during the regroup phase.
Lore: *The courage of the defenders blunted the Uruk assaults.*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 72

•**Legolas**, Dauntless Hunter
Elven Companion • Elf
Game Text: Archer. The twilight cost of each Shadow event and Shadow condition is +1 for each unbound Hobbit you can spot.
Lore: “*They are far, far away.... I know in my heart that they have not rested this night.*”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: A
Collector’s Info: 4 R 73

•**Legolas**, Elven Comrade
Elven Companion • Elf
Game Text: Archer. Skirmish: Exert Legolas to make a minion skirmishing an unbound companion strength -1 (or -2 if that companion is Gimli).
Lore: “*Come, you shall sit behind me, friend Gimli.*”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: G
Collector’s Info: 4 C 74

Lembas
Elven Possession
Game Text: To play, spot 3 Elves. Bearer must be a companion. Regroup: Discard this possession to reconcile your hand.
Lore: “*Sam thought that it tasted far better, somehow, than it had for a good while....*”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 75

Lórien Guardian
Elven Companion • Elf
Game Text: Regroup: Exert this companion to make a Shadow player wound a minion.
Lore: *Haldir’s Elven bowmen were experienced defenders of the borders of the Golden Wood*
Twilight Cost: 2
Strength: 5
Vitality: 3
Site Number/Signet:
Collector’s Info: 4 C 76

Lórien Is Most Welcome
Elven Condition
Game Text: To play, spot 3 Elves. Plays to your support area. Each wounded minion loses all damage bonuses. Discard this condition during the regroup phase.
Lore: “*We are proud to fight alongside Men once more....*”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 U 77

Lórien Swordsman
Elven Companion • Elf
Game Text: Each minion skirmishing this companion is strength -2 for each wound on that minion.
Lore: *Long, curved Elven steel cut down Uruks already weakened by Elven arrows.*
Twilight Cost: 2
Strength: 5
Vitality: 3
Site Number/Signet:
Collector’s Info: 4 C 78

Night Without End
Elven Event
Game Text: Response: If an Elf wins a skirmish, exert that Elf to liberate a site or wound a minion.
Lore: “*Would that this night would end, and I could have better light for shooting.*”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 79

•**Ordulus**, Young Warrior
Elven Companion • Elf
Game Text: To play, spot an Elf. The twilight cost of each ranged weapon played on Ordulus is -1.
Lore: *Ordulus always has an arrow nocked and a full quiver too.*
Twilight Cost: 1
Strength: 5
Vitality: 2
Site Number/Signet:
Collector’s Info: 4 U 80

•**Pengedhel**, Naith Warrior
Elven Companion • Elf
Game Text: To play, spot an Elf. While Pengedhel bears a ranged weapon, he is strength +2 and he does not add to the fellowship archery total.
Lore: *Pengedhel can wield an arrow like a short spear.*
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet:
Collector’s Info: 4 U 81

•**Strength of Arms**
Elven Condition
Game Text: 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.
Lore: *Elvish weapons were more than a match for the Uruks.*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 U 82

Supporting Fire
Elven Event
Game Text: Skirmish: Make an Elf strength +2 (or +3 if you spot 3 Elf companions).
Lore: *Sword-work is made easier with archery support.*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 C 83

Sword-wall
Elven Event
Game Text: Skirmish or Regroup: Spot 3 Elf companions to liberate a site or exert a minion.
Lore: *A fixed line of Elven blades can hold off great numbers of the Enemy’s hordes.*
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 84

•**Thandronen**, Veteran Protector

Elven Companion • Elf

Game Text: To play, spot an Elf. Regroup: Exert Thandronen to discard a minion stacked on a condition or stacked on a site.

Lore: *The twin sons of Thandronen marched with their father to defend Helm's Deep.*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector's Info: 4 C 85

•**Thónnas**, Naith Captain

Elven Companion • Elf

Game Text: To play, spot an Elf. While Thónnas bears a ranged weapon, each minion skirmishing him is strength -2 and Thónnas does not add to the fellowship archery total.

Lore: *Elves of Lórien hone their knife-work fighting Goblin raiders.*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 4 U 86

Valor

Elven Event

Game Text: Skirmish: Make an Elf strength +2 (or +3 if skirmishing a wounded minion).

Lore: *An Elf avoids taking up arms, but once committed to the fray, his will is resolute.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 87

•**Behold the White Rider**

Gandalf Condition

Game Text: 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.

Lore: *"Gandalf is come again."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 88

•**Gandalf**, Greyhame

Gandalf Companion • Wizard

Game Text: Fellowship: If the twilight pool has fewer than 2 twilight tokens, add ● to play a character from your discard pile.

Lore: *"Dangerous!... And so am I, very dangerous; more dangerous than anything you will ever meet...."*

Twilight Cost: 4

Strength: 7

Vitality: 4

Site Number/Signet: T

Collector's Info: 4 R 89

•**Gandalf**, The White Wizard

Gandalf Companion • Wizard

Game Text: While you can spot 3 twilight tokens, Gandalf is strength +3.

Lore: *"Behold, I am not Gandalf the Grey, whom you betrayed. I am Gandalf the White, who has returned from death."*

Twilight Cost: 4

Strength: 7

Vitality: 4

Site Number/Signet: G

Collector's Info: 4 C 90

•**Gandalf's Staff**, Walking Stick

Gandalf Artifact • Staff

Game Text: Bearer must be Gandalf. While you can spot 2 twilight tokens, Gandalf is damage +2.

Lore: *"The staff in the hand of a Wizard may be more than a prop for age...."*

Twilight Cost: 2

Strength:

Vitality: +1

Site Number/Signet:

Collector's Info: 4 R 91

Grown Suddenly Tall

Gandalf Event

Game Text: Spell. Fellowship: Spot Gandalf to discard all conditions.

Lore: *"His hood and grey rags were flung away. His white garments shone."*

Twilight Cost: 5

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 92

Have Patience

Gandalf Event

Game Text: Fellowship: Spot Gandalf to heal an unbound companion twice.

Lore: *"Go where you must go, and hope!"*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 93

•**Hearken to Me**

Gandalf Condition

Game Text: Spell. To play, spot Gandalf. Bearer must be Théoden. Discard all Shadow conditions on Théoden. Shadow conditions may not be played on Théoden.

Lore: *"Not all is dark. Take courage, Lord of the Mark; for better help you will not find."*

Twilight Cost: 0

Strength: +2

Vitality: +1

Site Number/Signet:

Collector's Info: 4 R 94

Into Dark Tunnels

Gandalf Event

Game Text: Spell. Response: If you play a ♠ event, exert Gandalf twice to place that event in your hand instead of your discard pile.

Lore: *"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."*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 95

Keep Your Forked Tongue

Gandalf Event

Game Text: Skirmish: Spot Gandalf and 3 twilight tokens to prevent all wounds to a companion who has the Gandalf signet.

Lore: *"A witless worm you have become."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 96

Long I Fell

Gandalf Event

Game Text: Spell. Skirmish: Spot Gandalf to prevent all wounds to him. Any Shadow player may make you wound a minion to prevent this.

Lore: *"His fire was about me. I was burned."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 97

Mithrandir, Mithrandir!

Gandalf Event

Game Text: Spell. Maneuver: Exert Gandalf to wound each minion who has strength of 6 or less.

Lore: *"The wild men fell on their faces before him."*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 98

Roll of Thunder

Gandalf Event

Game Text: Fellowship or Maneuver: Spot Gandalf to discard a Shadow possession or Shadow artifact.

Lore: *"I have not passed through fire and death to bandy crooked words with a serving-man till the lightning falls."*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 99

•Shadowfax

Gandalf Possession • Mount

Game Text: 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.

Lore: “He is the chief of the Mearas, lords of horses...”

Twilight Cost: 2

Strength: +2

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 100

Stump and Bramble

Gandalf Event

Game Text: Maneuver: Spot an ☞ minion and an Ent ally. Until the regroup phase, that ally is damage +2 and participates in archery fire and skirmishes.

Lore: “Many of those trees were my friends... many had voices of their own that are lost for ever now.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 101

Task Was Not Done

Gandalf Event

Game Text: Spell. Regroup: Exert Gandalf to discard up to 2 wounded minions.

Lore: “Naked I was sent back – for a brief time, until my task is done. And naked I lay upon the mountain-top.”

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 102

•Treebeard, Earthborn

Gandalf Ally • Home 2☞ & 8☞ • Ent

Game Text: Unhasty. Response: If an unbound Hobbit is about to be discarded, stack him here instead. Fellowship: Exert Treebeard and add ● to play an unbound Hobbit stacked here.

Lore: “Do not be hasty, that is my motto.”

Twilight Cost: 4

Strength: 12

Vitality: 4

Site Number/Signet:

Collector’s Info: 4 R 103

•Treebeard, Oldest Living Thing

Gandalf Ally • Home 2☞ & 8☞ • Ent

Game Text: Unhasty. Fellowship: Exert Treebeard and discard an unbound companion from hand to heal an unbound companion.

Lore: “No, I am not tired. I do not easily get tired. And I do not sit down. I am not very, hm, bendable.”

Twilight Cost: 4

Strength: 12

Vitality: 4

Site Number/Signet:

Collector’s Info: 4 C 104

Under the Living Earth

Gandalf Event

Game Text: Skirmish: Make Gandalf strength +1 for each twilight token you spot (limit +5).

Lore: “Thither I came at last, to the uttermost foundations of stone. He was with me still.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 105

Well Met Indeed

Gandalf Event

Game Text: Fellowship: Spot an Elf, a * Man, and a Dwarf to play Gandalf from your dead pile.

Lore: “And what may you be doing in these parts? An Elf, a Man, and a Dwarf, all clad in elvish fashion.”

Twilight Cost: 5

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 106

Windows in a Stone Wall

Gandalf Condition

Game Text: To play, exert an Ent. Plays on that Ent. Response: If an ☞ 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 the

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 107

Wizardry Indeed

Gandalf Event

Game Text: Maneuver: If you can spot more minions than companions, exert Gandalf to make an opponent discard a minion.

Lore: “The hosts of Isengard roared, swaying this way and that, turning from fear to fear.”

Twilight Cost: 4

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 108

•Aragorn, Heir of Elendil

Gondor Companion • Man

Game Text: Defender +1.

Lore: “Sauron fears you, Aragorn, he fears what you may become.”

Twilight Cost: 4

Strength: 8

Vitality: 4

Site Number/Signet: G

Collector’s Info: 4 C 109

Arrows Thick in the Air

Gondor Event

Game Text: Archery or Skirmish: Exert 2 Ring-bound Men to wound each roaming minion.

Lore: “He came to rest in the fern a few feet away, face downward, green arrow-feathers sticking from his neck below a golden collar.”

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 110

•Boromir, My Brother

Gondor Condition

Game Text: Bearer must be Faramir. Skirmish: Discard a * card from hand to make a Ring-bound Man strength +1.

Lore: “Where is thy horn? Whither goest thou? O Boromir! But he was gone.”

Twilight Cost: 0

Strength:

Vitality: +1

Site Number/Signet:

Collector’s Info: 4 R 111

•Boromir’s Gauntlets

Gondor Possession • Gauntlets

Game Text: Bearer must be a * Man. Skirmish: Exert bearer to cancel a skirmish involving bearer. Any Shadow player may remove ● to prevent this.

Lore: “...now Boromir has taken his road, and we must make haste to choose our own.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 112

Curse Them

Gondor Event

Game Text: Skirmish: Exert a Ring-bound Man to cancel a skirmish involving a roaming minion.

Lore: “It is close on ten leagues hence to the east-shore of Anduin... and we seldom come so far afield.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 113

•**Damrod**, Ranger of Ithilien
Gondor Companion • Man

Game Text: Ring-bound. Ranger. To play, spot a Ring-bound Man. Skirmish: Exert Damrod to exhaust a Man he is skirmishing.

Lore: “*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.*”

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector’s Info: 4 U 114

Defend It and Hope

Gondor Event

Game Text: Maneuver: Exert a * Man to wound a minion once (or twice if that minion is an Uruk-hai).

Lore: “*Is it not said that no foe has ever taken the Hornburg, if men defended it?*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 115

•**Faramir**, Captain of Gondor

Gondor Companion • Man

Game Text: 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.

Lore: “*He leads us now in all perilous ventures.*”

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: A

Collector’s Info: 4 R 116

•**Faramir**, Son of Denethor

Gondor Companion • Man

Game Text: Ring-bound. Ranger. An opponent may not play skirmish events or use skirmish special abilities during skirmishes involving Faramir.

Lore: “*He could see Faramir’s face, which was now unmasked; it was stern and commanding, and a keen wit lay behind his searching glance.*”

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: F

Collector’s Info: 4 C 117

•**Faramir’s Bow**

Gondor Possession • Ranged Weapon

Game Text: 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.

Lore: “*Were I as hasty as you, I might have slain you long ago.*”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 118

•**Faramir’s Cloak**

Gondor Possession • Cloak

Game Text: Bearer must be Faramir. Each roaming minion skirmishing a Ring-bound Man is strength -1.

Lore: *Captain Faramir and his rangers were clad in green and brown of varied hues, better to walk unseen in the glades of Ithilien.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 119

•**Forbidden Pool**

Gondor Condition

Game Text: Plays to your support area. While the fellowship is at site 6, each Ring-bound Man takes no more than 1 wound during each skirmish phase. Fellowship: Add ● and discard this condition to heal a Ring-bound Man.

Lore: “*...tonight you have come where it is death to come.*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 120

•**Forests of Ithilien**

Gondor Condition

Game Text: Plays to your support area. While the fellowship is at site 5, 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.

Lore: “*...a fair country of climbing woods and swift-falling streams.*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 121

Gondorian Ranger

Gondor Companion • Man

Game Text: Ring-bound. Ranger. The site number of each minion assigned to skirmish a Ring-bound Man is +2.

Lore: “*Green gauntlets covered their hands, and their faces were hooded and masked with green, except for their eyes, which were very keen and bright.*”

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector’s Info: 4 C 122

Hard Choice

Gondor Event

Game Text: Fellowship: Spot Aragorn to heal a companion who has the Aragorn signet twice.

Lore: “*Shall we rest by night, or shall we go on while our will and strength hold?*”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 123

Help in Doubt and Need

Gondor Condition

Game Text: 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.

Lore: “*The Heir of Elendil would be a strength indeed to the Sons of Eorl in this evil tide.*”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 124

•**Henneth Annûn**

Gondor Condition

Game Text: Plays to your support area. While the fellowship is at site 6, each roaming minion skirmishing a Ring-bound companion is strength -2. Skirmish: Spot a * Man and discard this condition to wound a roaming minion.

Lore: “*This is the Window of the Sunset...*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 125

•**Ithilien Trap**

Gondor Condition

Game Text: 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.

Lore: "He was glad he could not see the dead face."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 126

•**Mablung**, Soldier of Gondor

Gondor Companion • Man

Game Text: Ring-bound. Ranger. To play, spot a Ring-bound Man. Skirmish: Exert Mablung to exhaust a roaming minion he is skirmishing.

Lore: "...we have a new errand on this journey...."

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 4 U 127

New Errand

Gondor Event

Game Text: 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.

Lore: "...we come to ambush the Men of Harad."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 128

Pathfinder

Gondor Event

Game Text: Fellowship or Regroup: Spot a ranger to play the fellowship's next site (replacing opponent's site if necessary).

Lore: "If you take my counsel, you will not turn eastward yet. Go straight on, for thus you will have the cover of the woodland for many miles."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 129

Ranger of Ithilien

Gondor Companion • Man

Game Text: 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.

Lore: "...they were goodly men, pale-skinned, dark of hair, with grey eyes and faces sad and proud."

Twilight Cost: 3

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 4 C 130

Ranger's Bow

Gondor Possession • Ranged Weapon

Game Text: Bearer must be Ring-bound Man. Skirmish: If bearer is skirmishing a Man or a roaming minion, exert bearer to wound that minion.

Lore: "Two had great bows, almost of their own height, and great quivers of long green-feathered arrows."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 131

•**Ranger's Sword**, Blade of Aragorn

Gondor Possession • Hand Weapon

Game Text: Bearer must be Aragorn. While skirmishing an Uruk-hai, Aragorn is strength +2.

Lore: "I am not weaponless."

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 4 U 132

•**Ruins of Osgiliath**

Gondor Condition

Game Text: Plays to your support area. While the fellowship is at site 71, each Ring-bound Man is defender +1. Skirmish: Spot a Ring-bound Man and discard this condition to wound an opponent's Man.

Lore: *The Citadel of the Stars had fallen into ruin.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 133

Sword of Gondor

Gondor Possession • Hand Weapon

Game Text: Bearer must be a * Man. While skirmishing a Man or a roaming minion, bearer is damage +1.

Lore: "Four tall Men stood there.... All had swords at their sides...."

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 4 C 134

War and Valor

Gondor Event

Game Text: Skirmish: Make a * Man strength +2 (or +3 and damage +1 if skirmishing a roaming minion).

Lore: "So even was my brother, Boromir: a man of prowess, and for that he was accounted the best man in Gondor."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 135

Advance Uruk Patrol

Isengard Minion • Uruk-hai

Game Text: Damage +1. While at a battleground, this minion is fierce. While you control a battleground, this minion is strength +4.

Lore: "This is no rabble of mindless Orcs."

Twilight Cost: 5

Strength: 10

Vitality: 3



Site Number/Signet: 5

Collector's Info: 4 U 136

Attack on Helm's Deep

Isengard Condition

Game Text: 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.

Lore: "Ten thousand strong at least...."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 137

Band of Uruk Bowmen

Isengard Minion • Uruk-hai

Game Text: Archer. Damage +1. While you control a site, the minion archery total is +1.

Lore: *Taking the high ground provides a better field of fire.*

Twilight Cost: 5

Strength: 7


Vitality: 3

Site Number/Signet: 5

Collector's Info: 4 U 138

Banished

Isengard Condition

Game Text: 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.

Lore: *“Oh, but this is not from me – it comes from the King. He signed it this morning.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 139

Beyond All Hope

Isengard Event

Game Text: Maneuver: Exert 2 Uruk-hai to add a burden for each card in the dead pile.

Lore: *“How shall any tower withstand such numbers and such reckless hate?”*

Twilight Cost: 5

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 R 140

Beyond Dark Mountains

Isengard Event

Game Text: Response: If a companion or ally is killed, exert an  minion to add a burden (or 2 burdens if Aragorn, Gandalf, or Théoden is killed).

Lore: *“Where now was the Ring-bearer? How thin indeed was the thread upon which doom still hung!”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 141

Broad-bladed Sword

Isengard Possession • Hand Weapon

Game Text: Bearer must be an Uruk-hai. Bearer may not take wounds (except during skirmish phases).

Lore: *“They were armed with short broad-bladed swords, not with the curved scimitars usual with Orcs....”*

Twilight Cost: 1

Strength: +2


Vitality:

Site Number/Signet:

Collector’s Info: 4 C 142

Brought Back Alive

Isengard Event

Game Text: 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).

Lore: *“What are they wanted for?... Why alive? Do they give good sport?”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 143

Burning of Westfold

Isengard Condition

Game Text: Plays to your support area.

Shadow: If you control a site, play an Uruk-hai to discard a Free Peoples condition.

Lore: *“We have found many of our folk lying slain as they fled....”*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 R 144

Cloud of Arrows

Isengard Event

Game Text: Archery: Exert an  archer to make the minion archery total +1 and the fellowship archery total -1.

Lore: *“Behind them orc-archers crowded, sending a hail of darts against the bowmen on the walls.”*

Twilight Cost: 0

Strength:

Vitality:


Site Number/Signet:

Collector’s Info: 4 C 145

Come Down

Isengard Condition

Game Text: Plays to your support area.

Archery: Spot 2  archers to make allies take wounds from archery fire instead of companions.

Lore: *“We are the fighting Uruk-hai.... Bring out your skulking king!”*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 R 146

Covering Fire

Isengard Condition

Game Text: 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.

Lore: *Archers cowered on the walls, unable to reply.*

Twilight Cost: 0

Strength:



Vitality:

Site Number/Signet:

Collector’s Info: 4 U 147

•Down to the Last Child

Isengard Condition

Game Text: 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.

Lore: *The Uruks brought death to the villages of Rohan.*

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 U 148

Driven Back

Isengard Event

Game Text: Archery: Spot 2  archers to make the minion archery total +1 for each card in the dead pile.

Lore: *With each fallen defender, the morale of the attacking army rose.*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 149

•Elite Crossbowmen

Isengard Minion • Uruk-hai

Game Text: 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.

Lore: *The best archers were held in reserve, awaiting the final assault.*

Twilight Cost: 7

Strength: 9

Vitality: 3

Site Number/Signet: 5

Collector’s Info: 4 R 150

Ferocity

Isengard Event

Game Text: Skirmish: Make an Uruk-hai strength +2 (or +3 if at a battleground).

Lore: *Uruk savagery remained despite their battle training.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 151

Get Back

Isengard Event

Game Text: Assignment: Prevent an Uruk-hai tracker from being assigned to a skirmish by any player.

Lore: *"We do not answer to Mordor scum!"*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 152

•Gríma, Son of Galmód

Isengard Minion • Man

Game Text: Each unbound companion (or ally) bearing a Shadow condition is strength -1.

Lore: *"Did I not counsel you, lord, to forbid his staff?"*

Twilight Cost: 2

Strength: 4

Vitality: 3

Site Number/Signet: 3

Collector's Info: 4 C 153

•Gríma, Wormtongue

Isengard Minion • Man

Game Text: Maneuver: Exert Gríma and spot an unbound companion bearing 3 or more cards to return each Free Peoples card that companion bears to its owner's hand.

Lore: *"I care for you and yours as best I may. But do not weary yourself, or tax too heavily your strength."*

Twilight Cost: 2

Strength: 4

Vitality: 3

Site Number/Signet: 3

Collector's Info: 4 R 154

Haunting Her Steps

Isengard Event

Game Text: Response: If a special ability of an ally or unbound companion is used, exert Gríma to cancel that action.

Lore: *"What was the promised price? When all the men were dead, you were to pick your share of the treasure and take the woman you desire?"*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 155

Kill Them Now

Isengard Event

Game Text: Skirmish: Make an Uruk-hai tracker strength +2 (or +4 if skirmishing a character bearing a search card).

Lore: *"They're a cursed nuisance, and we're in a hurry."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 156

Leechcraft

Isengard Condition

Game Text: Spell. To play, exert Saruman or an Uruk-hai Man. Plays on a Free Peoples Man. Special abilities in bearer's game text may not be used.

Lore: *"Your leechcraft ere long would have had me walking on all fours like a beast."*

Twilight Cost: 0

Strength: -1

Vitality:

Site Number/Signet:

Collector's Info: 4 R 157

•Lieutenant of Orthanc

Isengard Minion • Uruk-hai

Game Text: Damage +1. Maneuver: Exert Lieutenant of Orthanc to make another Uruk-hai fierce until the regroup phase.

Lore: *"Do you wish to see the greatness of our army? We are the fighting Uruk-hai."*

Twilight Cost: 7

Strength: 12

Vitality: 3

Site Number/Signet: 5

Collector's Info: 4 R 158

Many Riddles

Isengard Condition

Game Text: Search. To play, exert an Uruk-hai tracker. Plays on a companion (except the Ring-bearer). Assignment: Exert an Uruk-hai tracker and remove ● to assign that tracker to bearer.

Lore: *"It will be hard news for Frodo..."*

Twilight Cost: 1

Strength: -1

Vitality:

Site Number/Signet:

Collector's Info: 4 U 159

•Mauhúr, Patrol Leader

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. Skirmish: Remove ● to prevent an Uruk-hai tracker from taking wounds.

Lore: *"Mauhúr and his lads are in the forest, and they should turn up any time now."*

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 4 R 160

Men Will Fall

Isengard Event

Game Text: Skirmish: Spot Saruman or an Uruk-hai Man to make an unbound companion strength -2.

Lore: *"The Ring of Barahir. So, Gandalf Greyhame thinks he has found Isildur's heir, the Lost King of Gondor... Fool! That line was broken years ago."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 161

New Power Rising

Isengard Event

Game Text: Regroup: Spot Saruman or an Uruk-hai Man, reveal your hand, and discard all Free Peoples cards revealed to take an Uruk-hai card into hand from your discard pile.

Lore: *"For those who aid the Great Eye there will be rich reward."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 162

No Dawn for Men

Isengard Event

Game Text: Maneuver: Exert an Uruk-hai to exert X unbound companions, where X is the number of sites you control.

Lore: *"This night, the land will be stained with the blood of Rohan..."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 163

•Orthanc Champion

Isengard Minion • Uruk-hai

Game Text: Damage +1. Assignment: Exert Orthanc Champion to assign it to an unbound companion. That companion may exert to prevent this.

Lore: *A warrior trained in single combat, he tore a swath through the defenders.*

Twilight Cost: 5

Strength: 12

Vitality: 2

Site Number/Signet: 5

Collector's Info: 4 R 164

Orthanc Warrior

Isengard Minion • Uruk-hai

Game Text: Damage +1.

Lore: *The Uruk-hai bred by Saruman are stronger and more fell than Orcs of Mordor.*



Twilight Cost: 2

Strength: 7

Vitality: 2


Site Number/Signet: 5


Collector's Info: 4 C 165


•**The Palantír of Orthanc**, Seventh Seeing-stone
Isengard Artifact • Palantír
Game Text: To play, spot an  minion. Plays to your support area. Shadow: Spot an  minion and remove ● to reveal the top card of any draw deck. You may place that card beneath that draw deck.
Lore: “*The name meant that which looks far away.*”
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 166


Pillage of Rohan
Isengard Condition
Game Text: 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.
Lore: *Rumor of plunder swelled the ranks of the Isengarders.*
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 167

Race Across the Mark
Isengard Condition
Game Text: Plays to your support area. Skirmish: Spot a site you control and remove ● to cancel a skirmish involving an Uruk-hai.
Lore: “*But in the meantime, the Uruk-hai of Isengard can do the dirty work as usual.*”
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 168

•**Ranged Commander**
Isengard Minion • Uruk-hai
Game Text: 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.
Lore: *Hand-picked Uruks led Saruman’s crossbowmen.*
Twilight Cost: 4
Strength: 8
Vitality: 2
Site Number/Signet: 5
Collector’s Info: 4 R 169

•**Ranks Without Number**
Isengard Condition
Game Text: Plays to your support area. Each time the Free Peoples player assigns an ally to a skirmish, you may play an  minion from your discard pile. That minion’s twilight cost is -2.
Lore: “*All Isengard must be emptied....*”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 U 170




Rest While You Can
Isengard Condition
Game Text: Search. To play, spot an  tracker. 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.
Lore:
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 171

Rohan Is Mine
Isengard Condition
Game Text: 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.
Lore: “*You have no power here, Gandalf the Grey.*”
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 172

•**Saruman**, Black Traitor
Isengard Minion • Wizard
Game Text: 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.
Lore:
Twilight Cost: 4
Strength: 8
Vitality: 4
Site Number/Signet: 4
Collector’s Info: 4 R 173

•**Saruman’s Staff**, Wizard’s Device
Isengard Artifact • Staff
Game Text: Plays on Saruman. He is fierce and damage +1. Maneuver: Make the first sentence of Saruman’s game text not apply until the regroup phase.
Lore: “*His hand clutched his heavy black staff like a claw.*”
Twilight Cost: 2
Strength: +2
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 174


Still They Came
Isengard Event
Game Text: Skirmish: Exert an Uruk-hai who is not assigned to a skirmish to make another Uruk-hai strength +3.
Lore: “*Before the wall’s foot the dead and broken were piled like shingle in a storm; ever higher rose the hideous mounds....*”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 C 175

•**Uglúk**, Servant of Saruman
Isengard Minion • Uruk-hai
Game Text: Tracker. Fierce. The roaming penalty for each  tracker you play is -2. While you can spot 2  trackers, Uglúk is strength +3. While you can spot 3  trackers, Uglúk is damage +1.
Lore:
Twilight Cost: 4
Strength: 9
Vitality: 3
Site Number/Signet: 5
Collector’s Info: 4 R 176

•**Uglúk’s Sword**
Isengard Possession • Hand Weapon
Game Text: 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.
Lore: “*I am Uglúk. I command.*”
Twilight Cost: 1
Strength: +3
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 177

•Unferth, Gríma's Bodyguard

Isengard Minion • Man

Game Text: Each time the Free Peoples player assigns a companion or ally to an  Man, that companion or ally must exert.

Lore: *Gríma promised him riches when Rohan fell to Saruman.*

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 3

Collector's Info: 4 C 178

Uruk Assault Band

Isengard Minion • Uruk-hai

Game Text: 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.

Lore:

Twilight Cost: 7

Strength: 14

Vitality: 3

Site Number/Signet: 5

Collector's Info: 4 R 179

Uruk Besieger

Isengard Minion • Uruk-hai

Game Text: 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.

Lore: *Fresh troops awaited to attack any weakness.*

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 5

Collector's Info: 4 C 180

Uruk Chaser

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. During a fierce skirmish involving this minion, it is strength +2.

Lore: *"Now we'll have to leg it double quick."*

Twilight Cost: 4

Strength: 9


Vitality: 2

Site Number/Signet: 5

Collector's Info: 4 C 181

Uruk Crossbow Troop

Isengard Minion • Uruk-hai

Game Text: Archer. When you play this minion, you may place an  token on a machine.

Lore: *Bolts from the Uruk crossbows shattered the shields of the defenders.*

Twilight Cost: 4

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector's Info: 4 U 182

Uruk Crossbowman

Isengard Minion • Uruk-hai

Game Text: 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.

Lore: *Both the weapon and its wielder were foul creations of Saruman.*

Twilight Cost: 3

Strength: 6

Vitality: 2

Site Number/Signet: 5

Collector's Info: 4 C 183

Uruk Defender

Isengard Minion • Uruk-hai

Game Text: Damage +1. Skirmish: Exert this minion at a battleground to make another Uruk-hai strength +2.

Lore: *Saruman's Uruk army trained in formation tactics.*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 4 C 184

Uruk Fanatic

Isengard Minion • Uruk-hai

Game Text: Damage +1. If there are at least 3 cards in the dead pile, this minion is fierce.

Lore: *Despite intensive training, the smell of blood still enraged the Uruk warriors.*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 4 C 185

Uruk Follower

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. Unbound Hobbits may not be discarded. Response: If an unbound Hobbit is killed, exert this minion to add a burden.

Lore: *"But at the moment Uglúk was not engaged in sport. He needed speed and had to humour unwilling followers."*

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 5

Collector's Info: 4 R 186

Uruk Foot Soldier

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. During a fierce skirmish involving this minion, it is strength +3 and damage +1.

Lore: *"Evening's coming on, and we ought to get a move on."*

Twilight Cost: 1

Strength: 5

Vitality: 1

Site Number/Signet: 5

Collector's Info: 4 C 187

Uruk Hunter

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. Unbound Hobbits may not be discarded. Response: If an unbound Hobbit is killed, exert this minion twice to exhaust a companion.

Lore: *"We came out of Isengard, and led you here, and we shall lead you back the way we choose."*

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number/Signet: 5

Collector's Info: 4 U 188

Uruk Plains Runner

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. During a fierce skirmish involving this minion, it is strength +3 and damage +1.

Lore: *"Run! Or you'll never see your beloved holes again!"*

Twilight Cost: 2

Strength: 7

Vitality: 1

Site Number/Signet: 5

Collector's Info: 4 C 189

Uruk Pursuer

Isengard Minion • Uruk-hai

Game Text: 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.

Lore: *"None of that! Hold your tongues."*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet: 5

Collector's Info: 4 C 190

Uruk Rear Guard

Isengard Minion • Uruk-hai

Game Text: Damage +1. Skirmish: Exert this minion at a battleground to make another Uruk-hai strength +1.

Lore: *Promised a fair share of plunder, they defended against possible reinforcements.*

Twilight Cost: 6

Strength: 12

Vitality: 4

Site Number/Signet: 5

Collector's Info: 4 C 191

Uruk Regular

Isengard Minion • Uruk-hai

Game Text: Damage +1. Shadow: Exert this minion to play an Uruk-hai; its twilight cost is -1 for each other Uruk-hai you can spot.

Lore: “We are the Uruk-hai; we do not stop the fight for night or day, for fair weather or for storm.”

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 C 192

Uruk Runner

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. During a fierce skirmish involving this minion, it is strength +2.

Lore: “Run, curse you! Run while night lasts!”

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 C 193

Uruk Searcher

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. While skirmishing a character bearing a search card, this minion is strength +2 and damage +1.

Lore: “Why don’t we search them and find out?”

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 U 194

Uruk Seeker

Isengard Minion • Uruk-hai

Game Text: Tracker. Fierce. While skirmishing a character bearing a search card, this minion is strength +2 and damage +1.

Lore: “No crying out, no trying to escape.”

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 C 195

Uruk Spear

Isengard Possession • Hand Weapon

Game Text: Bearer must be an Uruk-hai. Maneuver: Exert bearer to discard a Free Peoples mount.

Lore: *The Uruk-hai braced their long pikes to challenge the oncoming Riders.*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 196

Uruk Stalker

Isengard Minion • Uruk-hai

Game Text: Damage +1. While an ally is in the dead pile, this minion is strength +3 and fierce.

Lore: “A moment they hesitated, and then on they came.”

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 C 197

Uruk Stormer

Isengard Minion • Uruk-hai

Game Text: Damage +1. Each time a companion or ally is killed during a skirmish involving an Uruk-hai, you may take control of a site.

Lore: “They wavered, 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.”

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 C 198

Uruk Trooper

Isengard Minion • Uruk-hai

Game Text: 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.

Lore: *Thousands of Uruk-hai came to take the Hornburg.*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 R 199

Uruk Vanguard

Isengard Minion • Uruk-hai

Game Text: Damage +1 (or damage +2 if at a battleground). To play, spot an Uruk-hai. While at a battleground, this minion is fierce.

Lore: “These are Uruk-hai – their armour is thick, their shields broad.”

Twilight Cost: 10

Strength: 17

Vitality: 4

Site Number/Signet: 5

Collector’s Info: 4 R 200

Uruk Veteran

Isengard Minion • Uruk-hai

Game Text: 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.

Lore: “We come to kill, by sun or moon.”

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 U 201

Uruk-hai Band

Isengard Minion • Uruk-hai

Game Text: Damage +1. This minion is strength +2 for each site you control.

Lore: “There were four... of greater stature, swart, slant-eyed, with thick legs and broad hands.”

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 5

Collector’s Info: 4 U 202

Uruk-hai Horde

Isengard Minion • Uruk-hai

Game Text: Damage +1. The twilight cost of this minion is -1 for each site you control.

Lore: “The rumour of war grew behind them.”

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number/Signet: 5

Collector’s Info: 4 R 203

Uruk-hai Marauder

Isengard Minion • Uruk-hai

Game Text: Damage +1. The twilight cost of this minion is -1 for each site you control.

Lore: “We shall have some fun later.”

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 C 204

Uruk-hai Mob

Isengard Minion • Uruk-hai

Game Text: Damage +1. The twilight cost of this minion is -1 for each site you control.

Lore: “Let the fighting Uruk-hai do the work, as usual.”

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 5

Collector’s Info: 4 U 205

Uruk-hai Patrol

Isengard Minion • Uruk-hai

Game Text: Damage +1 (or damage +2 while you control a site).

Lore: “We are the servants of Saruman the Wise...”

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 4 C 206

Uruk-hai Raiding Party

Isengard Minion • Uruk-hai

Game Text: Damage +1.

Lore: Bands of Uruks crossed the plains of Rohan.

Twilight Cost: 4

Strength: 9

Vitality: 3

Site Number/Signet: 5

Collector’s Info: 4 C 207

Vengeance

Isengard Event

Game Text: Skirmish: Make an tracker strength +2 for each card borne by the character it is skirmishing.

Lore: Saruman instilled a spirit for revenge in his fighting brood.

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 208

Volley Fire

Isengard Event

Game Text: Archery: Discard 2 archers to exhaust an unbound companion.

Lore: Defenders on the walls made perfect targets for the Isengard crossbowmen.

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 209

We Are the Fighting Uruk-hai

Isengard Event

Game Text: Skirmish: Make an Uruk-hai strength +2 (and damage +1 if you control a site).

Lore: “But for us you’d all have run away.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 210

Weapons of Isengard

Isengard Condition

Game Text: 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 archery total +2. Discard this condition.

Lore: Crossbowmen arrived with munitions from Isengard.

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 211

Weary

Isengard Condition

Game Text: Search. Plays on a companion or ally. Limit 1 per character. Each time the Free Peoples player assigns bearer to skirmish an tracker, bearer must exert.

Lore: “We shall not turn back here.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 212

What Did You Discover?

Isengard Condition

Game Text: 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.

Lore: “The scouts have come back at last.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 213

Where Has Gríma Stowed It?

Isengard Event

Game Text: Maneuver: Spot Gríma to discard a possession borne by an ally or unbound companion.

Lore: “Loth was he to render up the keys. Many other things are there which men have missed.”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 214

Wounded

Isengard Condition

Game Text: 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.

Lore: “He’s alive!”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 215

•Arrow From the South

Raider Condition

Game Text: 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.

Lore: Haradrim is the Gondorian name for Southrons.

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 216

•Desert Lancers

Raider Minion • Man

Game Text: Southron. To play, spot a Man. Regroup: Exert Desert Lancers twice to take control of a site.

Lore: “Mordor has allied itself with... the cruel Haradrim...”

Twilight Cost: 5

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector’s Info: 4 U 217

•Desert Legion

Raider Minion • Man

Game Text: 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.

Lore:

Twilight Cost: 6

Strength: 13

Vitality: 3

Site Number/Signet: 4

Collector’s Info: 4 R 218

•Desert Lord

Raider Minion • Man

Game Text: Southron. Archer. Archery: Exert Desert Lord to exert a companion (except the Ring-bearer); Desert Lord does not add to the minion archery total.

Lore: Southron legends tell of powerful warrior leaders and the kingdoms they have conquered.

Twilight Cost: 6

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector’s Info: 4 R 219

Desert Soldier

Raider Minion • Man

Game Text: Southron. At the start of each skirmish involving this minion, you may remove ● to wound a companion or ally he is skirmishing.

Lore: “Not nice; very cruel wicked Men they look.”

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 U 220

Desert Spearman

Raider Minion • Man

Game Text: Southron. At the start of each skirmish involving this minion, you may remove ● to wound a companion or ally he is skirmishing.

Lore: Long spears are used by Southrons to attack while riding desert beasts.

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 C 221

Desert Warrior

Raider Minion • Man

Game Text: Southron. At the start of each skirmish involving this minion, you may remove ● to wound a companion or ally he is skirmishing.

Lore: The Haradrim wear cloaks and head wraps to survive the deserts of their homeland.

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 C 222

Discovered

Raider Event

Game Text: Maneuver: Exert a 🏹 Man to discard a Free Peoples condition (or 2 Free Peoples conditions if you spot 3 burdens).

Lore: “The voices and the clink of weapons and harness were very close.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 223

Easterling Axeman

Raider Minion • Man

Game Text: Easterling. While you can spot 2 burdens, this minion is strength +3 and fierce.

Lore: Poleaxes wielded by tall Easterling warriors cut through armor and bone.

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 C 224

•Easterling Captain

Raider Minion • Man

Game Text: Easterling. Fierce. Skirmish: Spot 2 burdens and remove ● to make an Easterling strength +2. Skirmish: Spot 4 burdens and remove ● to make an Easterling strength +3.

Skirmish: Spot 6 burdens and remove ● to make an Easterling strength +4.

Lore:

Twilight Cost: 5

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector’s Info: 4 R 225

Easterling Guard

Raider Minion • Man

Game Text: Easterling. Each time this minion is assigned to an unbound companion, you may exert him to add a burden.

Lore: Armored Easterlings protect their commanders from enemy assaults.

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 C 226

Easterling Infantry

Raider Minion • Man

Game Text: Easterling. While you can spot 3 burdens, this minion is fierce and damage +1.

Lore: Sometimes called the Men of Rhûn, the Easterlings hated Gondor for her riches.

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 C 227

Easterling Lieutenant

Raider Minion • Man

Game Text: Easterling. Each time this minion is assigned to an unbound companion, you may exert him to add a burden.

Lore: “Easterlings... have passed through the Black Gate...”

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 C 228

Easterling Skirmisher

Raider Minion • Man

Game Text: Easterling. When you play this minion, you may spot another Easterling to add ● for each burden (limit ●).

Lore: Enemy formations are threatened by the spears of Easterling light troops.

Twilight Cost: 1

Strength: 5

Vitality: 1

Site Number/Signet: 4

Collector’s Info: 4 R 229

Easterling Trooper

Raider Minion • Man

Game Text: Easterling. While you can spot 3 burdens, this minion is fierce and damage +1.

Lore: Trained Easterling fighters formed ranks of axes and spears to charge the knights of Gondor.

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 U 230

•Eastern Emyn Muil

Raider Condition

Game Text: Plays to your support area. Each Ring-bound companion moving from site 2 must exert twice. Maneuver: Discard this condition and exert a 🏹 Man to exert a Ring-bound companion.

Lore: The Emyn Muil was a strange, twisted knot of hills.

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 231

Elite Archer

Raider Minion • Man

Game Text: Southron. Archer. Archery: Exert this minion to exert a companion (except the Ring-bearer); this minion does not add to the minion archery total.

Lore: Veteran bowmen are highly valued in the kingdoms of the South.

Twilight Cost: 4

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 U 232

Fearless

Raider Event

Game Text: Skirmish: Make a Southron strength +1 for each burden you spot (limit +5), or make a 🏹 Man strength +2.

Lore: Despite their foreign ways, the Men from the South and East were formidable fighters.

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 233

Flanking Attack

Raider Event

Game Text: Maneuver or Skirmish: Exert a Southron to add ●.

Lore: “Our scouts report more Haradrim making their way up here...”

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 U 234

Gathering to the Summons

Raider Event

Game Text: Skirmish: Spot a  Man skirmishing a Ring-bound companion to add a burden.

Lore: “These were Men of other race, out of the wide Eastlands....”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 235

Howl of Harad

Raider Condition

Game Text: Plays to your support area.

Response: If a Southron wins a skirmish, remove ● to make the Free Peoples Player wound a Ring-bound companion.

Lore: *Blood-curdling cries rout the Southrons’ enemies from the battlefield.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 U 236

•Ithilien Wilderness

Raider Condition

Game Text: Plays to your support area. At the start of each of your Shadow phases, if the fellowship is at site 7, 8, or 9 and the twilight pool has fewer than 7 twilight tokens, you may add ●. Skirmish: Discard this condition to make a  Man stren

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 237

Men of Harad

Raider Condition

Game Text: Plays to your support area.

Shadow: Spot a site you control, spot 3 Southrons, and remove ● to draw a card.

Lore: *The savage Haradrim, men from the kingdoms south of Gondor and Mordor, were called Southrons.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 R 238

Men of Rhûn

Raider Event

Game Text: Skirmish: Make a  Man strength +3 (or +4 if you spot 4 burdens).

Lore: *Sudden war came upon Gondor out of Rhûn, land of the East.*

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 C 239

New Fear

Raider Event

Game Text: 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.

Lore: “They heard singing and coarse shouting. At first it seemed a long way off, but it drew nearer....”

Twilight Cost: 4

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 R 240

On the March

Raider Event

Game Text: Skirmish: Make a  Man strength +3 (or +5 if you spot 6 companions).

Lore: *Easterlings traveled up the ancient roads of Gondor to swell the hosts of the Dark Tower.*

Twilight Cost: 2

Strength:

Vitality:




Site Number/Signet:

Collector’s Info: 4 C 241

Raiders From the East

Raider Condition

Game Text: Plays to your support area.

Shadow: Remove ● and exert a  Man to place a  token here. Maneuver: Remove a  token here to add ●.

Lore: *The Easterlings raid their enemies to gather supplies and equipment.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 U 242

Rapid Fire

Raider Event

Game Text: Archery: Exert a  archer to make the minion archery total +1 for each burden (limit +5).

Lore: *Wars between the southern kingdoms taught speed and precision to the archers of the Haradrim.*

Twilight Cost: 6

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 4 R 243

•Regiment of Haradrim

Raider Minion • Man

Game Text: Southron. To play, spot a  Man. Regroup: Exert Regiment of Haradrim twice to take control of a site.

Lore: “One of their regiments is due by our reckoning to pass by, some time ere noon....”

Twilight Cost: 8

Strength: 16

Vitality: 4

Site Number/Signet: 4

Collector’s Info: 4 R 244

Southron Archer

Raider Minion • Man

Game Text: Southron. Archer. While you can spot another Southron, the minion archery total is +1 for each site you control.

Lore: “They have passed on to the Black Gate; but more may follow.”

Twilight Cost: 3

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 R 245

Southron Assassin

Raider Minion • Man

Game Text: Southron. Each time a companion or ally loses a skirmish involving a Southron, you may remove ● to make the Free Peoples player wound a Ring-bound companion.

Lore: “Some of the Southrons have broken from the trap and are flying from the road.”

Twilight Cost: 4

Strength: 9



Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 R 246

Southron Bow

Raider Possession • Ranged Weapon

Game Text: Bearer must be a  Man. Bearer is an archer. While you can spot another  Man, the minion archery total is +1.

Lore: *Volleys from Southron bows are deadly in large numbers.*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 247

Southron Bowman

Raider Minion • Man

Game Text: Southron. Archer. Archery: Exert this minion to exert a companion (except the Ring-bearer); this minion does not add to the minion archery total.

Lore: *The Southron armies deploy archers to harass enemy troop formations.*

Twilight Cost: 3

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 4 C 248

Southron Commander

Raider Minion • Man

Game Text: Southron. Ambush ●.

Assignment: Spot 6 companions to assign this minion to the Ring-bearer. The Free Peoples player may discard an unbound companion to prevent this.

Lore: “Almost as bad as Orcs, and much

bigger.”

Twilight Cost: 5
Strength: 10
Vitality: 3
Site Number/Signet: 4
Collector's Info: 4 U 249

Southron Explorer

Raider Minion • Man
Game Text: Southron. Regroup: Exert this minion and remove ● to take control of a site.
Lore: *Scouts find oases for Southron armies as they cross the deserts of Harad.*
Twilight Cost: 2
Strength: 5
Vitality: 3
Site Number/Signet: 4
Collector's Info: 4 U 250

Southron Fighter

Raider Minion • Man
Game Text: Southron. Ambush ●. Maneuver: Exert this minion and spot 5 companions to make the Free Peoples player exert a companion.
Lore: *“...they have come out of the South beyond the Great River's end....”*
Twilight Cost: 5
Strength: 10
Vitality: 3
Site Number/Signet: 4
Collector's Info: 4 R 251

Southron Scout

Raider Minion • Man
Game Text: Southron. Ambush ●.
Lore: *“They have black eyes, and long black hair, and gold rings in their ears....”*
Twilight Cost: 1
Strength: 3
Vitality: 1
Site Number/Signet: 4
Collector's Info: 4 C 252

Southron Sentry

Raider Minion • Man
Game Text: Southron. Maneuver: Exert this minion to add ● for each site you control.
Lore: *Pickets guarded the borders of the Southron encampment.*
Twilight Cost: 4
Strength: 9
Vitality: 2
Site Number/Signet: 4
Collector's Info: 4 U 253

Southron Soldier

Raider Minion • Man
Game Text: Southron. Ambush ●.
Lore: *The kingdoms of Harad fight countless wars and train thousands of warriors.*
Twilight Cost: 2
Strength: 4
Vitality: 1
Site Number/Signet: 4
Collector's Info: 4 C 254

Southron Spear

Raider Possession • Hand Weapon
Game Text: Bearer must be a Southron.
 Skirmish: Remove ● and exert bearer to wound a companion or ally bearer is skirmishing.
Lore: *Long pikes defend the Southrons against the armored knights of Gondor.*
Twilight Cost: 1
Strength: +2
Vitality:
Site Number/Signet:
Collector's Info: 4 C 255

Southron Troop

Raider Minion • Man
Game Text: Southron. Archer. Ambush ●. 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.
Lore:
Twilight Cost: 7
Strength: 14
Vitality: 4
Site Number/Signet: 4
Collector's Info: 4 R 256

Southron Veterans

Raider Minion • Man
Game Text: Southron. Ambush ●. Maneuver: Exert this minion and spot 6 companions to make the Free Peoples player exert 2 companions.
Lore: *“He caught a glimpse of swarthy men... running down the slope some way off....”*
Twilight Cost: 5
Strength: 10
Vitality: 3
Site Number/Signet: 4
Collector's Info: 4 R 257

Southron Wanderer

Raider Minion • Man
Game Text: Southron. Ambush ●.
 Assignment: Exert this minion and spot 5 companions to assign this minion to the Ring-bearer. The Free Peoples player may add ● to prevent this.
Lore: *Some desert warriors have no allegiance and work for any faction that will pay them.*
Twilight Cost: 3
Strength: 8
Vitality: 2
Site Number/Signet: 4
Collector's Info: 4 C 258

Vision From Afar

Raider Event
Game Text: Assignment: Assign an Easterling to the Ring-bearer. The Free Peoples player may add a burden to prevent this.
Lore: *“Then he knew that the hope that had for one wild moment stirred in his heart was vain.”*
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 4 R 259

Whirling Strike

Raider Event
Game Text: Skirmish: Wound a companion or ally skirmishing a ♁ Man.
Lore: *The Southrons fight with tactics the men of Gondor have never before seen.*
Twilight Cost: 3
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 4 C 260


Wrath of Harad

Raider Condition
Game Text: 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.
Lore: *Massed Southron troops prepared to attack Gondor.*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 4 R 261

•Aldor, Soldier of Edoras
 Rohan Ally • Home 3♁ & 6♁ • Man
Game Text: Archery: Exert Aldor and spot a villager to make the fellowship archery total +1.
Lore: *Fighting to defend his people, Aldor found courage to replace his youth.*
Twilight Cost: 1
Strength: 3
Vitality: 2
Site Number/Signet:
Collector's Info: 4 R 262

•Brego

Rohan Possession • Mount

Game Text: 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.

Lore: *Brego was named for the second King of Rohan.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 263

•Ceorl, Weary Horseman

Rohan Companion • Man

Game Text: Response: If your opponent is about to take control of a site, exert Ceorl and a villager to prevent this.

Lore: *"We were driven back yesterday over the Isen with great loss; many perished at the crossing."*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 4 U 264

Elite Rider

Rohan Companion • Man

Game Text: When this companion is in your starting fellowship, his twilight cost is -1. While skirmishing a wounded minion, this companion is strength +2.

Lore: *"After him they rode: a long line of mail-clad men, swift, shining, fell and fair to look upon."*

Twilight Cost: 3

Strength: 6



Vitality: 3

Site Number/Signet:

Collector's Info: 4 C 265

•Éomer, Sister-son of Théoden

Rohan Companion • Man

Game Text: While you can spot a  Man, Éomer's twilight cost is -1. At the start of each turn, you may heal a  ally.

Lore: *"Now indeed there is hope of victory!"*

Twilight Cost: 3

Strength: 7


Vitality: 3

Site Number/Signet: A

Collector's Info: 4 C 266

•Éomer, Third Marshal of Riddermark

Rohan Companion • Man

Game Text: While you can spot a  Man, Éomer's twilight cost is -1. Éomer is strength +2 for each wound on each minion he is skirmishing.

Lore: *"Then one rode forward, a tall man, taller than the rest; from his helm as a crest a white horsetail flowed."*

Twilight Cost: 3

Strength: 7


Vitality: 3

Site Number/Signet: T

Collector's Info: 4 R 267

•Éomer's Spear

Rohan Possession • Hand Weapon

Game Text: Bearer must be a  Man. If bearer is Éomer and he is mounted, Éomer is damage +2.

Lore: *"He advanced until the point of his spear was within a foot of Aragorn's breast."*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 4 U 268

•Éothain, Scout of the Mark

Rohan Companion • Man

Game Text: Each time the fellowship moves to a plains site, each minion must exert.

Lore: *"Time is pressing... We must hasten south, lord."*

Twilight Cost: 2

Strength: 6


Vitality: 3

Site Number/Signet:

Collector's Info: 4 R 269

•Éowyn, Lady of Rohan

Rohan Companion • Man

Game Text: Valiant. Response: If an unbound companion is about to take a wound, exert Éowyn and add  to prevent that wound.

Lore: *"Thus Aragorn... beheld Éowyn... and thought her fair, fair and cold, like a morning of pale spring that is not yet come to womanhood."*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: T

Collector's Info: 4 C 270

•Éowyn, Sister-daughter of Théoden

Rohan Companion • Man

Game Text: Valiant. Response: If Éowyn is exhausted and about to take a wound in a skirmish, discard 2 cards from hand to prevent that wound.

Lore: *"Slender and tall she was... but strong she seemed and stern as steel, a daughter of kings."*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: A

Collector's Info: 4 R 271

•Éowyn's Sword

Rohan Possession • Hand Weapon

Game Text: Bearer must be Éowyn. While you can spot a villager, Éowyn is damage +1.

Lore: *"...the sword was set upright before her, and her hands were laid upon the hilt."*

Twilight Cost: 1

Strength: +3


Vitality:

Site Number/Signet:

Collector's Info: 4 R 272

Fight for the Villagers

Rohan Event

Game Text: Skirmish: Make a  Man strength +2 (or +3 if you spot a villager).

Lore: *"Bar the gates, set a watch on the surrounds, and get the women and children to the caves."*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 4 C 273

•Firefoot

Rohan Possession • Mount

Game Text: Bearer must be a  Man. If bearer is Éomer, he is defender +1. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

Lore: *Riders of his éored claimed that Éomer's horse had no equal, save Shadowfax.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 274

Forth Eorlingas!

Rohan Event

Game Text: Maneuver: Exert Théoden to make a companion who has the Théoden signet defender +1 until the regroup phase.

Lore: *"Behind them from the Deep came the stern cries of men issuing from the caves, driving forth the enemy."*

Twilight Cost: 1

Strength:




Vitality:

Site Number/Signet:

Collector's Info: 4 U 275

•Fortress Never Fallen

Rohan Condition

Game Text: Plays to your support area. Each time a  Man wins a skirmish, you may place a  token on this card. Regroup: Discard a Shadow condition for each  token here. Discard this condition.

Lore: *"...it was the spirit of your people that held it strong."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 276

•Guma, Plains Farmer

Rohan Ally • Home 4 • Man

Game Text: Villager. Discard Guma if an opponent controls his home site. Fellowship: Exert Guma to heal a Man.

Lore: *Foodstores swelled as refugees like Guma brought provisions to the Hornburg.*

Twilight Cost: 1

Strength: 4

Vitality: 2

Site Number/Signet:

Collector's Info: 4 C 277

Heavy Chain

Rohan Possession • Armor

Game Text: Bearer must be a Man. Bearer may not be overwhelmed unless his or her strength is tripled.

Lore: *What Man of an earlier age wore this chain? Was his end worth a song?*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 278

Helm! Helm!

Rohan Event

Game Text: Regroup: Spot 2 mounted Men to liberate a site or draw 3 cards.

Lore: *"And with that shout the king came. His horse was white as snow, golden was his shield, and his spear was long."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 279

•Herugrim

Rohan Possession • Hand Weapon

Game Text: Bearer must be Théoden. He is damage +1.

Lore: *"Here, lord, is Herugrim, your ancient blade..."*

Twilight Cost: 2

Strength: +2

Vitality: +1

Site Number/Signet:

Collector's Info: 4 U 280

•Hlafwine, Village Farmhand

Rohan Ally • Home 4 • Man

Game Text: Villager. Discard Hlafwine if an opponent controls his home site. Skirmish: Exert Hlafwine to make a Man strength +2.

Lore: *Too old to fight, Hlafwine prepared meals for the defenders.*

Twilight Cost: 1

Strength: 4

Vitality: 2

Site Number/Signet:

Collector's Info: 4 C 281

An Honorable Charge

Rohan Event

Game Text: Skirmish: Make an unbound companion strength +1 for each Man you spot (limit +3).

Lore: *"A time may come when there will be a need for valour without renown..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 282

Horse of Rohan

Rohan Possession • Mount

Game Text: To play, spot a Man. Bearer must be a Man, Elf, or Wizard. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

Lore: *"Very swift were the horses of Rohan."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 283

•King's Mai?

Rohan Possession • Armor

Game Text: 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.

Lore: *"Now men came bearing raiment of war from the king's hoard..."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 284

•Léod, Westfold Herdsman

Rohan Ally • Home 4 • Man

Game Text: Villager. Discard Léod if an opponent controls his home site. Skirmish: Exert Léod to make a mounted companion strength +2.

Lore: *Humble Léod was a rancher before he became a soldier at Helm's Deep.*

Twilight Cost: 1

Strength: 4

Vitality: 2

Site Number/Signet:

Collector's Info: 4 U 285

Rider of Rohan

Rohan Companion • Man

Game Text: Skirmish: If this companion is mounted, exert him to exert a minion skirmishing an unbound companion.

Lore: *"They are proud and wilful, but they are true-hearted, generous in thought and deed..."*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector's Info: 4 C 286

Rider's Mount

Rohan Possession • Mount

Game Text: Bearer must be a Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

Lore: *"Their horses were of great stature, strong and clean-limbed; their grey coats glistened, their long tails flowed in the wind..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 287

Rider's Spear

Rohan Possession • Hand Weapon

Game Text: Bearer must be a Man. If bearer is mounted, bearer is damage +1.

Lore: *"Shafts of the sun flared above the eastern hills and glimmered on their spears."*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 4 C 288

Simbelmynë

Rohan Event

Game Text: Fellowship: Spot 2 Men (or 1 valiant Man) to play a character or possession from your draw deck.

Lore: *"How fair are the bright eyes in the grass! Evermind they are called... for they blossom in all seasons of the year, and grow where dead men rest."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 289

Supplies of the Mark

Rohan Condition

Game Text: Plays to your support area. Fellowship: Add and place a villager from hand beneath your draw deck to heal a ally.

Lore: *"This is all we could save, my Lady."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 R 290

Sword of Rohan

Rohan Possession • Hand Weapon

Game Text: Bearer must be a Man. While bearer is skirmishing an Uruk-hai, bearer is damage +1.

Lore: *"This is a good sword, Haleth, son of Háma... there is always hope."*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 4 C 291

•**Théoden**, Son of Thengel
Rohan Companion • Man
Game Text: Regroup: Spot a ally and exert Théoden to liberate a site.
Lore: *“I myself will go to war, to fall in the front of the battle, if it must be.”*
Twilight Cost: 2
Strength: 6
Vitality: 2
Site Number/Signet: A
Collector’s Info: 4 C 292

Valleys of the Mark
Rohan Condition
Game Text: Plays to your support area. Each time your opponent plays a roaming minion, you may spot a villager to exert that minion.
Lore: *“Where is the hand on the harpstring, and the red fire glowing? / Where is the spring and the harvest and the tall corn growing?”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 293

Weapon Store
Rohan Condition
Game Text: Plays to your support area. Fellowship: Exert a Man to play a hand weapon from your discard pile.
Lore: *“And to you my other guests I will offer such things as may be found in my armoury.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 294

•**Weland**, Smith of the Riddermark
Rohan Ally • Home 4 • Man
Game Text: Villager. Discard Weland if an opponent controls his home site. Fellowship: Exert Weland to heal a mounted companion.
Lore: *A tender of horses, Weland found much work at Helm’s Deep.*
Twilight Cost: 1
Strength: 4
Vitality: 2
Site Number/Signet:
Collector’s Info: 4 U 295

Well Stored
Rohan Condition
Game Text: Plays to your support area. At the start of each fellowship phase, you may heal a villager.
Lore: *“Behind us in the caves of the Deep are... old and young, children and women. But great store of food, and many beasts and their fodder, have also been gathered there.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 U 296

Work for the Sword
Rohan Event
Game Text: Skirmish: Make a Man strength +2 (and damage +2 if mounted).
Lore: *“The Orcs are destroyed. We slaughtered them during the night.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 C 297

Brace of Coneyes
Shire Possession
Game Text: Bearer must be a Ring-bound Hobbit. Fellowship: Discard this possession to remove a burden.
Lore: *“He let them stew for close on an hour, testing them now and again with his fork, and tasting the broth.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 C 298

•**Cliffs of Emyn Muil**
Shire Condition
Game Text: Plays to your support area. When the fellowship moves from site 1, remove up to 2 burdens. Skirmish: Discard this condition to wound a minion a Hobbit companion is skirmishing.
Lore: *“We’ve escaped from the Emyn Muil!”*
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 299

Escape
Shire Condition
Game Text: 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.
Lore: *“Suddenly Merry and Pippin realized that without moving they were now outside the circle...”*
Twilight Cost: 0
Strength:
Vitality: +1
Site Number/Signet:
Collector’s Info: 4 R 300

•**Frodo**, Courteous Halfling
Shire Companion • Hobbit
Game Text: 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.
Lore: *“But as for us, we are Hobbits of the Shire, far to the North and West, beyond many rivers.”*
Twilight Cost: 0
Strength: 3
Vitality: 4
Site Number/Signet: F
Collector’s Info: 4 R 301

•**Frodo**, Tired Traveller
Shire Companion • Hobbit
Game Text: Ring-bearer (resistance 10). Fellowship: Play a Ring-bound companion to remove a burden.
Lore: *“We have come by long ways – out of Rivendell, or Imladris as some call it.”*
Twilight Cost: 0
Strength: 3
Vitality: 4
Site Number/Signet: G
Collector’s Info: 4 C 302

•**Frodo’s Cloak**
Shire Possession • Cloak
Game Text: 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.
Lore: *Neither weather nor searching eyes found Frodo.*
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 303

Get On and Get Away
Shire Event
Game Text: Fellowship: Add 2 burdens to play the fellowship’s next 2 sites (replacing opponent’s sites if necessary).
Lore: *“The Dead can’t be really there! Is it some devilry hatched in the Dark Land?”*
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 4 R 304

•**Good Work**

Shire Condition

Game Text: 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.

Lore: “You seem to have been doing well, Master Took.”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 305

Hobbit Sword

Shire Possession • Hand Weapon

Game Text: Bearer must be a Hobbit.

Lore: *Although the Ranger had never before seen a Hobbit, he recognized the swords they carried.*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 306

Impatient and Angry

Shire Event

Game Text: Skirmish: Exert Sam to make him strength +3. If Sam wins this skirmish, you may remove a burden.

Lore: *“He planted himself... as if he was addressing a young hobbit who had offered him what he called ‘saucy’ when questioned about visits to the orchard.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 307

Knocked on the Head

Shire Event

Game Text: Regroup: Play an unbound Hobbit from your discard pile.

Lore: *“I wonder if poor Merry is much hurt.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 C 308

Light Shining Faintly

Shire Event

Game Text: Fellowship: Add a burden to heal a Ring-bound companion twice.

Lore: *“He’s like that, and sometimes it shines through, somehow.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 309

•**Merry, Learned Guide**

Shire Companion • Hobbit

Game Text: Skirmish: Exert the Ring-bearer to discard Merry. Any Shadow player may remove ● to prevent this.

Lore: *“I don’t suppose you have much notion where we are; but I spent my time at Rivendell rather better.”*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: F

Collector’s Info: 4 C 310

•**Merry, Unquenchable Hobbit**

Shire Companion • Hobbit

Game Text: Skirmish: If Merry is not assigned to a skirmish, discard him to remove a ♣ Orc from a skirmish involving an unbound companion.

Lore: *“All Wizards should have a hobbit or two in their care – to teach them the meaning of the word, and to correct them.”*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: G

Collector’s Info: 4 R 311

Mind Your Own Affairs

Shire Event

Game Text: Skirmish: Spot Frodo and add a burden to wound a minion skirmishing a companion who has the Frodo signet.

Lore: *“Yet those who claim to oppose the Enemy would do well not to hinder it.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 312

•**Pippin, Just a Nuisance**

Shire Companion • Hobbit

Game Text: Skirmish: If Pippin is not assigned to a skirmish, discard him to remove an Uruk-hai from a skirmish involving an unbound companion.

Lore: *“What good have I been?... a passenger, a piece of luggage.”*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: G

Collector’s Info: 4 R 313

•**Pippin, Woolly-footed Rascal**

Shire Companion • Hobbit

Game Text: Skirmish: Add a burden to discard Pippin. Any Shadow player may remove ● to prevent this.

Lore: *“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.”*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: F

Collector’s Info: 4 C 314

•**Sam, Frodo’s Gardener**

Shire Companion • Hobbit

Game Text: Ring-bound. Fellowship: Play Sam’s Pack from your draw deck. Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5).

Lore: *“I am only a hobbit, and gardening’s my job at home, sir, if you understand me....”*

Twilight Cost: 2

Strength: 3

Vitality: 4

Site Number/Signet: F

Collector’s Info: 4 R 315

•**Sam, Samwise the Brave**

Shire Companion • Hobbit

Game Text: 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).

Lore: *“Frodo wouldn’t have got far without Sam....”*

Twilight Cost: 2

Strength: 3

Vitality: 4

Site Number/Signet: G

Collector’s Info: 4 C 316

•**Sam’s Pack**

Shire Possession

Game Text: Bearer must be a Ring-bound Hobbit. At the start of each turn, you may add ● to heal a Ring-bound companion.

Lore: *“He still hopefully carried some of his gear in his pack....”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 R 317

Seven We Had

Shire Event

Game Text: Fellowship: Add a burden to discard a condition borne by a Hobbit.

Lore: *“...one we lost at Moria, the others we left at Parth Galen above Rauros....”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 4 U 318

Severed His Bonds

Shire Event

Game Text: Stealth. Skirmish: At sites 1 to 4, cancel a skirmish involving a Hobbit. At any other site, prevent a Hobbit from being overwhelmed unless his or her strength is tripled.

Lore: *"The cord was cut!"*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 319

Store-room

Shire Event

Game Text: Regroup: Heal an unbound Hobbit once (or twice if you spot Gandalf).

Lore: *"Saruman kept enough wisdom not to trust his Orcs. He had Men to guard his gates.... Anyway, they were favoured and got good provisions."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 U 320

Swiftly and Softly

Shire Event

Game Text: Stealth. Skirmish: At sites 1 to 5, cancel a skirmish involving a Hobbit. At any other site, prevent a Hobbit from taking more than 1 wound.

Lore: *"In the deep of night under hard clear stars they set off."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 321

Warmed Up a Bit

Shire Event

Game Text: Stealth. Skirmish: Discard an unbound Hobbit.

Lore: *"...we shall be able to stand again, and walk."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 4 C 322

East Wall of Rohan

Site

Game Text: When the fellowship moves from East Wall of Rohan, add ●.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 4 U 323

Eastmnet Downs

Site

Game Text: Each time you play a companion here, you must discard 2 cards from hand.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 4 U 324

Eastmnet Gullies

Site

Game Text: Fellowship: Exert 2 unbound companions to play Legolas from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 4 U 325

Horse-country

Site

Game Text: Plains. While you can spot a 🐎 mount at Horse-country, the move limit is +1 for this turn.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 4 U 326

Plains of Rohan

Site

Game Text: Plains. Fellowship: Exert 2 unbound companions to play Gimli from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 4 U 327

The Riddermark

Site

Game Text: Plains. Fellowship: Exert 2 unbound companions to play Aragorn from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 4 U 328

Western Emyn Muil

Site

Game Text: When the Fellowship moves from Western Emyn Muil, each Ring-bound companion must exert.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 4 U 329

Derndingle

Site

Game Text: Forest. While you can spot an unbound Hobbit at Derndingle, the move limit is +1 for this turn.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 4 U 330

Eastfold

Site

Game Text: Plains. Shadow: Spot 3 🐾 trackers to prevent the fellowship from moving again this turn.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 4 U 331

Fangorn Forest

Site

Game Text: Forest. Fellowship: Play Treebeard from your draw deck.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 4 U 332

Plains of Rohan Camp

Site

Game Text: Plains. At the start of each fellowship phase, heal up to 3 wounds from companions.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 4 U 333

Rohirrim Village

Site

Game Text: Each  Man may not take wounds during the archery phase.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 4 U 334

Uruk Camp

Site

Game Text: Plains. Battleground. Each time an Uruk-hai is played, that minion must exert.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 4 U 335

Wold of Rohan

Site

Game Text: Plains. Each time the Free Peoples player assigns a companion or ally to a skirmish, add ●.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 4 U 336

Barrows of Edoras

Site

Game Text: Sanctuary. Fellowship: Place your hand beneath your draw deck and draw 4 cards.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 4 U 337

Golden Hall

Site

Game Text: Sanctuary. When the fellowship moves to Golden Hall, all Free Peoples weapons must be discarded.

Lore:

Twilight Cost: 1

Strength:



Vitality:

Site Number/Signet: 3

Collector's Info: 4 U 338

Stables

Site

Game Text: Sanctuary. Fellowship: Exert a  Man to play a  mount from your draw deck (limit once per turn).

Lore:

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet: 3

Collector's Info: 4 U 339

Streets of Edoras

Site

Game Text: Sanctuary. Each  ally may not participate in archery fire or skirmishes at Streets of Edoras.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 4 U 340

Throne Room

Site

Game Text: Sanctuary. Fellowship: Play Théoden from your draw deck.

Lore:

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet: 3

Collector's Info: 4 U 341

Westemnet Plains

Site

Game Text: Plains. Sanctuary. Each  Man may not take wounds during the archery phase.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 4 U 342

Ered Nimrais

Site

Game Text: Mountain. The twilight cost of each companion and ally played at Ered Nimrais is +3.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 4 U 343

Westemnet Hills

Site

Game Text: Plains. When the fellowship moves to Westemnet Hills, heal each mounted companion and mounted ally.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 4 U 344

White Mountains

Site

Game Text: Mountain. When the fellowship moves to White Mountains, Théoden or 2 companions must exert.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 4 U 345

White Rocks

Site

Game Text: Battleground. The Shadow number of this site is +1 for each mounted companion.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 4 U 346

Deep of Helm

Site

Game Text: Plains. Battleground. The twilight cost of the first Uruk-hai played at Deep of Helm each turn is -3.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 5

Collector's Info: 4 U 347

Deeping Wall

Site

Game Text: Battleground. Shadow: Play Saruman from your draw deck.

Lore:

Twilight Cost: 7

Strength:

Vitality:

Site Number/Signet: 5

Collector's Info: 4 U 348

Helm's Gate

Site
Game Text: Battleground. Each companion and minion bearing a hand weapon is strength +2.
Lore:
Twilight Cost: 6
Strength:
Vitality:
Site Number/Signet: 5
Collector's Info: 4 U 349

Hornburg Courtyard

Site
Game Text: Battleground. While you can spot Aragorn, the Shadow number of Hornburg Courtyard is -2.
Lore:
Twilight Cost: 8
Strength:
Vitality:
Site Number/Signet: 5
Collector's Info: 4 U 350

Hornburg Parapet

Site
Game Text: Battleground. The fellowship archery total is +1. The minion archery total is -1.
Lore:
Twilight Cost: 8
Strength:
Vitality:
Site Number/Signet: 5
Collector's Info: 4 U 351

Caves of Aglarond

Site
Game Text: Underground. Sanctuary. Maneuver: Remove ● to make one of your Uruk-hai fierce until the regroup phase.
Lore:
Twilight Cost: 3
Strength:
Vitality:
Site Number/Signet: 6
Collector's Info: 4 U 352

Great Hall

Site
Game Text: Sanctuary. Battleground. Each ally may participate in archery fire and skirmishes at Great Hall.
Lore:
Twilight Cost: 3
Strength:
Vitality:
Site Number/Signet: 6
Collector's Info: 4 U 353

Hornburg Armory

Site
Game Text: Sanctuary. Fellowship: Play a possession to draw a card.
Lore:
Twilight Cost: 3
Strength:
Vitality:
Site Number/Signet: 6
Collector's Info: 4 U 354


Cavern Entrance

Site
Game Text: Underground. Skirmish events may not be played and skirmish special abilities may not be used.
Lore:
Twilight Cost: 7
Strength:
Vitality:
Site Number/Signet: 7
Collector's Info: 4 U 355


Hornburg Causeway

Site
Game Text: Battleground. The minion archery total is +2 for each unbound companion over 3.
Lore:
Twilight Cost: 6
Strength:
Vitality:
Site Number/Signet: 7
Collector's Info: 4 U 356

King's Room

Site
Game Text: When the fellowship moves to King's Room without a  companion, each unbound companion must exert.
Lore:
Twilight Cost: 6
Strength:
Vitality:
Site Number/Signet: 7
Collector's Info: 4 U 357

Ring of Isengard

Site
Game Text: Shadow: Play a  minion to draw a card.
Lore:
Twilight Cost: 7
Strength:
Vitality:
Site Number/Signet: 8
Collector's Info: 4 U 358

Wizard's Vale

Site
Game Text: At the start of the first Shadow phase, if the twilight pool has fewer than 9 twilight tokens, add ● (limit once per turn).
Lore:
Twilight Cost: 6
Strength:
Vitality:
Site Number/Signet: 8
Collector's Info: 4 U 359

Fortress of Orthanc

Site
Game Text: Battleground. The Shadow number of Fortress of Orthanc is +2 for each companion over 4.
Lore:
Twilight Cost: 9
Strength:
Vitality:
Site Number/Signet: 9
Collector's Info: 4 U 360

Orthanc Balcony

Site
Game Text: Battleground. Shadow: Play Saruman from your discard pile; his twilight cost is -2.
Lore:
Twilight Cost: 8
Strength:
Vitality:
Site Number/Signet: 9
Collector's Info: 4 U 361

Orthanc Library

Site
Game Text: When the fellowship moves to Orthanc Library, each Shadow player may draw a card for each companion over 4.
Lore:
Twilight Cost: 9
Strength:
Vitality:
Site Number/Signet: 9
Collector's Info: 4 U 362

Palantir Chamber

Site
Game Text: Shadow: Remove 2 burdens to play a minion from your discard pile.
Lore:
Twilight Cost: 9
Strength:
Vitality:
Site Number/Signet: 9
Collector's Info: 4 U 363

•**Aragorn**, Wingfoot

Gondor Companion • Man

Game Text: Ranger. Each time the fellowship moves, you may wound a minion for each unbound Hobbit you spot.

Lore: *“Forty leagues and five you have measured ere the fourth day is ended! Hardy is the race of Elendil!”*

Twilight Cost: 4

Strength: 8



Vitality: 4

Site Number/Signet: A

Collector’s Info: 4 P 364

•**Théoden**, Lord of the Mark

Rohan Companion • Man

Game Text: Fellowship: Play a  possession on a  companion to heal that companion (limit once per turn).

Lore: *“Every man and strong lad able to bear arms, all who have horses, let them be ready in the saddle at the gate ere the second hour from noon!”*

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: T

Collector’s Info: 4 P 365