

**Dunlending Rampager**

Dunland Minion • Man

**Game Text:** When you play this minion, the Free Peoples player may discard 2 cards from hand to discard him.

**Lore:** *To kill and destroy was the mission of the wild hillmen.*

**Twilight Cost:** 1

**Strength:** 9

**Vitality:** 1

**Site Number/Signet:** 3

**Collector's Info:** 5 U 1

**Dunlending Renegade**

Dunland Minion • Man

**Game Text:** When you play this minion, the Free Peoples player may discard 2 cards from hand to discard him.

**Lore:** *The strength of the hillmen was driven by passion and anger.*

**Twilight Cost:** 2

**Strength:** 10

**Vitality:** 1

**Site Number/Signet:** 3

**Collector's Info:** 5 U 2

**Leaping Blaze**

Dunland Event

**Game Text:** Shadow: Spot 3 [Dunland] minions to shuffle your hand into your draw deck and draw 8 cards. The Free Peoples player may discard 3 cards from hand to prevent this.

**Lore:** *"...they saw torches, countless points of fiery light upon the black fields behind, scattered like red flowers, or winding up from the lowlands...."*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 3

**Wild Men of the Hills**

Dunland Minion • Man

**Game Text:** The twilight cost of this minion is -2 during the skirmish phase. When you play this minion, the Free Peoples player may discard 4 cards from hand to discard it.

**Lore:** *The swarm of Dunlendings destroyed everything in its path.*

**Twilight Cost:** 6

**Strength:** 18

**Vitality:** 2

**Site Number/Signet:** 3

**Collector's Info:** 5 R 4

**Baruk Khazâd**

Dwarven Event

**Game Text:** Maneuver: Exert a Dwarf to wound a minion. You may take the next maneuver action.

**Lore:** *"...a small dark figure that none had observed sprang out of the shadows and gave a hoarse shout...."*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 5

**Defending the Keep**

Dwarven Event

**Game Text:** Fellowship: Spot a Dwarf to draw a card or play a [Dwarven] condition from your discard pile.

**Lore:** *"I have fought many wars, master Dwarf. I know how to defend my own Keep."*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 6

•**Gimli**, Skilled Defender

Dwarven Companion • Dwarf

**Game Text:** Damage +1. Each time Gimli wins a skirmish, you may wound a minion assigned to skirmish an unbound companion.

**Lore:** *Despite Théoden's preparations, Gimli found it necessary to warn him of the advancing Uruk army.*

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:** Théoden

**Collector's Info:** 5 R 7

•**Horn of Helm**

Dwarven Possession

**Game Text:** Plays to your support area.

**Maneuver:** Exert a Dwarf companion to make each minion at a battleground lose all damage bonuses until the regroup phase.

**Lore:** *"...sudden and terrible, from the tower above, the sound of the great horn of Helm rang out."*

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 8

•**More to My Liking**

Dwarven Condition

**Game Text:** Plays to your support area.

**Maneuver:** Stack the top card from your draw deck here (limit once per phase). **Maneuver:** Spot a Dwarf and discard a card stacked on a [Dwarven] condition to take a Free Peoples card stacked here into hand.

**Lore:** *"This country has tough bones."*

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 9

•**Balgin**, Elven Warrior

Elven Companion • Elf

**Game Text:** To play, spot an Elf. While skirmishing a wounded minion, Balgin takes no more than 1 wound during each skirmish phase.

**Lore:** *He is a strong fighter. He asks for no quarter and gives none.*

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 U 10

**Break the Charge**

Elven Event

**Game Text:** Archery: Exert 3 Elf companions to make the fellowship archery total +2.

**Lore:** *A storm of white arrows answered the attacking hand of Isengard.*

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 11

•**Legolas' Sword**

Elven Possession • Hand Weapon

**Game Text:** Bearer must be Legolas. Each time the fellowship moves, you may spot a wounded minion to heal Legolas.

**Lore:** *Legolas wielded a longsword to strike from horseback.*

**Twilight Cost:** 1

**Strength:** 1

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 12

•**Taurnil**, Sharp-eyed Bowman

Elven Companion • Elf

**Game Text:** To play, spot an Elf. While Taurnil bears a ranged weapon, the twilight cost of each Shadow possession is +2, and he does not add to the fellowship archery total.

**Lore:** *Taurnil's careful aim can disarm his enemies at long range.*

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 U 13

**That Is No Orc Horn**

Elven Event

**Game Text:** Regroup: Spot 3 Elf companions to heal a companion and liberate a site.

**Lore:** *Anxious defenders cheered the welcome sound of Elvish trumpets.*

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 14

•**Birchseed**, Tall Statesman  
Gandalf Companion • Ent  
**Game Text:** Unhasty. Assignment: Exert an unbound Hobbit or discard 2 cards from hand to allow Birchseed to skirmish. Fellowship: Exert Birchseed to heal an unbound Hobbit.  
**Lore:** *Slender and royal, he presided over many Entmoots.*  
**Twilight Cost:** 3  
**Strength:** 8  
**Vitality:** 4  
**Site Number/Signet:**  
**Collector's Info:** 5 U 15

**Down From the Hills**  
Gandalf Event  
**Game Text:** Spell. Maneuver: Exert Gandalf 3 times to make an unbound companion with the Gandalf signet strength +5, defender +1, damage +2, and unable to take wounds until the regroup phase.  
**Lore:** *"Down leaped Shadowfax, like a deer...."*  
**Twilight Cost:** 5  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 16

**Forest Guardian**  
Gandalf Companion • Ent  
**Game Text:** Unhasty. Assignment: Exert an unbound Hobbit or discard 2 cards from hand to allow this companion to skirmish.  
**Lore:** *"We keep off strangers and the foolhardy; and we train and we teach, we walk and we weed."*  
**Twilight Cost:** 2  
**Strength:** 8  
**Vitality:** 3  
**Site Number/Signet:**  
**Collector's Info:** 5 C 17

**Fury of the White Rider**  
Gandalf Event  
**Game Text:** Spell. Maneuver: Spot 3 twilight tokens and exert Gandalf to wound a minion twice.  
**Lore:** *"The White Rider was upon them, and the terror of his coming filled the enemy with madness."*  
**Twilight Cost:** 3  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 18

•**Lindenroot**, Elder Shepherd  
Gandalf Companion • Ent  
**Game Text:** Unhasty. Assignment: Exert an unbound Hobbit or discard 2 cards from hand to allow Lindenroot to skirmish. Skirmish: Exert Lindenroot to wound an [Isengard] minion he is skirmishing.  
**Lore:** *A most well-founded and considerate Ent.*  
**Twilight Cost:** 4  
**Strength:** 10  
**Vitality:** 4  
**Site Number/Signet:**  
**Collector's Info:** 5 R 19

**Turn of the Tide**  
Gandalf Event  
**Game Text:** Spell. Maneuver: Exert Gandalf to discard up to 2 Shadow possessions. Any Shadow player may discard a minion to prevent this.  
**Lore:** *"Indeed my friends, none of you have any weapon that could hurt me."*  
**Twilight Cost:** 3  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 U 20

**Be Back Soon**  
Gollum Event  
**Game Text:** Maneuver: Discard Sméagol to discard a minion. An opponent may exert a minion twice to prevent this.  
**Lore:** *"Now I wonder where he's got to?"*  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 21

**Evil-smelling Fens**  
Gollum Condition  
**Game Text:** Plays to your support area. Each site on the adventure path is a marsh. Shadow: Exert Gollum twice and discard this condition to play a minion from your discard pile.  
**Lore:** *"No birds here. There are snakeses, wormses, things in the pools. Lots of things, lots of nasty things."*  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 U 22

**Follow Sméagol**  
Gollum Condition  
**Game Text:** Plays on Sméagol. Regroup: Exert Sméagol or Gollum to play the fellowship's next site (replacing opponent's site if necessary).  
**Lore:** *"Follow Sméagol very carefully, and you may go a long way, quite a long way, before He catches you, yes perhaps."*  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 U 23

•**Gollum**, Nasty Treacherous Creature  
Gollum Minion  
**Game Text:** Regroup: Discard Gollum to exert a companion or ally.  
**Lore:** *"...we won't let you go, either. You're full of wickedness and mischief, Gollum."*  
**Twilight Cost:** 2  
**Strength:** 5  
**Vitality:** 4  
**Site Number/Signet:** 3  
**Collector's Info:** 5 C 24

•**Gollum**, Stinker  
Gollum Minion  
**Game Text:** Gollum is strength +1 for each burden. Each time Gollum wins a skirmish, you may add a burden.  
**Lore:** *"Still he's a Baggins, my precious, yes, a Baggins. A Baggins stole it. He found it and he said nothing. We hates Bagginses."*  
**Twilight Cost:** 2  
**Strength:** 5  
**Vitality:** 4  
**Site Number/Signet:** 3  
**Collector's Info:** 5 R 25

**Look at Him**  
Gollum Event  
**Game Text:** Shadow: Spot Sméagol or Gollum to add (1) for each burden.  
**Lore:** *"That's what it is. It's that Gollum! Snakes and adders! And to think I thought that we'd puzzle him with our bit of a climb!"*  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 U 26

**Poor Wretch**  
Gollum Condition  
**Game Text:** Plays on Sméagol. Skirmish: Discard this condition to make Sméagol damage +1.  
**Lore:** *"Throttle us in our sleep, that's his plan."*  
**Twilight Cost:** 1  
**Strength:** 1  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 C 27

•Sméago?, Old Noser  
Gollum Companion

**Game Text:** Ring-bound. To play, add a burden. Regroup: Exert Sméagol (or Gollum) twice to reveal the top 4 cards of your draw deck. Wound a minion for each Shadow card revealed. Place those 4 cards beneath your draw deck in any order.

**Lore:** "Could you find anything fit for a hungry hobbit?"

**Twilight Cost:** 0

**Strength:** 3

**Vitality:** 4

**Site Number/Signet:** Frodo

**Collector's Info:** 5 C 28

•Sméago?, Slinker  
Gollum Companion

**Game Text:** Ring-bound. To play, add a burden. Skirmish: Add a burden to make Sméagol strength +2 and take no wounds.

**Lore:** "... that it is my fate to receive help from you, where I least looked for it, and your fate to help me whom you long pursued with evil purpose."

**Twilight Cost:** 0

**Strength:** 3

**Vitality:** 4

**Site Number/Signet:** Frodo

**Collector's Info:** 5 R 29

**We Must Have It**

Gollum Event

**Game Text:** Shadow: Play Gollum from your draw deck or discard pile. Skirmish: Discard a card at random from hand to make Gollum strength +3.

**Lore:** "No, sweet one. See, my precious: if we has it, then we can escape, even from Him, eh?"

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 30

•Alcarin, Warrior of Lamedon  
Gondor Companion • Man

**Game Text:** Knight. The twilight cost of each other knight in your starting fellowship is -1. Assignment: Assign Alcarin to a minion bearing a [Gondor] fortification to heal Alcarin.

**Lore:** Named for a mighty king, Alcarin is determined to prove himself in battle.

**Twilight Cost:** 3

**Strength:** 7

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 R 31

•Citadel of the Stars  
Gondor Condition

**Game Text:** Fortification. Plays to your support area. Skirmish: Exert a [Gondor] Man or spot 3 knights to transfer this condition from your support area to a minion skirmishing a [Gondor] Man.

**Lore:** The city of Osgiliath was the first capital of Gondor.

**Twilight Cost:** 1

**Strength:** -2

**Vitality:** -1

**Site Number/Signet:**

**Collector's Info:** 5 C 32

**City Wall**

Gondor Condition

**Game Text:** Fortification. Plays to your support area. Skirmish: Exert a [Gondor] Man or spot 3 knights to transfer this condition from your support area to a minion skirmishing a [Gondor] Man.

**Lore:** The war-weary defenses of Osgiliath still protected the Men of Gondor.

**Twilight Cost:** 1

**Strength:** -3

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 33

**Fall Back**

Gondor Event

**Game Text:** Skirmish: Discard all Shadow cards borne by a minion bearing a [Gondor] fortification.

**Lore:** Osgiliath's defenses protected the Gondorian troops.

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 34

**Gondorian Knight**

Gondor Companion • Man

**Game Text:** Knight.

**Lore:** Soldiers of Gondor share a long heritage of defending their borders against Sauron's attackers.

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 C 35

**Knight of Gondor**

Gondor Companion • Man

**Game Text:** Knight. Fellowship: Discard a [Gondor] condition to heal this companion.

**Lore:** The brave men of Gondor's army were well-armed and armored.

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 C 36

**Men of Númenor**

Gondor Event

**Game Text:** Skirmish: Wound a minion bearing a [Gondor] fortification.

**Lore:** "...I do not love the bright sword for its sharpness, nor the arrow for its swiftness, nor the warrior for his glory...."

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 37

**Rally Point**

Gondor Condition

**Game Text:** Plays to your support area.

Regroup: Exert a knight to transfer a [Gondor] fortification borne by a minion to your support area.

**Lore:** A strategic fallback helps Gondorian knights to plan their counterattack.

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 38

•Stone Tower

Gondor Condition

**Game Text:** Fortification. Plays to your support area. Skirmish: Exert 2 [Gondor] Men to transfer this condition from your support area to a minion skirmishing a [Gondor] Man.

**Lore:** The battles of Osgiliath provided some defense against Sauron's attackers.

**Twilight Cost:** 1

**Strength:**

**Vitality:** -2

**Site Number/Signet:**

**Collector's Info:** 5 R 39

**Take Cover**

Gondor Event

**Game Text:** Fellowship: Exert a knight to play a [Gondor] fortification from your discard pile.

**Lore:** Gondor forces at Osgiliath were too few to fight the advancing armies in the field.

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 40

**These Are My People**

Gondor Event

**Game Text:** Fellowship: Exert Aragorn twice to play any number of possessions from your discard pile onto companions with the Aragorn signet.

**Lore:** "...I will die as one of them."

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 41

•**Turgon**, Man of Belfalas  
Gondor Companion • Man  
**Game Text:** Knight. To play, spot a knight.  
Maneuver: Exert Turgon to wound a minion bearing a [Gondor] fortification.  
**Lore:** *He hopes to someday become one of the knights of Dol Amroth.*  
**Twilight Cost:** 2  
**Strength:** 6  
**Vitality:** 3  
**Site Number/Signet:**  
**Collector's Info:** 5 U 42

**War Must Be**  
Gondor Event  
**Game Text:** Skirmish: Make a [Gondor] Man strength +2 (or +4 if skirmishing a minion bearing a [Gondor] fortification).  
**Lore:** *"...we defend ourselves against a destroyer who would devour all..."*  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 C 43

**Battering Ram**  
Isengard Condition  
**Game Text:** Machine. Plays to your support area. Shadow: Exert an Uruk-hai to place an [Isengard] token on this card. Skirmish: Spot 5 companions and an [Isengard] token here to make an Uruk-hai damage +1. Discard this condition.  
**Lore:** *"The trees... smote the timbers with a rending boom."*  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 U 44

•**Berserk Rager**  
Isengard Minion • Uruk-hai  
**Game Text:** Damage +1. Berserk Rager is strength +1 for each wound on a character in its skirmish. Skirmish: Remove 3 [Isengard] tokens from a machine and exert Berserk Rager twice to wound every ally twice.  
**Lore:** *Their mission at Helm's Deep was to clear the walls.*  
**Twilight Cost:** 5  
**Strength:** 10  
**Vitality:** 3  
**Site Number/Signet:** 5  
**Collector's Info:** 5 U 45

•**Berserk Savage**  
Isengard Minion • Uruk-hai  
**Game Text:** Damage +1. Berserk Savage is strength +1 for each wound on a character in its skirmish. Skirmish: Remove 4 [Isengard] tokens from a machine and exert Berserk Savage twice to make it strength +8.  
**Lore:** *Skull-like helmets are distinctive to the Berserkers.*  
**Twilight Cost:** 6  
**Strength:** 12  
**Vitality:** 3  
**Site Number/Signet:** 5  
**Collector's Info:** 5 R 46

•**Berserk Slayer**  
Isengard Minion • Uruk-hai  
**Game Text:** Damage +1. Berserk Slayer is strength +2 for each wound on a character in its skirmish. Skirmish: Remove 5 [Isengard] tokens from a machine and exert Berserk Slayer twice to wound every companion.  
**Lore:** *Berserkers are the first wave of Uruks sent to battle.*  
**Twilight Cost:** 7  
**Strength:** 12  
**Vitality:** 3  
**Site Number/Signet:** 5  
**Collector's Info:** 5 R 47

**Black Shapes Crawling**  
Isengard Event  
**Game Text:** Maneuver: Spot X Uruk-hai. The Free Peoples player may assign X wounds to your minions. Play X [Isengard] weapons from your discard pile.  
**Lore:** *Some were squat and broad, some were tall and grim, with high helms and sable shields.*  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 U 48

•**Devilry of Orthanc**  
Isengard Condition  
**Game Text:** Machine. Plays to your support area. Shadow: Exert an Uruk-hai to place an [Isengard] token on this card. Maneuver: Spot 8 [Isengard] tokens here to exert every character. Discard this condition.  
**Lore:** *"They have a blasting fire, and... they took the Wall."*  
**Twilight Cost:** 2  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 49

•**Foul Horde**  
Isengard Minion • Orc  
**Game Text:** Warg-rider. While Foul Horde is not exhausted, it is fierce. While Foul Horde has at least 3 vitality, it is ambush (1). While Foul Horde has at least 4 vitality, it is damage +1.  
**Lore:**  
**Twilight Cost:** 4  
**Strength:** 9  
**Vitality:** 3  
**Site Number/Signet:** 4  
**Collector's Info:** 5 R 50

•**Gríma**, Chief Counselor  
Isengard Minion • Man  
**Game Text:** Maneuver: Spot 4 Free Peoples cultures and exert Gríma to return an unbound companion, and all cards on him or her, to their owners' hands.  
**Lore:** *"I care for you and yours as best I may... Let others deal with these irksome guests."*  
**Twilight Cost:** 2  
**Strength:** 4  
**Vitality:** 3  
**Site Number/Signet:** 3  
**Collector's Info:** 5 R 51

**Isengard Flanker**  
Isengard Minion • Orc  
**Game Text:** Warg-rider. While this minion is not exhausted, he is fierce.  
**Lore:** *Sharku used his warg-riders to scout and defend.*  
**Twilight Cost:** 2  
**Strength:** 7  
**Vitality:** 2  
**Site Number/Signet:** 4  
**Collector's Info:** 5 C 52

**Isengard Rider**  
Isengard Minion • Orc  
**Game Text:** Warg-rider. While this minion is not exhausted, he is fierce.  
**Lore:** *"He has taken Orcs into his service, and Wolf-riders, and evil Men..."*  
**Twilight Cost:** 3  
**Strength:** 8  
**Vitality:** 3  
**Site Number/Signet:** 4  
**Collector's Info:** 5 C 53

**Isengard Scimitar**  
Isengard Possession • Hand Weapon  
**Game Text:** Bearer must be an [Isengard] Orc. When you play this weapon, you may add (1) for each site you control.  
**Lore:** *Orcs from Isengard favor a short, curved sword when mounted.*  
**Twilight Cost:** 0  
**Strength:** 2  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 U 54

**Isengard Scout Troop**

Isengard Minion • Orc

**Game Text:** Warg-rider. While this minion is not exhausted, it is fierce. Each time an [Isengard] Orc wins a skirmish, you may exert this minion to control a site.

**Lore:** "...where the warg howls, there also the orc prowls."

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 5 U 55

**•Saruman, Master of Foul Folk**

Isengard Minion • Wizard

**Game Text:** Saruman may not take wounds during the archery phase and may not be assigned to a skirmish. Each time the fellowship moves, you may heal each [Isengard] Orc twice. Shadow: Exert Saruman to play an [Isengard] possession from your discard pile.

**Lore:**

**Twilight Cost:** 4

**Strength:** 8

**Vitality:** 4

**Site Number/Signet:** 4

**Collector's Info:** 5 R 56

**Scaling Ladder**

Isengard Condition

**Game Text:** Machine. Plays to your support area. Shadow: Exert an Uruk-hai to place an [Isengard] token on this card. Skirmish: Spot an [Isengard] token here to heal an Uruk-hai. Discard this condition.

**Lore:** "Hundreds of long ladders were lifted up. Many were cast down in ruin, but many more replaced them...."

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 57

**•Sharku, Warg-captain**

Isengard Minion • Orc

**Game Text:** Warg-rider. While Sharku is not exhausted, he is fierce. Each time you play an [Isengard] mount, you may make the Free Peoples player exert a companion (except a Hobbit).

**Lore:** Only Sharku commanded enough respect to control Saruman's warg-riders.

**Twilight Cost:** 2

**Strength:** 7

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 5 R 58

**•Sharku's Warg**

Isengard Possession • Mount

**Game Text:** Bearer must be a warg-rider. If bearer is Sharku, he is damage +1. Response: If a skirmish special ability is used in a skirmish involving bearer, exert bearer to cancel that action.

**Lore:** The warg-captain picked the fastest and strongest mount.

**Twilight Cost:** 5

**Strength:** 5

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 R 59

**Siege Engine**

Isengard Condition

**Game Text:** Machine. Plays to your support area. Shadow: Play an Uruk-hai to place an [Isengard] token on a machine. Response: If one or more machines are about to be discarded by an opponent, discard this condition to prevent that.

**Lore:** "Ropes... were hurled over the parapet...."

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 60

**Uruk Engineer**

Isengard Minion • Uruk-hai

**Game Text:** Damage +1. When you play this minion, you may place an [Isengard] token on a machine.

**Lore:** Trained Uruk-hai operated Saruman's siege engines at Helm's Deep.

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 5 C 61

**Uruk Sapper**

Isengard Minion • Uruk-hai

**Game Text:** Damage +1. When you play this minion, you may place an [Isengard] token on a machine.

**Lore:** The destruction of the Hornburg fortifications was the task of Saruman's engineer troops.

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 5 C 62

**Uruk-hai Berserker**

Isengard Minion • Uruk-hai

**Game Text:** Damage +1. This minion is strength +1 for each wound on a character in its skirmish.

**Lore:** Goatskins full of blood poured upon berserkers before battle instill their bloodlust.

**Twilight Cost:** 4

**Strength:** 7

**Vitality:** 3

**Site Number/Signet:** 5

**Collector's Info:** 5 U 63

**War-warg**

Isengard Possession • Mount

**Game Text:** Bearer must be a warg-rider. Response: If a skirmish special ability is used in a skirmish involving bearer, exert bearer to cancel that action.

**Lore:** Bigger and stronger wargs were ridden into battle.

**Twilight Cost:** 4

**Strength:** 4

**Vitality:** 2

**Site Number/Signet:**

**Collector's Info:** 5 U 64

**Warg**

Isengard Possession • Mount

**Game Text:** Bearer must be a warg-rider. Response: If a skirmish special ability is used in a skirmish involving bearer, exert bearer to cancel that action.

**Lore:** "Tell him there is no hope ahead. He should return to Edoras before the wolves of Isengard come there."

**Twilight Cost:** 3

**Strength:** 3

**Vitality:** 1

**Site Number/Signet:**

**Collector's Info:** 5 C 65

**Warg-master**

Isengard Minion • Orc

**Game Text:** Warg-rider. When you play this minion, you may play an [Isengard] mount from your discard pile. While this minion is not exhausted, he is fierce.

**Lore:** "...yet I feared that wolf-riders and plunderers might ride nonetheless to Meduseld, while it was undefended."

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 5 C 66

**Warg-rider**

Isengard Minion • Orc

**Game Text:** Warg-rider. While this minion is not exhausted, he is fierce.

**Lore:** "Swiftly a scout rode back and reported that wolf-riders were abroad in the valley...."

**Twilight Cost:** 1

**Strength:** 5

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 5 C 67

**Wolf-voices**

Isengard Event

**Game Text:** Skirmish: Make an [Isengard] Orc strength +2 (and heal it if mounted).

**Lore:** "...these howls freeze my blood."

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 68

**Wolves of Isengard**

Isengard Condition

**Game Text:** Plays on a plains site you control. Regroup: Exert an [Isengard] Orc to make the Free Peoples player wound a companion.

**Lore:** *Saruman's warg-riders traveled the plains faster than even the Riders of Rohan.*

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 69

**•Army of Haradrim**

Raider Minion • Man

**Game Text:** Southron. Skirmish: Remove (3) to play a [Raider] mount from your discard pile.

**Lore:** *The desert lords of Harad support their huge forces with mammoth war beasts.*

**Twilight Cost:** 7

**Strength:** 14

**Vitality:** 4

**Site Number/Signet:** 4

**Collector's Info:** 5 R 70

**Company of Haradrim**

Raider Minion • Man

**Game Text:** Southron. Regroup: Remove (9) and spot another Southron to make the move limit -1 for this turn (to a minimum of 1).

**Lore:** *The quick movements of Southron soldiers cut off all paths of retreat.*

**Twilight Cost:** 6

**Strength:** 13

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 5 R 71

**Desert Stalker**

Raider Minion • Man

**Game Text:** Southron. Ambush (2).

Maneuver: Exert this minion and spot 4 Free Peoples cultures to exert every companion.

**Lore:** *They strike only when their prey is haggard and tired.*

**Twilight Cost:** 5

**Strength:** 11

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 5 R 72

**Mûmak**

Raider Possession • Mount

**Game Text:** Bearer must be a Southron. Bearer is fierce. Each time bearer wins a skirmish, you may add (2).

**Lore:** *"Sam saw a vast shape crash out of the trees and come careening down the slope."*

**Twilight Cost:** 2

**Strength:** 3

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 73

**Southron Marcher**

Raider Minion • Man

**Game Text:** Southron. Ambush (2). While you can spot a Southron, this minion's twilight cost is -2.

**Lore:** *Hardy desert warriors needed little rest.*

**Twilight Cost:** 4

**Strength:** 6

**Vitality:** 1

**Site Number/Signet:** 4

**Collector's Info:** 5 C 74

**Southron Runner**

Raider Minion • Man

**Game Text:** Southron. Ambush (2). While you can spot a Southron, this minion's twilight cost is -2.

**Lore:** *Swift scouts track enemy movements to set up surprise attacks.*

**Twilight Cost:** 3

**Strength:** 4

**Vitality:** 1

**Site Number/Signet:** 4

**Collector's Info:** 5 C 75

**Southron Traveler**

Raider Minion • Man

**Game Text:** Southron. Ambush (2). Response: If a Southron is about to take a wound, remove (3) to prevent that wound.

**Lore:** *Men of Harad were used to long journeys.*

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 1

**Site Number/Signet:** 4

**Collector's Info:** 5 C 76

**Strength in Numbers**

Raider Condition

**Game Text:** To play, spot a Southron. Plays to your support area. Maneuver: Discard this condition to add (1) for each Man with ambush you spot.

**Lore:** *Lacking arms and armor, the Haradrim use swift movements to outnumber their opponents.*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 77

**War Mûmak**

Raider Possession • Mount

**Game Text:** Bearer must be a Southron. Bearer is fierce. Each time bearer overwhelms a character, you may add (5).

**Lore:** *"Big as a house, much bigger than a house, it looked to him, a grey-clad moving hill."*

**Twilight Cost:** 3

**Strength:** 4

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 78

**•Armory**

Rohan Condition

**Game Text:** Fortification. Plays to your support area. Maneuver: Spot 2 [Rohan] Men to remove 2 tokens from a machine or to take a [Rohan] possession into hand from your discard pile. Discard this condition.

**Lore:** *"Choose from these ere we go, and may they serve you well!"*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 79

**•Arrow-slits**

Rohan Condition

**Game Text:** Fortification. Plays to your support area. Maneuver: Spot 2 [Rohan] Men to discard a possession or a machine. Discard this condition.

**Lore:** *"Here and there were clefts in the stone through which men could shoot."*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 80

**•Ecglaf, Courageous Farmer**

Rohan Ally • Home 4[T] • Man

**Game Text:** Villager. Fellowship: Exert Ecglaf and spot 2 valiant Men to play a [Rohan] possession from your discard pile.

**Lore:** *Like many of the Rohirrim, Ecglaf no longer had a home awaiting his return.*

**Twilight Cost:** 1

**Strength:** 4

**Vitality:** 2

**Site Number/Signet:**

**Collector's Info:** 5 C 81

**•Gamling, Warrior of Rohan**

Rohan Companion • Man

**Game Text:** Valiant. To play, spot a [Rohan] Man. Skirmish: Play a [Rohan] possession on Gamling to make him strength +2 and damage +1.

**Lore:** *He was one of Théoden's most trusted lieutenants.*

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 R 82

**Household Guard**

Rohan Companion • Man

**Game Text:** Valiant.

**Lore:** *"The king and the men of his household were in the Hornburg..."*

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 C 83

**I Am Here**

Rohan Event

**Game Text:** Fellowship: Exert Théoden twice to heal every other companion with the Théoden signet twice.

**Lore:** *"The last host of the Eorlingas has ridden forth. It will not return without battle."*

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 84

**Let Us Be Swift**

Rohan Event

**Game Text:** Regroup: Spot 3 valiant Men to discard up to 2 conditions and liberate a site.

**Lore:** *"Let us drive through such foes as are already between us and the fastness."*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 85

**No Rest for the Weary**

Rohan Event

**Game Text:** Maneuver: Spot 3 valiant Men to make one of those Men defender +1 until the regroup phase.

**Lore:** *"We must draw all our forces now behind the walls."*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 86

**•Parapet**

Rohan Condition

**Game Text:** Fortification. Plays to your support area. Archery: Spot 2 [Rohan] Men to remove 2 tokens from a machine or to make the minion archery total -3. Discard this condition.

**Lore:** *Upon the spur of rock from the cliff stood high walls of ancient stone.*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 87

**Rohirrim Bow**

Rohan Possession • Ranged Weapon

**Game Text:** Bearer must be a [Rohan] Man. Archery: Exert bearer and discard this possession to wound a minion.

**Lore:** *"The Rohirrim have good bowmen after their fashion, but there are too few here, too few."*

**Twilight Cost:** 1

**Strength:** 1

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 88

**Rohirrim Helm**

Rohan Possession • Helm

**Game Text:** Bearer must be a [Rohan] Man. Skirmish: Discard this possession to cancel a skirmish involving bearer. A minion in this skirmish may exert to prevent this.

**Lore:** *The armory of Helm's Deep provided raiment of war for her defenders.*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 89

**Rohirrim Scout**

Rohan Companion • Man

**Game Text:** Valiant. Regroup: Exert this companion and spot a [Rohan] possession to return that possession to hand.

**Lore:** *"...scouts rode out far ahead, passing like shadows in the folds of the land."*

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 5 C 90

**Rohirrim Shield**

Rohan Possession • Shield

**Game Text:** Bearer must be a [Rohan] Man. The minion archery total is -1. Regroup: Discard this possession to heal bear?.\_

**Lore:** *The Rohirrim carried round wooden shields, usable on foot and on horseback.*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 C 91

**•Sigewulf, Brave Volunteer**

Rohan Ally • Home 4[T] • Man

**Game Text:** Villager. Regroup: Exert Sigewulf and spot 5 valiant Men to discard a minion.

**Lore:** *The courage of Sigewulf and other Rohirrim like him will not be forgotten.*

**Twilight Cost:** 1

**Strength:** 4

**Vitality:** 2

**Site Number/Signet:**

**Collector's Info:** 5 U 92

**•Théoden, King of the Golden Hall**

Rohan Companion • Man

**Game Text:** Valiant. Maneuver: Play a [Rohan] possession on Théoden to heal a [Rohan] ally.

**Lore:** *"You thought I remained in Meduseld bent like an old tree under winter snow.... But a west wind has shaken the boughs."*

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 2

**Site Number/Signet:** Gandalf

**Collector's Info:** 5 C 93

**Thundering Host**

Rohan Condition

**Game Text:** Plays to your support area. Skirmish: Discard this condition to make a mounted [Rohan] Man strength +3 (and heal that Man if at a plains).

**Lore:** *"...with a rush like the sudden onset of a great wind the last host of Rohan rode thundering into the West."*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 94

**•Dead Marshes**

Sauron Condition

**Game Text:** Plays to your support area. While the fellowship is at site 4[T], Ring-bound companions skirmishing [Sauron] Orcs are strength -1. Maneuver: Spot 2 [Sauron] Orcs to play up to 2 [Sauron] conditions from your discard pile. Discard this condition.

**Lore:**

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 95

**Eye of Barad-Dûr**

Sauron Event

**Game Text:** Skirmish: Make a companion or ally skirmishing a [Sauron] Orc strength -1 for each Ring-bound companion. Response: If a Free Peoples player reveals this card from your hand, discard this card to add 2 burdens.

**Lore:** *The Lidless Eye looked out from Sauron's fortress.*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 96

**Gate Soldier**

Sauron Minion • Orc

**Game Text:** When you play a [Sauron] condition, you may exert this minion and remove (2) to draw a card.

**Lore:** *"...a host of orcs lurked, ready at a signal to issue forth like black ants going to war."*

**Twilight Cost:** 2

**Strength:** 7

**Vitality:** 2

**Site Number/Signet:** 6

**Collector's Info:** 5 C 97

**Gate Trooper**

Sauron Minion • Orc

**Game Text:** When you play this minion, you may exert him and spot 5 burdens to draw a card.

**Lore:** "Another dreadful day of fear and toil had come to Mordor; and the night-guards were summoned...."

**Twilight Cost:** 1

**Strength:** 5

**Vitality:** 2

**Site Number/Signet:** 6

**Collector's Info:** 5 C 98

**Gate Veteran**

Sauron Minion • Orc

**Game Text:** When you play this minion, you may exert him and spot 6 companions to draw a card.

**Lore:** "...the day-guards, evil-eyed and fell, were marching to their posts."

**Twilight Cost:** 2

**Strength:** 7

**Vitality:** 2

**Site Number/Signet:** 6

**Collector's Info:** 5 C 99

**•Grishnákh, Orc Captain**

Sauron Minion • Orc

**Game Text:** Tracker. The site number of each [Sauron] Orc is -3. Shadow: Exert Grishnákh twice and spot another [Sauron] Orc to draw 3 cards. The Free Peoples player may add 2 burdens to prevent this.

**Lore:** "They might agree with me, with Grishnákh...."

**Twilight Cost:** 4

**Strength:** 11

**Vitality:** 3

**Site Number/Signet:** 6

**Collector's Info:** 5 R 100

**I'd Make You Squeak**

Sauron Condition

**Game Text:** To play, exert 2 [Sauron] Orcs. Plays to your support area. The Shadow number of each site is +1 for each wound on a Hobbit (limit +3).

**Lore:** "If I had my way, you'd wish you were dead now."

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 101

**•Morannon**

Sauron Condition

**Game Text:** Plays to your support area. The twilight cost of the first [Sauron] Orc played at site 4[T] is -3. Shadow: Spot 2 [Sauron] Orcs and discard 4 cards from hand to draw 3 cards. Discard this condition.

**Lore:** The black gate of Mordor was called the Morannon.

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 102

**Orc Captain**

Sauron Minion • Orc

**Game Text:** When you play this minion, you may spot a [Sauron] condition to draw a card for each site you control (limit 3).

**Lore:** "...far away from hidden holds and outposts in the hills came answering calls...."

**Twilight Cost:** 3

**Strength:** 9

**Vitality:** 3

**Site Number/Signet:** 6

**Collector's Info:** 5 R 103

**•Orc Cutthroat**

Sauron Minion • Orc

**Game Text:** Tracker. The site number of each [Sauron] Orc is -3. Skirmish: Discard another [Sauron] Orc and exert Orc Cutthroat to wound a companion he is skirmishing.

**Lore:** A few Orc casualties were of no concern to him.

**Twilight Cost:** 3

**Strength:** 9

**Vitality:** 3

**Site Number/Signet:** 6

**Collector's Info:** 5 U 104

**Orc Fighter**

Sauron Minion • Orc

**Game Text:** Regroup: Spot a [Sauron] condition and exert this minion to take control of a site.

**Lore:** The Orcs of Mordor extended the will of Sauron to control the weak Men of the East.

**Twilight Cost:** 3

**Strength:** 9

**Vitality:** 3

**Site Number/Signet:** 6

**Collector's Info:** 5 U 105

**Orc Infantry**

Sauron Minion • Orc

**Game Text:** Regroup: Spot a [Sauron] condition and discard this minion to take control of a site.

**Lore:** Barad-dûr sent Orcs to all corners of Middle-earth.

**Twilight Cost:** 1

**Strength:** 5

**Vitality:** 2

**Site Number/Signet:** 6

**Collector's Info:** 5 C 106

**•Orc Patrol**

Sauron Minion • Orc

**Game Text:** Tracker. The site number of each [Sauron] Orc is -3. Maneuver: Exert Orc Patrol twice and spot another [Sauron] Orc to discard a condition.

**Lore:** Sauron's Orcs ranged far and wide, searching for Baggins and the Ring.

**Twilight Cost:** 4

**Strength:** 11

**Vitality:** 3

**Site Number/Signet:** 6

**Collector's Info:** 5 U 107

**Orc Pursuer**

Sauron Minion • Orc

**Game Text:** Tracker. The site number of each [Sauron] Orc is -1. When you play this minion, you may exert him and remove (2) to draw a card.

**Lore:** "...why not kill them now? They're a cursed nuisance, and we're in a hurry."

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 2

**Site Number/Signet:** 6

**Collector's Info:** 5 C 108

**Orc Runner**

Sauron Minion • Orc

**Game Text:** Tracker. The site number of each [Sauron] Orc is -1. When you play this minion, you may exert him and discard 2 cards from hand to draw a card.

**Lore:** "There's no time to kill them properly.... No time for play on this trip."

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 2

**Site Number/Signet:** 6

**Collector's Info:** 5 C 109

**Teeth of Mordor**

Sauron Condition

**Game Text:** Plays to your support area. Regroup: Spot a [Sauron] Orc and remove (3) to stack that minion here. Shadow: Play a [Sauron] Orc stacked here as if played from hand.

**Lore:** "None could pass the Teeth of Mordor and not feel their bite...."

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 U 110



•**Frodo**, Master of the Precious  
Shire Companion • Hobbit  
**Game Text:** Ring-bearer (resistance 10).  
Fellowship: Add a burden to play Sméagol from your discard pile.  
**Lore:** “*We promises, yes I promise!... Good master, good Sméagol, gollum, gollum!*”  
**Twilight Cost:** 0  
**Strength:** 3  
**Vitality:** 4  
**Site Number/Signet:** Aragorn  
**Collector's Info:** 5 U 111

**No Help for It**  
Shire Event  
**Game Text:** Regroup: Spot Sam and discard Sméagol or Gollum to remove 3 burdens.  
**Lore:** “*...he'll come back, you'll see. The promise will hold yet a while. And he won't leave his Precious, anyway.*”  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 112

**No Use That Way**  
Shire Event  
**Game Text:** Skirmish: Add 3 burdens to wound a minion skirmishing a companion who has the Frodo signet twice.  
**Lore:** “*Don't take the Precious to Him!... Keep it, nice master, and be kind to Sméagol.*”  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 113

•**Rare Good Ballast**  
Shire Condition  
**Game Text:** Plays on Sam. Response: If a regroup special ability is used, discard Sméagol or Gollum to cancel that action.  
**Lore:** “*What a hobbit needs with coney... is some herbs and roots, especially taters – not to mention bread.*”  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:** 1  
**Site Number/Signet:**  
**Collector's Info:** 5 U 114

•**Sam**, Nice Sensible Hobbit  
Shire Companion • Hobbit  
**Game Text:** Ring-bound. While you can spot Frodo and Sméagol, Sam may not be overwhelmed unless his strength is tripled.  
Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5).  
**Lore:** “*Trust Sméagol now? Very, very good.*”  
**Twilight Cost:** 2  
**Strength:** 3  
**Vitality:** 4  
**Site Number/Signet:** Aragorn  
**Collector's Info:** 5 U 115

•**Sting**, Baggins Heirloom  
Shire Possession • Hand Weapon  
**Game Text:** Bearer must be Frodo. Skirmish: Exert Frodo to make Sméagol strength +2 or Gollum strength -2.  
**Lore:** “*This is Sting. You have seen it before once upon a time.*”  
**Twilight Cost:** 1  
**Strength:** 2  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 116

**You Must Help Us**  
Shire Event  
**Game Text:** Fellowship: Play Sméagol from your discard pile to heal each Ring-bound Hobbit twice.  
**Lore:** “*You will have to come with us, that's all, while we keep an eye on you.*”  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 C 117

**Hornburg Wall**  
Site Site  
**Game Text:** Regroup: Spot your minion and remove (9) to make the fellowship move again this turn (if the move limit allows).  
**Lore:**  
**Twilight Cost:** 7  
**Strength:**  
**Vitality:**  
**Site Number/Signet:** 6  
**Collector's Info:** 5 U 118

**Nan Curunír**  
Site Site  
**Game Text:** Plains. Response: If your mounted minion is about to take a wound, remove (2) to prevent that wound.  
**Lore:**  
**Twilight Cost:** 8  
**Strength:**  
**Vitality:**  
**Site Number/Signet:** 8  
**Collector's Info:** 5 U 119

**Caverns of Isengard**  
Site Site  
**Game Text:** Underground. The Free Peoples player wins the game only if the Ring-bearer survives until Shadow players reconcile.  
**Lore:**  
**Twilight Cost:** 9  
**Strength:**  
**Vitality:**  
**Site Number/Signet:** 9  
**Collector's Info:** 5 U 120

•**Legolas**, Archer of Mirkwood  
Elven Companion • Elf  
**Game Text:** Archer. Each time Legolas wins a skirmish, you may heal a Dwarf companion or another Elf companion.  
**Lore:** “*...even more would I give for a hundred good archers of Mirkwood. We shall need them.*”  
**Twilight Cost:** 2  
**Strength:** 6  
**Vitality:** 3  
**Site Number/Signet:** Théoden  
**Collector's Info:** 5 P 121

•**Éowyn**, Daughter of Éomund  
Rohan Companion • Man  
**Game Text:** Valiant. Maneuver: Play a [Rohan] possession on Éowyn to heal her.  
**Lore:** “*Let the heralds announce to the folk that the Lady Éowyn will lead them!*”  
**Twilight Cost:** 2  
**Strength:** 6  
**Vitality:** 3  
**Site Number/Signet:** Gandalf  
**Collector's Info:** 5 P 122

**Baruk Khazâd**  
Dwarven Event  
**Game Text:** Maneuver: Exert a Dwarf to wound a minion. You may take the next maneuver action.  
**Lore:** “*Axes of the Dwarves!*” cried Gimli in the secret tongue of his kin.  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 123

**Break the Charge**  
Elven Event  
**Game Text:** Archery: Exert 3 Elf companions to make the fellowship archery total +2.  
**Lore:** *A wall of Elven arrows met the attackers before they reached the Hornburg itself.*  
**Twilight Cost:** 2  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 5 R 124

•**Foul Horde**  
Isengard Minion • Orc  
**Game Text:** Warg-rider. While Foul Horde is not exhausted, it is fierce. While Foul Horde has at least 3 vitality, it is ambush (1). While Foul Horde has at least 4 vitality, it is damage +1.  
**Lore:**  
**Twilight Cost:** 4  
**Strength:** 9  
**Vitality:** 3  
**Site Number/Signet:** 4  
**Collector's Info:** 5 R 125

•**Army of Haradrim**

Raider Minion • Man

**Game Text:** Southron. Skirmish: Remove (3) to play a [Raider] mount from your discard pile.

**Lore:** *Lacking shields and armor, Southron forces rely on speed and numbers.*

**Twilight Cost:** 7

**Strength:** 14

**Vitality:** 4

**Site Number/Signet:** 4

**Collector's Info:** 5 R 126

**Rohirrim Helm**

Rohan Possession • Helm

**Game Text:** Bearer must be a [Rohan] Man. Skirmish: Discard this possession to cancel a skirmish involving bearer. A minion in this skirmish may exert to prevent this.

**Lore:** *A helm split by an Uruk blade often still saves the rider who wears it.*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 127

**Thundering Host**

Rohan Condition

**Game Text:** Plays to your support area.

Skirmish: Discard this condition to make a mounted [Rohan] Man strength +3 (and heal that Man if at a plains).

**Lore:** *The roar of hooves was enough to rout the Uruk-hai without sword or spear.*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 5 R 128