

The Lord of the Rings™ Trading Card Game  
Siege of Gondor™  
Spoiler List

**Aggression**

Condition • Support Area

**Game Text:** While you have initiative, each Dwarf is damage +1. Fellowship: Spot a Dwarf who is damage +X to draw X cards. Discard this condition.

**Lore:** “*Certainty of death, small chance of success...*”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 C 1

**Battle in Earnest**

Event • Regroup

**Game Text:** Spot a Dwarf who is damage +X to place X wounds on minions.

**Lore:** “*...they laughed when they looked on us, for they were a great army still.*”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 R 2

**Blood Runs Chill**

Event • Regroup

**Game Text:** Spot a Dwarf who is damage +X and exert that Dwarf twice to make an opponent discard X Shadow cards.

**Lore:** “*...the Dark Door gaped before them like the mouth of night.*”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 R 3

**Counts But One**

Event • Skirmish

**Game Text:** If Gimli is not assigned to a skirmish, add a threat to have him replace an unbound companion in a skirmish.

**Lore:** “*...no matter how big.*”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 U 4

•**Gimli**, Counter of Foes

Companion • Dwarf

**Game Text:** Damage +1. For each wound on Gimli, he is strength +1 and damage +1.

**Lore:** *Twenty, twenty-one, twenty-two...*

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:** Gandalf

**Collector’s Info:** 8 C 5

**Honed**

Event • Skirmish

**Game Text:** Spot a Dwarf who is damage +X to make him strength +X.

**Lore:** “*What are we waiting for?*”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 C 6

**Unheard of**

Event • Response

**Game Text:** If a Dwarf who is damage +X wins a skirmish, wound a minion not assigned to a skirmish X times.

**Lore:** “*...an Elf will go underground and a Dwarf dare not.*”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 R 7

**Wish For Our Kinfolk**

Condition • Support Area

**Game Text:** Fellowship: Exert a Dwarf companion and either an ☉ companion or a ✨ Man to add a ☉ token here. Skirmish:

Remove a ☉ token here to make a companion damage +1.

**Lore:** “*...war already marches on their own lands.*”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 U 8

**A Grey Ship**

Event • Archery

**Game Text:** Spot an Elf companion and make the fellowship archery total -X (to a minimum of 0) to heal X unbound companions. You cannot use archery special abilities.

**Lore:** “*...full of ghosts.*”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 U 9

•**Legolas**, Elven Stalwart

Companion • Elf

**Game Text:** Archer. While you can spot 3 wounded minions, each minion skirmishing Legolas is strength -3.

**Lore:** “*...Legolas of the Elves, for whom the ghosts of Men have no terror.*”

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:** Aragorn

**Collector’s Info:** 8 C 10

**Life of the Eldar**

Event • Regroup

**Game Text:** To play, spot 2 Elves. Discard an Elf to draw 3 cards.

**Lore:** “*Your hands are cold...*”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 R 11

**Reckless We Rode**

Event • Archery

**Game Text:** Exert an Elf companion and make the fellowship archery total -X (to a minimum of 0) to wound a minion X times. You cannot use archery special abilities.

**Lore:** “*...driving them like leaves...*”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 R 12





# The Lord of the Rings™ Trading Card Game

## Siege of Gondor™

### Spoiler List

#### Shake Off the Shadow

Condition • Support Area

**Game Text:** Fellowship: Exert an Elf companion and either a  companion or a  companion to add an  token here. Archery: Remove an  token here to make the fellowship archery total +1 (limit +2).

**Lore:** “*Speak and be comforted....*”

**Twilight Cost:** 1

**Strength:**



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 13

#### A Fool

Event • Skirmish

**Game Text:** At sites 1  to 5 , heal Gandalf. At any other site, prevent a Hobbit from being overwhelmed unless his or her strength is tripled.

**Lore:** “*...but an honest fool he remains.*”

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 14

•**Gandalf**, Leader of Men  
Companion • Wizard

**Game Text:** When Gandalf is in your starting fellowship, his twilight cost is -2.

**Lore:** “*...the rule of no realm is mine, neither of Gondor nor any other, great or small.*”

**Twilight Cost:** 4

**Strength:** 7

**Vitality:** 4

**Site Number/Signet:** Aragorn

**Collector's Info:** 8 R 15

#### Let Us Not Tarry

Event • Skirmish

**Game Text:** Exert Gandalf to make a minion skirmishing an unbound companion strength -1 for each Gandalf signet you spot.

**Lore:** “*There is much to say and to do, and you are weary.*”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 16

#### Mighty Steed

Event • Skirmish

**Game Text:** If Gandalf is not assigned to a skirmish, spot Shadowfax or exert Gandalf to have Gandalf replace an unbound companion in a skirmish.

**Lore:** “*He always turns up when things are darkest. Go on! Go on, White Rider! Gandalf! Gandalf!*”

**Twilight Cost:** 3

**Strength:**





**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 17

#### Not the First Halfling

Condition • Support Area

**Game Text:** Fellowship: Exert Gandalf and either an  companion or a  companion to add a  token here. Skirmish: Remove a  token here to make a minion skirmishing an unbound companion strength -2.

**Lore:**

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 18

#### On Your Doorstep

Event • Fellowship

**Game Text:** Spot Gandalf and exert a companion to place a card of that companion's culture from your discard pile on top of your draw deck.

**Lore:** “*Lord Denethor is a Steward only.*”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 19

#### Saved From the Fire

Event • Fellowship

**Game Text:** Spot Gandalf and place a companion (except the Ring-bearer) in the dead pile to take 3 cards from that companion's culture into hand from your draw deck.

**Lore:** “*...we will bear Faramir, Steward of Gondor, to a place where he can sleep in peace....*”

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 20

•**Shadowfax**, Greatheart

Possession • Mount

**Game Text:** Bearer must be Gandalf. At the start of each skirmish involving Gandalf, each minion skirmishing Gandalf must exert. Skirmish: Add a threat to make Gandalf strength +1.

**Lore:**

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 21

#### Hidden Even From Her

Condition • Support Area

**Game Text:** Gollum is fierce. Shadow: Spot 6 companions to play Gollum from your discard pile and exert a companion. Place this condition on top of your draw deck.

**Lore:** “*...even when he had come to her again and had bowed low....*”

**Twilight Cost:** 1

**Strength:**




**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 22

#### Larder

Possession • Support Area

**Game Text:** To play, spot a  minion. Regroup: Discard an Orc from hand to add a  token here. Skirmish: Remove a  token here to make Shelob strength +3 (limit +6).

**Lore:** “*When she binds with cords, she's after meat.*”

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 23

#### •Promise Keeping

Condition • Support Area

**Game Text:** Each time a companion takes a wound during a skirmish that involves a  minion, exert a companion.

**Lore:** “*And we'll save the Precious, as we promised.... Then we'll pay everyone back!*”

**Twilight Cost:** 4

**Strength:**

**Vitality:**

**Site Number/Signet:**



**Collector's Info:** 8 R 24

# The Lord of the Rings™ Trading Card Game

## Siege of Gondor™

### Spoiler List

#### •Shelob, Eater of Light Minion • Spider

**Game Text:** Fierce. When you play Shelob, you may play a  possession from your draw deck. Shelob is strength +3 for each minion stacked on a  possession.

**Lore:** "...who only desired death for all others...."

**Twilight Cost:** 6

**Strength:** 8

**Vitality:** 8

**Site Number/Signet:** 8

**Collector's Info:** 8 R 25

#### •Shelob, Last Child of Ungoliant Minion • Spider

**Game Text:** Enduring. Fierce. While in a fierce skirmish, Shelob is damage +1.

**Lore:** "...for all living things were her food, and her vomit darkness."

**Twilight Cost:** 6


**Strength:** 8

**Vitality:** 8

**Site Number/Signet:** 8

**Collector's Info:** 8 C 26

#### •Sméagol, Slippery Sneak Companion

**Game Text:** Ring-bound. To play, add a burden. Skirmish: Add threats equal to the total vitality of the minions Sméagol is skirmishing to discard Sméagol. Regroup: Discard Sméagol to take a  minion from your discard pile into hand.

**Lore:**

**Twilight Cost:** 0

**Strength:** 3

**Vitality:** 4

**Site Number/Signet:** Frodo

**Collector's Info:** 8 R 27

#### Spider Poison

Possession • Support Area

**Game Text:** Skirmish: Remove a threat or a burden to transfer this possession to a companion skirmishing Shelob. Each time bearer is assigned to a skirmish, bearer must exert.

**Lore:** "He lay now pale, and heard no voice, and did not move."

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 28

#### Still Far Ahead

Event • Fellowship or Regroup

**Game Text:** Spot Sméagol to play the fellowship's next site (replacing opponent's site if necessary). The Shadow number of the fellowship's next site is -1 until the end of the turn.

**Lore:** "...the very crown of this bitter road."

**Twilight Cost:** 0

**Strength:**



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 29

#### Web

Possession • Support Area

**Game Text:** Regroup: If there are fewer than 3 cards stacked here, spot your Orc or  minion to stack that minion here. Shadow: Play a  minion stacked here as if played from hand.

**Lore:** "Caught in a web. Soon he'll be eaten!"

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 30

#### At His Command

Event • Skirmish

**Game Text:** Exert Aragorn to make an unbound companion with the Aragorn signet strength +1 for each threat you spot.

**Lore:** "Even the shades of Men are obedient to his will...."

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 31

#### Catapult

Possession • Support Area

**Game Text:** To play, spot 2  knights. Maneuver: Discard 2 cards from hand to reveal the top card of an opponent's draw deck. Choose an opponent who must discard a Shadow card that has a twilight cost that is the same as the twilight cost of the revealed card.

**Lore:**

**Twilight Cost:** 1

**Strength:**



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 32

#### Ellessar's Edict

Event • Response

**Game Text:** If a  Wraith is about to be killed, discard him and exhaust another  Wraith instead.

**Lore:** "Yes, the Dead ride behind. They have been summoned...."

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 33

#### •Faramir, Defender of Osgiliath Companion • Man

**Game Text:** Knight. When you play Faramir (except in your starting fellowship), you may reveal the top 10 cards of your draw deck. You may play a knight revealed. Shuffle your draw deck.

**Lore:** "...I will go and do what I can in his stead - if you command it."

**Twilight Cost:** 3

**Strength:** 7

**Vitality:** 3



**Site Number/Signet:** Gandalf

**Collector's Info:** 8 C 34

#### Fourth Level

Condition • Support Area

**Game Text:** Fortification.

Skirmish: Exert 2  Men or spot 3 knights to transfer this condition from your support area to a minion skirmishing a  Man. Exhaust that minion.

**Lore:** "...about each was set a wall...."

**Twilight Cost:** 2

**Strength:** -1


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 35

#### •Garrison of Gondor

Companion • Man

**Game Text:** Archer. Knight. To play, spot 3  companions.

While you can spot a fortification, Garrison of Gondor is defender +1.

**Lore:** "But about the Gate resistance still was stout...."

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 8 R 36

The Lord of the Rings™ Trading Card Game  
Siege of Gondor™  
Spoiler List


•**Imrahil**, Prince of Dol Amroth  
Companion • Man  
**Game Text:** Knight. To play, spot a knight. Each time Imrahil wins a skirmish, you may exert 2 minions.  
**Lore:** "...he was of high blood, and his folk also, tall men and proud with sea-grey eyes."  
**Twilight Cost:** 3  
**Strength:** 7  
**Vitality:** 3  
**Site Number/Signet:**  
**Collector's Info:** 8 R 37

•**King of the Dead**, Oathbreaker  
Companion • Wraith  
**Game Text:** Enduring. To play, spot a \* Wraith and add 2 threats. Response: If Aragorn is about to take a wound in a skirmish, exert King of the Dead to prevent that wound.  
**Lore:** "...crying out that the King of the Dead was upon them."  
**Twilight Cost:** 4  
**Strength:** 7  
**Vitality:** 4  
**Site Number/Signet:** Aragorn  
**Collector's Info:** 8 R 38

**Knight of Dol Amroth**  
Companion • Man  
**Game Text:** Knight. Each time this companion wins a skirmish, you may wound a minion he is skirmishing.  
**Lore:** "Amroth for Gondor! they cried."  
**Twilight Cost:** 2  
**Strength:** 6  
**Vitality:** 3  
**Site Number/Signet:**  
**Collector's Info:** 8 C 39

**Knight's Mount**  
Possession • Mount  
**Game Text:** Bearer must be a knight. Each time bearer wins a skirmish, you may wound a minion who is not assigned to a skirmish.  
**Lore:** "Like thunder they broke upon the enemy..."  
**Twilight Cost:** 1  
**Strength:** +1  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 8 C 40

**Oathbreaker**  
Companion • Wraith  
**Game Text:** Enduring. To play, add a threat. Skirmish: Discard 3 cards from hand to discard a possession borne by a minion skirmishing this companion.  
**Lore:** "at the Stone of Erech they shall stand again / and hear there a horn in the hills ringing."  
**Twilight Cost:** 2  
**Strength:** 6  
**Vitality:** 3  
**Site Number/Signet:** Aragorn  
**Collector's Info:** 8 C 41

**A Path Appointed**  
Condition • Support Area  
**Game Text:** Fellowship: Exert a \* Man and either a  companion or a  companion to add a \* token here. Regroup: Remove a \* token here to discard a minion.  
**Lore:** "...those who follow me do so of their free will..."  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 8 U 42

•**Shadow Host**  
Companion • Wraith  
**Game Text:** Enduring. To play, spot 2 exhausted \* Wraiths and add 2 threats. While Shadow Host is exhausted, it is defender +1.  
**Lore:** "...fear went on before them, until they came to Calembel upon Ciril, and the sun went down like blood behind Pinnath Gelin..."  
**Twilight Cost:** 5  
**Strength:** 9  
**Vitality:** 3  
**Site Number/Signet:** Aragorn  
**Collector's Info:** 8 R 43

**Sixth Level**  
Condition • Support Area  
**Game Text:** Fortification.  
Regroup: Exert a \* Man to play a \* fortification from your discard pile (limit 1).  
**Lore:** "...and in each wall was a gate."  
**Twilight Cost:** 2  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 8 U 44

**Sleepless Dead**  
Companion • Wraith  
**Game Text:** Enduring. To play, add a threat. Each time this companion wins a skirmish, you may exert him to discard a minion he is skirmishing.  
**Lore:** "...for the Dead needed no longer any weapon but fear. None would withstand them."  
**Twilight Cost:** 3  
**Strength:** 7  
**Vitality:** 3  
**Site Number/Signet:** Aragorn  
**Collector's Info:** 8 U 45

**Spectral Sword**  
Possession • Hand Weapon  
**Game Text:** Bearer must be a \* Wraith. Skirmish: Discard 3 cards from hand to heal bearer.  
**Lore:** "...pale banners like shreds of cloud, and spears like winter-thickets on a misty night."  
**Twilight Cost:** 0  
**Strength:** +1  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 8 U 46

**Stronger and More Terrible**  
Condition • Support Area  
**Game Text:** To play, add a threat. Each time your \* Wraith wins a skirmish, you may remove a threat.  
**Lore:** "And lo! in the darkness of Mordor my hope rose..."  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 8 C 47

**Swept Away**  
Condition • Support Area  
**Game Text:** Each time the fellowship moves, add a threat or discard this condition. While you have initiative, exhausted \* Wraiths cannot take wounds.  
**Lore:** "And suddenly the Shadow Host that had hung back at the last came up like a grey tide, sweeping all away before it."  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector's Info:** 8 C 48

# The Lord of the Rings™ Trading Card Game


## Siege of Gondor™

### Spoiler List

#### Black Númenorean

Minion • Man

**Game Text:** Corsair. Fierce.

Skirmish: If you have initiative, remove a  token to discard a possession borne by a character skirmishing this minion.

**Lore:** *"...corrupted by Sauron, and who hated above all the followers of Erendil."*

**Twilight Cost:** 6

**Strength:** 12



**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 8 R 49

#### Black Sails of Umbar

Possession • Support Area

**Game Text:** When you play this possession, you may add a  token here. Shadow: Remove X  tokens here to play a corsair from your discard pile; its twilight cost is -X. Discard this possession.

**Lore:**

**Twilight Cost:** 2

**Strength:**

**Vitality:**



**Site Number/Signet:**

**Collector's Info:** 8 C 50

#### •Castamir of Umbar

Minion • Man

**Game Text:** Corsair. Enduring.

Fierce. Shadow: Exert Castamir of Umbar and play a corsair to add 2  tokens to a card that already has a  token on it.

**Lore:** *"They have long ceased to fear the might of Gondor."*

**Twilight Cost:** 7

**Strength:** 14

**Vitality:** 4

**Site Number/Signet:** 4

**Collector's Info:** 8 R 51

#### Corsair Ballista

Possession • Ranged Weapon

**Game Text:** Bearer must be a corsair. While you have initiative, bearer is an archer and fierce.

**Lore:** *Ranged weapons bristled from the warships and aided the Corsairs' plunder of coastal cities.*

**Twilight Cost:** 0

**Strength:** +2



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 52

#### Corsair Buccaneer

Minion • Man

**Game Text:** Corsair. When you play this minion, you may remove a threat to add 2  tokens to a card that already has a  token on it.

**Lore:** *"...a great fleet drawing near to the mouths of Anduin...."*

**Twilight Cost:** 3

**Strength:** 8



**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 8 C 53

#### Corsair Freebooter

Minion • Man

**Game Text:** Corsair. When you play this minion, you may remove 2 culture tokens to add 2  tokens to a card that already has a  token on it.

**Lore:** *"...the strength of the rebels in Umbar was a great peril to Gondor...."*

**Twilight Cost:** 3

**Strength:** 8


**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 8 C 54

#### Corsair Gunners

Minion • Man

**Game Text:** Corsair. Skirmish: If you have initiative, remove a  token to make a corsair fierce until the regroup phase.

**Lore:** *"The Corsairs are upon us!"*

**Twilight Cost:** 5

**Strength:** 10



**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 8 C 55

#### Corsair Lookout

Minion • Man

**Game Text:** Corsair. When you play this minion, if you have initiative, you may discard an ally to add 2  tokens to a card that already has a  token on it.

**Lore:** *"...watchmen on the walls saw afar a new sight of fear, and their last hope left them."*

**Twilight Cost:** 1

**Strength:** 5



**Vitality:** 1

**Site Number/Signet:** 4

**Collector's Info:** 8 U 56

#### Corsair Marauder

Minion • Man

**Game Text:** Corsair. When you play this minion, if you can spot another corsair, you may discard a possession to add 2  tokens to a card that already has a  token on it.

**Lore:** *"Umbar remained at war with Gondor for many lives of men...."*

**Twilight Cost:** 4

**Strength:** 9



**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 8 R 57

#### Corsair Plunderer

Minion • Man

**Game Text:** Corsair. When you play this minion, you may discard 2 cards from hand to add 2  tokens to a card that already has a  token on it.

**Lore:** *"...Umbar... fell into the hands of the Men of Harad."*

**Twilight Cost:** 2

**Strength:** 6






**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 8 C 58

#### Corsair War Galley

Possession • Support Area

**Game Text:** When you play this possession, you may add a  token here. While you can spot 6  tokens and a  Man, the Shadow has initiative, regardless of the Free Peoples player's hand. Regroup: Add  for each  token you can spot. Discard this possession.

**Lore:**

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 59

# The Lord of the Rings™ Trading Card Game


## Siege of Gondor™

### Spoiler List

#### •Haradrim Marksman

Minion • Man

**Game Text:** Southron. Archer.

While you can spot another  Man, Ring-bound companions cannot take archery wounds.

**Lore:** *Archers from Harad rode atop the great war-beasts on the Fields of Pelennor.*

**Twilight Cost:** 5

**Strength:** 11





**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 8 U 60

#### •Haradwaith

Condition • Support Area

**Game Text:** While you can spot a  minion at site 4 , the Shadow has initiative, regardless of the Free Peoples player's hand. Response: If a companion is played, discard a  card from hand to add . Discard this condition.

**Lore:**

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 61

#### •Heavy Axeman

Minion • Man

**Game Text:** Easterling. While you can spot 4 burdens, Heavy Axeman is strength +4 and fierce.

**Lore:** *"...the Easterlings were strong and war-hardened and asked for no quarter."*

**Twilight Cost:** 5

**Strength:** 11



**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 8 R 62

#### Line of Defense

Condition • Support Area

**Game Text:** While you can spot a mounted  Man,  Men cannot take wounds (except during skirmishes).

**Lore:** *"...and stood like towers of defence..."*

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 63

#### Mûmakil

Possession • Mount

**Game Text:** Bearer must be a Southron. Bearer is fierce. While you have initiative or can spot 4 threats, bearer is damage +1.

**Lore:** *"But wherever the mûmakil came there the horses would not go, but bleached and swerved away..."*

**Twilight Cost:** 3

**Strength:** +3





**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 64

#### Ships of Great Draught

Possession • Support Area

**Game Text:** Shadow: Remove a threat or discard a  card from hand to add a  token here. Regroup: Remove 2  tokens here to place a  card from your discard pile on top of your draw deck.

**Lore:**

**Twilight Cost:** 2

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 65

#### Wind That Sped Ships

Event • Skirmish

**Game Text:** Make a corsair strength +1 for each  token you spot (limit +6). If you have initiative, you may place this event on top of your draw deck.

**Lore:** *"...black against the glittering stream... a fleet borne up on the wind..."*

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 66

#### Between Nazgûl and Prey

Event • Assignment

**Game Text:** Exert an enduring  minion twice to assign that minion to an unbound companion.

**Lore:** *"...the Nazgûl Lord like a shadow of despair."*

**Twilight Cost:** 4

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 67

#### Beyond All Darkness

Event • Skirmish

**Game Text:** Exert a Nazgûl to make him strength +2 and damage +1. If the character he is skirmishing is killed, the Free Peoples player must place his or her hand beneath his or her draw deck.

**Lore:** *"...where thy flesh shall be devoured..."*

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 68

#### Black Dart

Condition • Support Area

**Game Text:** Archery: Spot your enduring or mounted Nazgûl to transfer this condition from your support area to an unbound companion. Discard a mount borne by that companion. Bearer cannot heal.

**Lore:**

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 69

#### •Black Flail

Possession • Hand Weapon

**Game Text:** Bearer must be a Nazgûl. Skirmish: If bearer is The Witch-king, exert him and spot a possession borne by a character he is skirmishing to discard that possession.

**Lore:** *"With a cry of hatred that stung the very ears like venom he let fall..."*

**Twilight Cost:** 2

**Strength:** +3

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 70

*The Lord of the Rings*<sup>™</sup> Trading Card Game  
**Siege of Gondor**<sup>™</sup>  
 Spoiler List

•**Flung Into the Fray**

Condition • Support Area

**Game Text:** When you play a minion stacked here, you may exert a companion. Regroup: If no minion is stacked here, spot your (U) minion to stack it here. Shadow: Spot 2 (U) minions to play a (U) minion stacked here as if played from hand.

**Lore:**

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 71

•**Gothmog, Morgul Commander**  
 Minion • Orc

**Game Text:** While you have initiative, each (U) minion is an archer.

**Lore:** “*The age of Men is over.*”

**Twilight Cost:** 7

**Strength:** 13

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 8 R 72

**Mastered By Madness**

Event • Skirmish

**Game Text:** Make a Nazgûl strength +2. If that Nazgûl wins this skirmish, you may discard a Free Peoples mount.

**Lore:** “*...then Windfola had thrown them in his terror, and now ran wild upon the plain.*”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 73

**Morgul Ambusher**

Minion • Orc

**Game Text:** While you can spot 3 threats, the minion archery total is +2.

**Lore:** “*Fear, the City is rank with it.*”

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 8 C 74

**Morgul Creeper**

Minion • Orc

**Game Text:** While you can spot 3 burdens, the minion archery total is +2.

**Lore:** “*Kill all in your path!*”

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 8 C 75

**Morgul Lurker**

Minion • Orc

**Game Text:** While you have initiative, the minion archery total is +2.

**Lore:** “*The time of the Orc has come.*”

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 8 C 76

**Morgul Squealer**

Minion • Orc

**Game Text:** Shadow: Discard this minion to play a (U) minion from your discard pile. Shadow: Spot 6 companions and discard this minion to play up to 2 (U) minions from your draw deck; their twilight costs are each -1.

**Lore:**

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 8 R 77

•**Streaming to the Field**

Condition • Support Area

**Game Text:** For each (U) Orc you can spot, the Free Peoples player must have an additional card in hand to have initiative. Skirmish: Discard this condition to make a (U) Orc strength +2.

**Lore:** “*They had been mustered...*”

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 78

•**Úlairë Attëa, Thrall of The One**  
 Minion • Nazgûl

**Game Text:** Enduring. Regroup: Exert Úlairë Attëa and spot your (U) minion to return that minion to your hand.

**Lore:** “*They are looking for something, surely?*”

**Twilight Cost:** 6

**Strength:** 12

**Vitality:** 3

**Site Number/Signet:** 3

**Collector's Info:** 8 U 79

•**Úlairë Nertëa, Thrall of The One**  
 Minion • Nazgûl

**Game Text:** Enduring. Fierce. The site number of each (U) minion is -1.

**Lore:** “*...into their minds a blackness came, and they thought no more of war, but only of hiding and of crawling, and of death.*”

**Twilight Cost:** 4

**Strength:** 9

**Vitality:** 2

**Site Number/Signet:** 3

**Collector's Info:** 8 U 80

•**Úlairë Otsëa, Thrall of The One**  
 Minion • Nazgûl

**Game Text:** Enduring. Fierce. Regroup: Discard Úlairë Otsëa to add ●, where X is the current site number.

**Lore:** “*Another long screech rose and fell, and he threw himself back again from the wall, panting like a hunted animal.*”

**Twilight Cost:** 4

**Strength:** 9

**Vitality:** 3

**Site Number/Signet:** 3

**Collector's Info:** 8 R 81

**Unhindered**

Event • Skirmish

**Game Text:** Make a Nazgûl strength +2. If that Nazgûl wins this skirmish, the Shadow has initiative until the end of the turn, regardless of the Free Peoples player's hand.

**Lore:** “*No living man may hinder me!*”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 82

# The Lord of the Rings™ Trading Card Game

## Siege of Gondor™

### Spoiler List

#### Winged Mount

Possession • Mount

**Game Text:** To play, discard 2 cards from hand. Bearer must be a Nazgûl. Response: If bearer is about to take a wound, remove a threat to prevent that wound.

**Lore:** “A creature of an older world maybe it was....”

**Twilight Cost:** 1

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 U 83

•**The Witch-king**, Black Captain  
Minion • Nazgûl

**Game Text:** Enduring. Each Man skirmishing The Witch-king loses all strength bonuses from weapons.

**Lore:** “Do not stop the attack until the City is taken.”

**Twilight Cost:** 8

**Strength:** 14



**Vitality:** 4

**Site Number/Signet:** 3

**Collector’s Info:** 8 R 84

#### Charged Headlong

Event • Skirmish

**Game Text:** If you have initiative, discard a  possession to play a  possession from your discard pile.

**Lore:** “...and the black serpent foundered.”

**Twilight Cost:** 1

**Strength:**





**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 U 85

#### Doom Drove Them

Condition • Support Area

**Game Text:** Fellowship: Exert a  companion and either a \* Man or a  companion to add a  token here. Skirmish: Remove a  token here to exert a minion skirmishing a companion.

**Lore:** “Sea-kings’ city in the South-kingdom / foe-beleaguered, fire-encircled.”

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 U 86

•**Éomer**, Keeper of Oaths

Companion • Man

**Game Text:** Valiant. When you play Éomer (except in your starting fellowship), you may reveal the top 10 cards of your draw deck. You may play each  possession revealed. Shuffle your draw deck.

**Lore:** “Need brooks no delay, yet late is better than never....”

**Twilight Cost:** 3

**Strength:** 8


**Vitality:** 3

**Site Number/Signet:** Gandalf

**Collector’s Info:** 8 C 87

•**Éowyn’s Shield**

Possession • Shield

**Game Text:** Bearer must be a  Man. The minion archery total is -1. Skirmish: If bearer is Éowyn, add a threat and discard Éowyn’s Shield to discard a hand weapon borne by a minion she is skirmishing.

**Lore:** “...spear shall be shaken, shield shall be splintered....”

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 R 88

#### Fury of the Northmen

Event • Skirmish

**Game Text:** Exert a minion skirmishing a mounted  Man.

**Lore:** “Death! Ride, ride to ruin and the world’s ending!”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 C 89

#### No Living Man

Event • Skirmish

**Game Text:** Exert Théoden to exert a minion for each Théoden signet you spot.

**Lore:** “Begone, foul dwimmerlaik, lord of carrion!”

**Twilight Cost:** 2

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 C 90

•**Rohirrim Army**

Companion • Man

**Game Text:** To play, spot 3  companions. You may play Rohirrim Army any time you could play a regroup event. When you play Rohirrim Army, you may discard a minion.

**Lore:** “...like a storm upon the plain and a thunder in the mountains.”

**Twilight Cost:** 5

**Strength:** 9



**Vitality:** 3

**Site Number/Signet:**

**Collector’s Info:** 8 R 91

•**Théoden**, Tall and Proud

Companion • Man

**Game Text:** Valiant. While you can spot a  Man, Théoden’s twilight cost is -1. When Théoden is killed, you may play a  companion from your discard pile or draw deck.

**Lore:** “Up Eorlingas! Fear no darkness!”

**Twilight Cost:** 3

**Strength:** 7


**Vitality:** 3

**Site Number/Signet:** Aragorn

**Collector’s Info:** 8 R 92

#### Called Away

Condition • Support Area

**Game Text:** Regroup: Discard a  minion, spot a companion (except the Ring-bearer), and remove X burdens, where X is that companion’s vitality, to return that companion to its owner’s hand.

**Lore:** “Thus the will of Sauron has entered into Minas Tirith; and thus I have been delayed here.”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 8 R 93





# The Lord of the Rings™ Trading Card Game

## Siege of Gondor™

### Spoiler List

#### Gorgoroth Agitator

Minion • Orc

**Game Text:** Besieger. To play, spot a  Orc. When you play this minion, if you can spot another besieger, you may add a threat for each companion over 4. Shadow: Remove a threat to play a  engine from your discard pile.

**Lore:**

**Twilight Cost:** 3

**Strength:** 9


**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 8 U 94

#### Gorgoroth Assassin

Minion • Orc

**Game Text:** Besieger. Assignment: Spot a  engine or a site you control to assign this minion to an unbound companion.

**Lore:** "...filled with malice, hating even their own kind..."

**Twilight Cost:** 2

**Strength:** 7


**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 8 R 95

#### Gorgoroth Berserker

Minion • Orc

**Game Text:** Besieger. Enduring. To play, spot a  Orc. Maneuver: If you have initiative, exert this minion twice to take control of a site. Maneuver: Remove a threat and exert this minion twice to take control of a site.

**Lore:**

**Twilight Cost:** 5

**Strength:** 12

**Vitality:** 3

**Site Number/Signet:** 5

**Collector's Info:** 8 R 96

#### Gorgoroth Breaker

Minion • Orc

**Game Text:** Besieger. Archery: Exert this minion or stack it on a site you control to make the fellowship archery total -2.

**Lore:** "The City is all set about with flame, and the field is full of foes."

**Twilight Cost:** 3

**Strength:** 9

**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 8 U 97

#### Gorgoroth Looter

Minion • Orc

**Game Text:** Besieger. When you play this minion, you may remove a burden to play a besieger stacked on a site you control.

**Lore:** "...the hosts of Mordor were enheartened, and filled with a new lust and fury they came yelling..."

**Twilight Cost:** 3

**Strength:** 9

**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 8 U 98

#### Gorgoroth Patrol

Minion • Orc

**Game Text:** Besieger. Regroup: If this minion is stacked on a site you control, discard this minion to make the move limit for this turn -1.

**Lore:** "...new strength came now streaming to the field out of Osgiliath."

**Twilight Cost:** 4

**Strength:** 10

**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 8 U 99

#### Gorgoroth Servitor

Minion • Orc

**Game Text:** Besieger. Archery: Return this minion to your hand to make the fellowship archery total -2 and prevent the Free Peoples player from using archery special abilities.

**Lore:** "...hurrying orcs were digging... just out of bowshot from the walls..."

**Twilight Cost:** 4

**Strength:** 10

**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 8 U 100

#### Gorgoroth Stormer

Minion • Orc

**Game Text:** Besieger. Shadow: If you have initiative, exert this minion to add a burden and make the Free Peoples player draw a card.

**Lore:** "...they found the enemy already on the out-wall, or assailing it..."

**Twilight Cost:** 4

**Strength:** 10


**Vitality:** 2

**Site Number/Signet:** 5

**Collector's Info:** 8 C 101

#### Great Hill Troll

Minion • Troll

**Game Text:** Besieger. Fierce. The twilight cost of this minion is -1 for each  engine you spot. When you play this minion at sites 5 to 9, you may discard a Free Peoples condition.

**Lore:** "...and wielded heavy hammers in their knotted hands."

**Twilight Cost:** 9

**Strength:** 16





**Vitality:** 4

**Site Number/Signet:** 5

**Collector's Info:** 8 C 102

•Grond, Hammer of the Underworld

Possession • Support Area

**Game Text:** Engine. Shadow: Play a  minion to add a  token here. Regroup: Remove X  tokens here to discard a Free Peoples card (except a companion) with a twilight cost of X. Discard a  minion or this possession.

**Lore:**

**Twilight Cost:** 3

**Strength:**



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 103

•Morgai

Condition • Support Area

**Game Text:** While you can spot a  minion at site 5, the Shadow has initiative, regardless of the Free Peoples player's hand. Response: If a companion is played, discard a  card from hand to take control of a site. Discard this condition.

**Lore:**

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 104


# The Lord of the Rings™ Trading Card Game

## Siege of Gondor™

### Spoiler List

#### Olog-hai of Mordor

Minion • Troll

**Game Text:** Besieger. Fierce. The twilight cost of this minion is -2 for each  minion stacked on a site. Each time this minion wins a skirmish, you may play a besieger stacked on a site you control. That besieger is fierce and damage +1 until the regroup phase.

**Lore:**

**Twilight Cost:** 10

**Strength:** 18

**Vitality:** 4

**Site Number/Signet:** 5

**Collector's Info:** 8 R 105

#### Siege Troop

Minion • Orc

**Game Text:** Besieger. Regroup: Exert this minion twice to take control of a site.

**Lore:** "...yet still driven as if by a madness..."

**Twilight Cost:** 8

**Strength:** 20



**Vitality:** 4


**Site Number/Signet:** 5

**Collector's Info:** 8 C 106

#### Their Marching Companies

Condition • Support Area

**Game Text:** Engine. To play, spot a  minion. Regroup: Remove a threat to stack your  minion on a site you control.

Shadow: Remove a threat to play a  minion stacked on a site you control.

**Lore:** "...and soon yet more companies of the enemy were swiftly setting up..."

**Twilight Cost:** 1

**Strength:**

**Vitality:**



**Site Number/Signet:**

**Collector's Info:** 8 U 107

#### •Troll of Gorgoroth.

Abomination of Sauron

Minion • Troll

**Game Text:** Besieger. Fierce. To play, spot a  Orc. The twilight cost of Troll of Gorgoroth is -2 for each  engine you spot. Regroup: Exert Troll of Gorgoroth to stack your besieger on a site you control.

**Lore:** "...they could endure the Sun, so long as the will of Sauron held sway over them."

**Twilight Cost:** 10

**Strength:** 14

**Vitality:** 4

**Site Number/Signet:** 5

**Collector's Info:** 8 R 108

#### Closer and Closer He Bent

Condition • Support Area

**Game Text:** Regroup: Exert an unbound Hobbit and add a burden to reveal your hand. Place each Free Peoples card revealed this way beneath your draw deck.

**Lore:** "Pippin sat with his knees drawn up and the ball between them. He bent low over it, looking like a greedy child stooping over a bowl of food."

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 109

#### •Morgai Foothills

Condition • Support Area

**Game Text:** When the fellowship moves from site 4, remove ● for each Ring-bound companion you spot. Regroup: Discard a card from hand for each Ring-bound companion you spot. Discard this condition.

**Lore:**

**Twilight Cost:** 0

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 110

#### So Fair, So Desperate

Event • Skirmish

**Game Text:** If the Shadow has initiative, add a threat to make an unbound Hobbit strength +1 for each  card you spot.

**Lore:** "She should not die.... At least she should not die alone, unaided."

**Twilight Cost:** 1

**Strength:**





**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 111

#### Song of the Shire

Condition • Support Area

**Game Text:** Fellowship: Exert a  companion or a  companion or a  token here. Skirmish: Remove a  token here to prevent an unbound companion from being overwhelmed unless his or her strength is tripled.

**Lore:**

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 U 112

#### •Sting, Bane of the Eight Legs

Possession • Hand Weapon

**Game Text:** Bearer must be Frodo or Sam. Response: If a fierce skirmish involving bearer is about to end, add a threat to discard a minion involved in that skirmish.

**Lore:** "No such anguish had Shelob ever known, or dreamed of knowing..."

**Twilight Cost:** 1

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 113

#### Straining Towards Us

Event • Regroup

**Game Text:** Exert Frodo to remove ● for each Frodo signet you spot.

**Lore:** "...blind almost to all else that is moving. So we must keep it. Therein lies all our hope."

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 114

*The Lord of the Rings*<sup>™</sup> Trading Card Game  
**Siege of Gondor**<sup>™</sup>  
Spoiler List

**Unheeded**

Event • Response

**Game Text:** If a minion exerts, exert an unbound Hobbit to wound that minion.

**Lore:** *"...and passing up beneath the hauberk had pierced the sinew behind his mighty knee."*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 R 115

**We Shall Meet Again Soon**

Event • Response

**Game Text:** If the fellowship moves during the regroup phase, exert an unbound Hobbit to place a Shadow card from your discard pile on top of your draw deck.

**Lore:** *"He said: 'Who are you?' I still did not answer, but it hurt me horribly; and he pressed me, so I said: 'A hobbit.'"*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 8 C 116

**The Dimholt**

**Game Text:** Sanctuary.

Underground. Fellowship: Add 3 threats to play an enduring companion from your draw deck.

**Lore:**

**Site Number:** 3

**Shadow Number:** 1

**Collector's Info:** 8 U 117

**City of the Dead**

**Game Text:** Underground.

Shadow: Remove 2 burdens to play an enduring minion from your draw deck or discard pile.

**Lore:**

**Site Number:** 4

**Shadow Number:** 4

**Collector's Info:** 8 U 118

**Crashed Gate**

**Game Text:** At the start of the regroup phase, the Free Peoples player must add 3 threats or choose an opponent who may take control of a site.

**Lore:**

**Site Number:** 5

**Shadow Number:** 7

**Collector's Info:** 8 U 119

**Osgiliath Channel**

**Game Text:** River. Regroup: Spot your minion and 6 companions to make the Free Peoples player choose to move again this turn.

**Lore:**



**Site Number:** 7

**Shadow Number:** 6

**Collector's Info:** 8 U 120

•**Merry**, Noble Warrior

Companion • Hobbit

**Game Text:** To play, spot a  companion. Skirmish: Discard 4 cards from hand to make Merry strength +2 for each  companion you spot.

**Lore:** *"King's man! King's man! his heart cried within him."*

**Twilight Cost:** 2

**Strength:** 5


**Vitality:** 4

**Site Number/Signet:** Frodo

**Collector's Info:** 8 P 121

•**Pippin**, Guard of Minas Tirith

Companion • Hobbit

**Game Text:** To play, spot a  Man. Skirmish: Discard 4 cards from hand to wound a minion Pippin is skirmishing twice if that minion bears a fortification.

**Lore:** *"You're in the service of the Steward of Gondor now. You'll do as you're told."*

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 4

**Site Number/Signet:** Frodo

**Collector's Info:** 8 P 122