



FREE DOWNLOADABLE ARAGORN STARTER DECK

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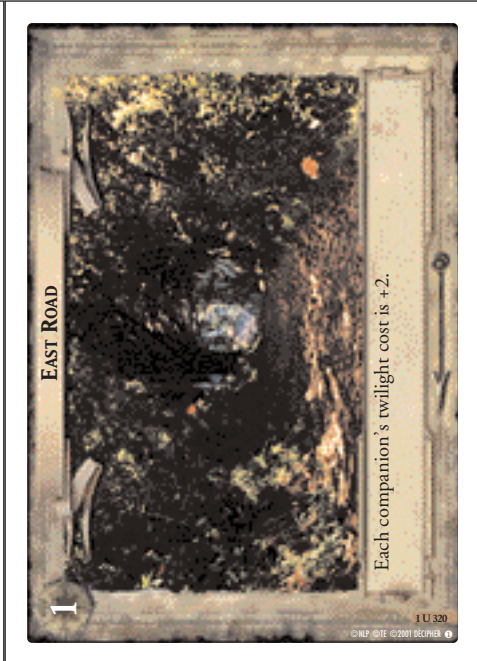
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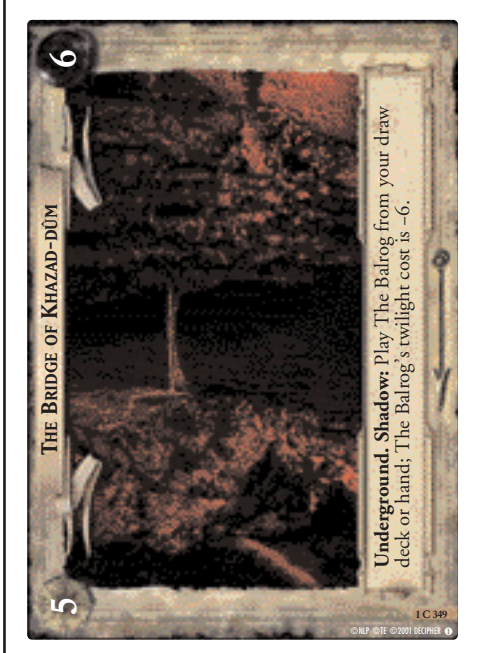
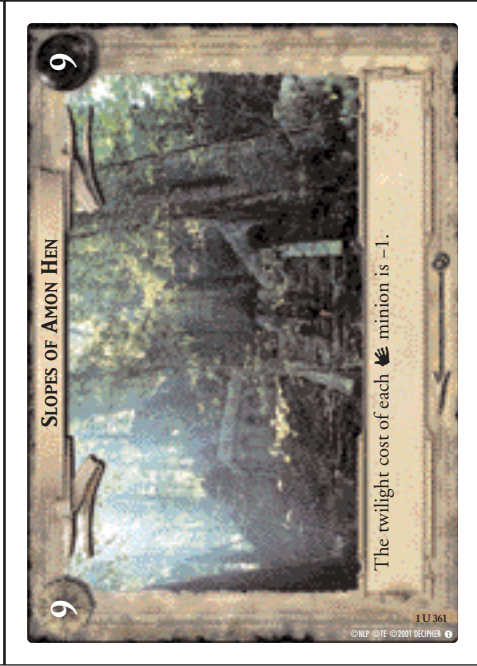
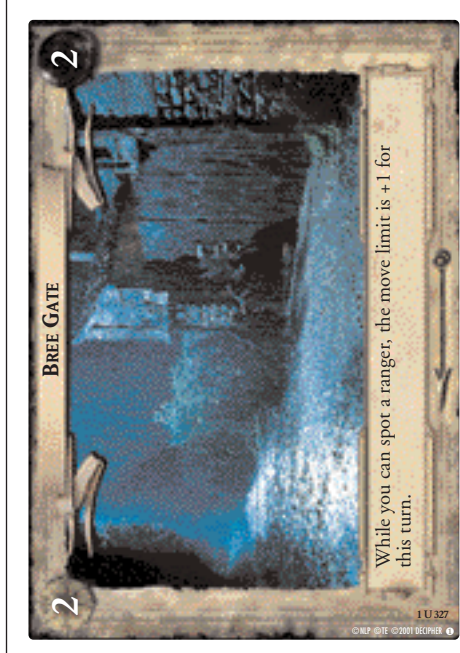
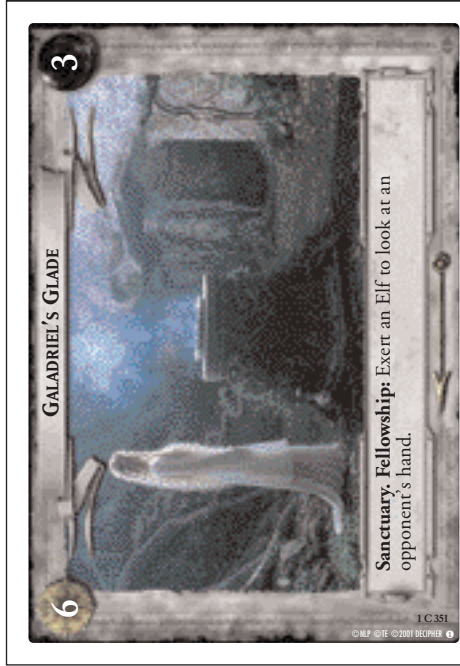
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Card List — Aragorn Starter Deck

Ring-bearer (2 cards)	Frodo, Son of Drogo The One Ring, The Ruling Ring
Adventure Deck (9 cards)	Bree Gate Rivendell Terrace Moria Lake The Bridge of Khazad-dûm Galadriel's Glade Silverlode Banks Pillars of the Kings Slopes of Amon Hen
Free Peoples (26 cards)	Aragorn, King in Exile (starting) (x2) Athelas (x2) Blade of Gondor (represents a random rare card) Boromir, Son of Denethor (x2) Coat of Mail Eregion's Trails (x2) Great Shield (x2) Hobbit Sword (x2) Legolas, Prince of Mirkwood No Stranger to the Shadows (x2) Pathfinder (x2) Sam, Son of Hamfast Swordarm of the White Tower (x3) Swordsman of the Northern Kingdom (x3)
Shadow (26 cards)	Bred for Battle (x3) Lurtz's Battle Cry (represents a random rare card) Lurtz, Servant of Isengard (represents a random rare card) Saruman's Ambition (x2) Their Arrows Enrage (x2) Uruk Rager (x3) Uruk Savage (x3) Uruk Shaman (x3) Uruk Slayer (x2) Uruk Soldier (x2) Uruk-hai Armory (x2) Uruk-hai Raiding Party (x2)





2 • **LEGOLAS**
PRINCE OF MIRKWOOD



COMPANION • ELF

6 **Archer.** While skirmishing a Nazgûl, Legolas is strength +3.

3 *"There was also a strange Elf clad in green and brown, Legolas, a messenger from his father, Thranduil, the King of the Elves of Northern Mirkwood."*

1 U 51
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2 • **SAM**
SON OF HAMFAST



COMPANION • HOBBIT

3 **Fellowship:** Exert Sam to remove a burden.

4 **Response:** If Frodo dies, make Sam the Ring-bearer (resistance 5).

"Oh, I've never held a girl's hand before. [...] I think I might just have myself another ale."

1 C 311
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1 • **BLADE OF GONDOR**



POSSESSION • HAND WEAPON

+2 Bearer must be Boromir. He is **damage +1**.

Skirmish: Exert Boromir to wound an Orc or Uruk-hai he is skirmishing.

"With the valour of Boromir's mighty longsword, the Enemies of the West are kept at bay."

1 R 95
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1 • **COAT OF MAIL**



POSSESSION • ARMOR

Bearer must be a Man. Bearer may not be overwhelmed unless his strength is tripled.

Soldiers of the White Tower have long appreciated the craftsmanship of the Gondorian metalsmiths.

1 C 101
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7 • **LURTZ**
SERVANT OF ISENGARD



MINION • URUK-HAI

13 **Archer. Damage +1.**

Maneuver: Spot another Uruk-hai to make Lurtz **fierce** until the regroup phase.

3 *"And now... perfected. Grown beyond the height of Men - straight-limbed and strong, fearing nothing."*

5

1 R 127
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1 • **LURTZ'S BATTLE CRY**



EVENT

Skirmish: Make an Uruk-hai strength -1 and **damage +1**.

"Find the Halflings!"

1 R 128
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Print 2 copies of this page! (Each of these cards occurs in the Aragorn starter deck twice.)

<p>4 •ARAGORN KING IN EXILE</p>  <p>COMPANION • MAN</p> <p>8 4</p> <p>Ranger. At the start of each of your turns, you may heal another companion who has the Aragorn signet. “He turned from that path a long time ago. He has chosen exile...”</p> <p>1 P 265 © NLP © TE © 2001 DECIPHER</p>	<p>1</p> <p>ATHELAS</p>  <p>POSSESSION</p> <p>Bearer must be a * Man. Fellowship: Discard this possession to heal a companion or to remove a Shadow condition from a companion. <i>The bands of the king are the hands of a healer, and so shall the true king be known.</i></p> <p>1 U 94 © NLP © TE © 2001 DECIPHER</p>	<p>3 •BOROMIR SON OF DENETHOR</p>  <p>COMPANION • MAN</p> <p>7 3</p> <p>Skirmish: Exert Boromir to make a Hobbit strength +3. “Long has my father, the Steward of Gondor, held the forces of Mordor at bay – by the blood of our people are the lands of others kept safe.”</p> <p>1 U 97 © NLP © TE © 2001 DECIPHER</p>	<p>1</p> <p>EREGION'S TRAILS</p>  <p>EVENT</p> <p>Maneuver: Exert a ranger to make each roaming minion strength -3 until the regroup phase. “Guided by Aragorn they struck a good path. It looked to Frodo like the remains of an ancient road, that had once been broad and well planned...”</p> <p>1 C 104 © NLP © TE © 2001 DECIPHER</p>
<p>1</p> <p>GREAT SHIELD</p>  <p>POSSESSION • SHIELD</p> <p>Bearer must be a Man. The minion archery total is -1. <i>The Kingdom of Gondor has smiths much practiced in creating strong tools of war.</i></p> <p>1 C 107 © NLP © TE © 2001 DECIPHER</p>	<p>1</p> <p>HOBBIT SWORD</p>  <p>POSSESSION • HAND WEAPON</p> <p>+2</p> <p>Bearer must be a Hobbit. “Strap these on...”</p> <p>1 C 299 © NLP © TE © 2001 DECIPHER</p>	<p>0</p> <p>NO STRANGER TO THE SHADOWS</p>  <p>CONDITION</p> <p>Bearer must be a ranger. Limit 1 per ranger. Each site's Shadow number is -1. “Ah, but you had not got me with you then,” laughed Strider. “My cuts, short or long, don't go wrong.”</p> <p>1 U 108 © NLP © TE © 2001 DECIPHER</p>	<p>0</p> <p>PATHFINDER</p>  <p>EVENT</p> <p>Fellowship or Regroup: Spot a ranger to play the fellowship's next site (replacing opponent's site if necessary). “Strider can take you by paths that are seldom trodden. Will you have him?”</p> <p>1 C 110 © NLP © TE © 2001 DECIPHER</p>

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0 SARUMAN'S AMBITION



CONDITION

Plays to your support area.
The twilight cost of your  events is -1.
Skirmish: Discard this condition to make an Uruk-hai strength +2.
"I did not expect you to show wisdom, even in your own behalf; but I gave you the chance of aiding me willingly, and so saving yourself much trouble and pain."

1 C 133
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1 THEIR ARROWS ENRAGE



CONDITION

To play, spot Saruman or an Uruk-hai.
Plays to your support area.
Each archer companion and archer ally is strength -1.
The ferocious charge of the Uruk-hai catches enemy archers groping for their swords.

1 C 141
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4 URUK SLAYER



MINION • URUK-HAI

9 **Damage +1.**
Skirmish: Remove  to make this minion strength +1 (limit +3).
A foe who is willing to kill or die outright is a foe to be feared indeed.

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1 U 153
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2 URUK SOLDIER



MINION • URUK-HAI

7 **Damage +1.**
When you play this minion, you may make the Free Peoples player discard the top card of his draw deck.
Saruman's Uruk-hai band together as an extremely effective fighting unit.

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1 C 154
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1 URUK-HAI ARMORY



CONDITION

Plays to your support area.
While you can spot an Uruk-hai, the fellowship archery total is -1.
The ranks of Saruman's army include forgers of weapons and armour.

1 C 157
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4 URUK-HAI RAIDING PARTY



MINION • URUK-HAI

9 **Damage +1.** (When this minion wins a skirmish, add 1 extra wound to the defender.)
"Imagine, Gandalf, an army - born from the earth of Isengard."

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1 C 158
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Print 3 copies of this page! (Each of these cards occurs in the Aragorn starter deck three times.)

<p>0</p> <p>SWORDARM OF THE WHITE TOWER</p>  <p>EVENT</p> <p>Skirmish: Make a * companion strength +2 (or +4 if he is defender +1). <i>“By our valour the wild folk of the East are still restrained, and the terror of Morgul kept at bay; and thus alone are peace and freedom maintained in the lands behind us, bulwark of the West.”</i></p> <p>1 C 116</p>	<p>0</p> <p>SWORDSMAN OF THE NORTHERN KINGDOM</p>  <p>EVENT</p> <p>Skirmish: Make a ranger strength +2 (or +4 when skirmishing a roaming minion). <i>“This is no mere Ranger. He is Aragorn, son of Arathorn... and you owe him your allegiance.”</i></p> <p>1 C 117</p>	<p>0</p> <p>BRED FOR BATTLE</p>  <p>EVENT</p> <p>Skirmish: Exert an Uruk-hai to make it strength +3. <i>“You are the Uruk-hai of Isengard!... you do not know pain, you do not know fear.”</i></p> <p>1 C 121</p>	<p>4</p> <p>URUK RAGER</p>  <p>MINION • URUK-HAI</p> <p>9</p> <p>2</p> <p>5</p> <p>Damage +1. Each time this minion wins a skirmish, the Free Peoples player must discard the top 2 cards of his draw deck. <i>A bloodthirsty fellow from a huge Uruk can win a skirmish before it begins.</i></p> <p>1 C 159</p>
<p>2</p> <p>URUK SAVAGE</p>  <p>MINION • URUK-HAI</p> <p>5</p> <p>3</p> <p>5</p> <p>Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.) <i>“The friendship of Saruman is not lightly thrown aside. One ill turn deserves another... We have work to do.”</i></p> <p>1 C 151</p>	<p>3</p> <p>URUK SHAMAN</p>  <p>MINION • URUK-HAI</p> <p>8</p> <p>2</p> <p>5</p> <p>Damage +1. Maneuver: Remove ● to heal an Uruk-hai. <i>Uruk shamans know the arts of healing as well as those of battle.</i></p> <p>1 C 152</p>		