



# FREE DOWNLOADABLE GANDALF STARTER DECK

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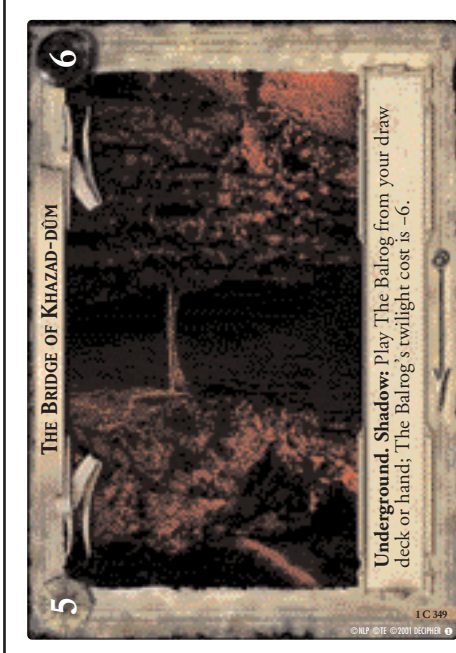
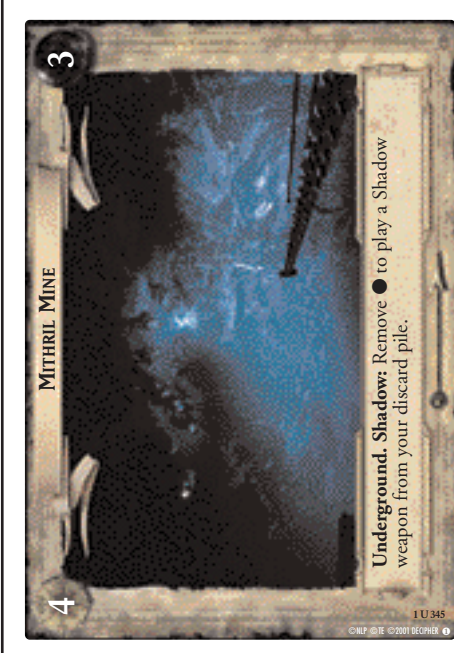
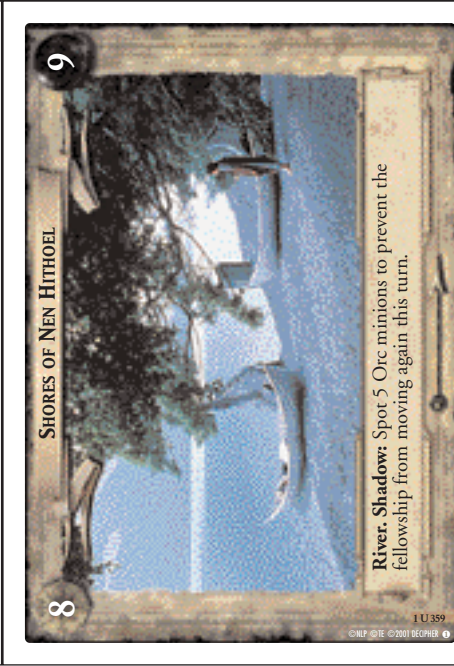
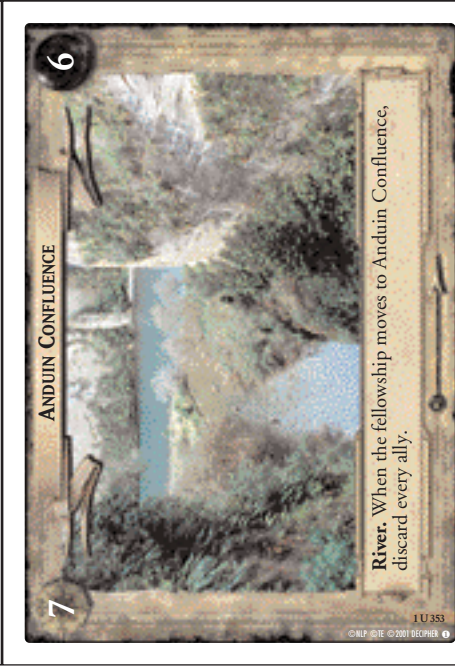
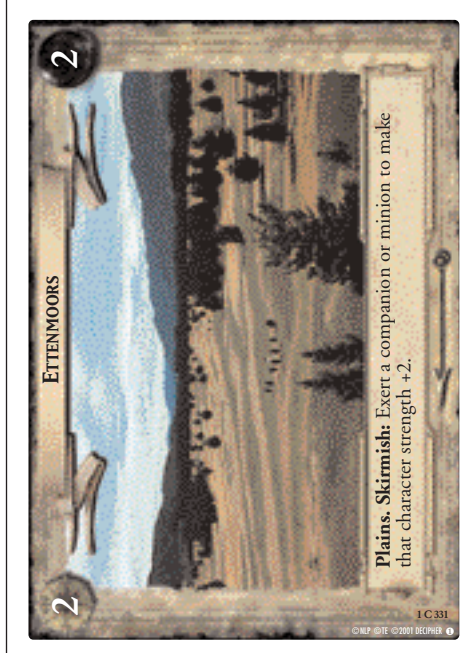
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## Card List — Gandalf Starter Deck

<b>Ring-bearer</b> (2 cards)	Frodo, Son of Drogo The One Ring, The Ruling Ring
<b>Adventure Deck</b> (9 cards)	Westfarthing Ettensmoors Council Courtyard Mithril Mine The Bridge of Khazad-dûm Dimrill Dale Anduin Confluence Shores of Nen Hithoel Emyn Muil
<b>Free Peoples</b> (26 cards)	Barliman Butterbur, Prancing Pony Proprietor Boromir, Son of Denethor Bounder ..... (x3) Defiance ..... (x2) Gandalf, The Grey Wizard (starting) ..... (x2) Gimli, Dwarf of Erebor ..... (x2) Glamdring (represents a random rare card) Hobbit Sword Intimidate ..... (x3) Legolas, Prince of Mirkwood ..... (x2) Mysterious Wizard ..... (x3) Noble Intentions Sting (represents a random rare card) Their Halls of Stone ..... (x2) Treachery Deeper Than You Know
<b>Shadow</b> (26 cards)	Ancient Chieftain (represents a random rare card) Drums in the Deep ..... (x3) Goblin Marksman ..... (x3) Goblin Runner ..... (x3) Goblin Scavengers ..... (x3) Goblin Scimitar ..... (x3) Goblin Sneak ..... (x3) Host of Thousands ..... (x2) Moria Scout ..... (x3) They Are Coming ..... (x2)





2  
•GLAMDRIING



POSSESSION • HAND WEAPON

+2  
Bearer must be Gandalf. He is **damage +1**.  
**Fellowship or Regroup:** Exert Gandalf to reveal an opponent's hand. Remove ● for each Orc revealed.  
"...in his other hand Glamdring gleamed, cold and white."  
1R 75  
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1  
•STING



POSSESSION • HAND WEAPON

+2  
Bearer must be Frodo.  
**Fellowship or Regroup:** Exert Frodo to reveal an opponent's hand. Remove ● for each Orc revealed (limit ●).  
"This is Sting... Take it, if you like."  
1R 313  
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4  
•ANCIENT CHIEFTAIN



MINION • ORC

9  
2  
4  
For each other ♠ Orc you can spot, Ancient Chieftain is strength +1.  
"...a huge orc-chieftain, almost man-high, clad in black mail from head to foot, leaped into the chamber, behind him his followers clustered in the doorway."  
1R 163  
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0  
•BARLIMAN BUTTERBUR  
PRANCING PONY PROPRIETOR



ALLY • HOME 1 • MAN

1  
2  
**Fellowship:** Exert Barliman Butterbur to take a ♠ event into hand from your discard pile.  
"You don't know much even about them, if you think old 'Barliman is stupid,' said Gandalf. 'He is wise enough on his own ground.'"  
1U 70  
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3  
•BOROMIR  
SON OF DENETHOR



COMPANION • MAN

7  
3  
**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."  
1U 97  
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1  
HOBBIT SWORD



POSSESSION • HAND WEAPON

+2  
Bearer must be a Hobbit.  
"Strap these on..."  
1C 299  
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0  
NOBLE INTENTIONS



EVENT

**Skirmish:** Exert a companion (except a Hobbit) to make a Hobbit strength +3.  
"You carry the fate of us all, little one... If this is indeed the will of the Council, then Gondor will see it done."  
1C 204  
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1  
TREACHERY DEEPER THAN YOU KNOW



EVENT

**Spell.**  
**Fellowship:** Spot Gandalf to reveal an opponent's hand.  
"By foul craft, Saruman has crossed Orc with Goblin Men — he is breeding an army in the Caverns of Isengard."  
1C 86  
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<p>1 DEFIANCE</p>  <p>EVENT</p> <p><b>Skirmish:</b> Make an Elf strength +2 (or +4 if skirmishing a Nazgûl).  <i>"If you want him, come and claim him!"</i></p> <p>1 C 37</p>	<p>4 •GANDALF THE GREY WIZARD</p>  <p>COMPANION • WIZARD</p> <p>7 4</p> <p><b>Fellowship:</b> Exert Gandalf to play a companion who has the Gandalf signet. The twilight cost of that companion is -2.  <i>"...his long white hair, his sweeping silver beard, and his broad shoulders, made him look like some wise king of ancient legend."</i></p> <p>1 P 264</p>	<p>2 •GIMLI DWARF OF EREBOR</p>  <p>COMPANION • DWARF</p> <p>6 3</p> <p><b>Damage +1.</b>  <b>Fellowship:</b> Add to place a card from hand beneath your draw deck.  <i>"Gimli now walked ahead by the wizard's side, so eager was he to come to Moria."</i></p> <p>1 U 12</p>	<p>2 •LEGOLAS PRINCE OF MIRKWOOD</p>  <p>COMPANION • ELF</p> <p>6 3</p> <p><b>Archer.</b>      While skirmishing a Nazgûl, Legolas is strength +3.  <i>"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."</i></p> <p>1 U 51</p>
<p>0 THEIR HALLS OF STONE</p>  <p>EVENT</p> <p><b>Skirmish:</b> Make a Dwarf strength +2 (or +4 if at an underground site).  <i>"These are not holes," said Gimli. "This is the great realm and city of the Dwarrowdwelf. And of old it was not darksome, but full of light and splendour, as is still remembered in our songs."</i></p> <p>1 C 26</p>	<p>0 HOST OF THOUSANDS</p>  <p>EVENT</p> <p><b>Shadow:</b> Play a Orc from your discard pile.  <i>"Killing one is no victory, since a dozen from the warrens below will take his place."</i></p> <p>1 C 187</p>	<p>3 THEY ARE COMING</p>  <p>CONDITION</p> <p>Plays to your support area.  <b>Shadow:</b> Discard 3 cards from hand to play a Orc from your discard pile.  <i>"The last thing written is in a trailing scrawl of elf-letters: they are coming."</i></p> <p>1 C 196</p>	 <p><b>THE LORD OF THE RINGS FAN CLUB</b></p> <p>Join Today!</p> <p>LOTRfanclub.com</p> <p><b>THE LORD OF THE RINGS FAN CLUB</b></p> <p>You can also purchase movie merchandise and exclusive collectibles through <i>The Lord of the Rings</i> Fan Club. In addition to receiving the bimonthly movie magazine, Fan Club members enjoy special discounts through the online store. Check out LOTRfanclub.com or call toll-free at 1-800-451-6381 (from the U.S. and Canada) or +1-303-574-0907 (outside the U.S. and Canada).</p>

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<p><b>1</b> <b>BOUNDER</b></p>  <p>ALLY • HOME 2 • HOBBIT</p> <p><b>2</b> <b>Skirmish:</b> Exert this ally to prevent a Hobbit from being overwhelmed unless that Hobbit's strength is tripled.</p> <p><b>2</b> "Aye, reckon we're in for a quiet night... mind bow you go."</p> <p>1 C 286 © NLP © TE © 2001 DECIPHER</p>	<p><b>2</b></p> <p>INTIMIDATE</p>  <p>EVENT</p> <p><b>Spell.</b> <b>Response:</b> If a companion is about to take a wound, spot Gandalf to prevent that wound.</p> <p>"Go back to the Shadow!"</p> <p>1 C 76 © NLP © TE © 2001 DECIPHER</p>	<p><b>2</b></p> <p>MYSTERIOUS WIZARD</p>  <p>EVENT</p> <p><b>Spell.</b> <b>Skirmish:</b> Make Gandalf strength +2 (or +4 if there are 4 or fewer burdens on the Ring-bearer).</p> <p>"...there are older and fouler things than Orcs in the deep places of the world."</p> <p>1 C 78 © NLP © TE © 2001 DECIPHER</p>	<p><b>0</b></p> <p>DRUMS IN THE DEEP</p>  <p>EVENT</p> <p><b>Skirmish:</b> Make a ♠ Orc strength +2 (or +4 if skirmishing a Dwarf).</p> <p>"The drum-beats broke out wildly: doom-boom, doom-boom, and then stopped... 'Doom, doom went the drum-beats again...'"</p> <p>1 C 168 © NLP © TE © 2001 DECIPHER</p>
<p><b>3</b> <b>GOBLIN MARKSMAN</b></p>  <p>MINION • ORC</p> <p><b>7</b> <b>Archer.</b> (Add 1 to the minion archery total.)</p> <p><b>1</b> "Arrows fell among them. One struck Frodo and sprang back. Another pierced Gandalf's hat and stuck there like a black feather."</p> <p><b>4</b></p> <p>1 C 176 © NLP © TE © 2001 DECIPHER</p>	<p><b>1</b> <b>GOBLIN RUNNER</b></p>  <p>MINION • ORC</p> <p><b>5</b> When you play this minion, you may add ●.</p> <p><b>1</b> "...a great horn was blown in the hall, and answering horns and harsh cries were heard further off. There was a hurrying sound of many feet."</p> <p><b>4</b></p> <p>1 U 178 © NLP © TE © 2001 DECIPHER</p>	<p><b>3</b> <b>GOBLIN SCAVENGERS</b></p>  <p>MINION • ORC</p> <p><b>8</b> When you play this minion, you may play a weapon from your discard pile on your ♠ Orc.</p> <p><b>1</b> "The Orcs have often plundered Moria; there is nothing left in the upper halls."</p> <p><b>4</b></p> <p>1 C 179 © NLP © TE © 2001 DECIPHER</p>	<p><b>0</b></p> <p>GOBLIN SCIMITAR</p>  <p>POSSESSION • HAND WEAPON</p> <p><b>+2</b> Bearer must be a ♠ Orc. When you play this possession, you may draw a card.</p> <p>"Some of the swords were crooked: orc-scimitars with blackened blades."</p> <p>1 C 180 © NLP © TE © 2001 DECIPHER</p>

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