

THE LORD OF THE RINGS

THE TWO TOWERS™

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ARAGORN

STARTER DECK

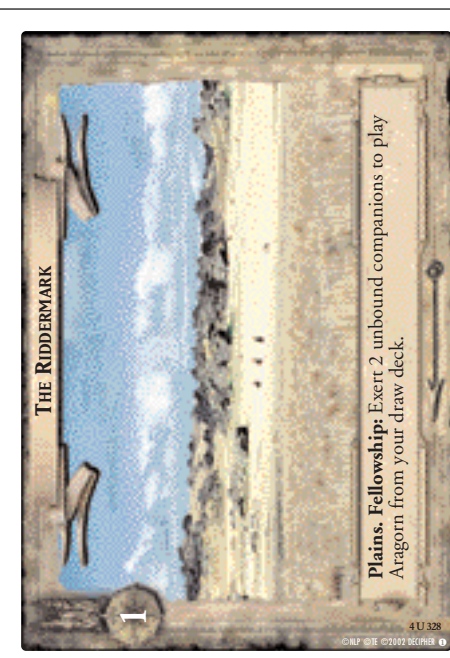
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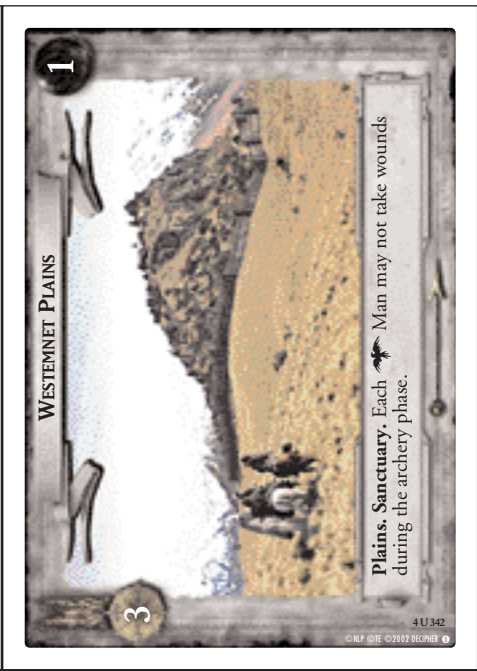

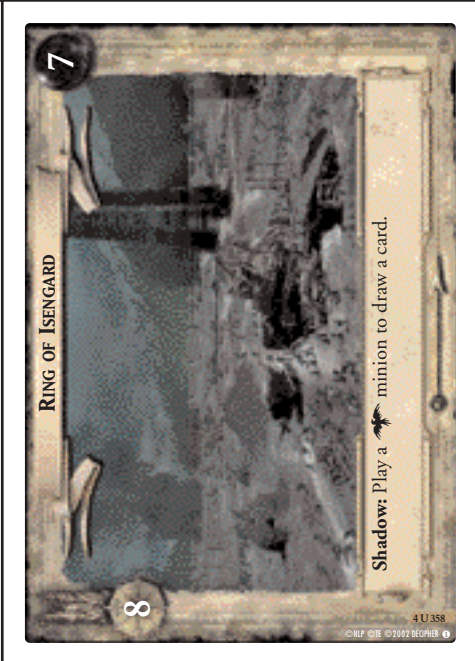

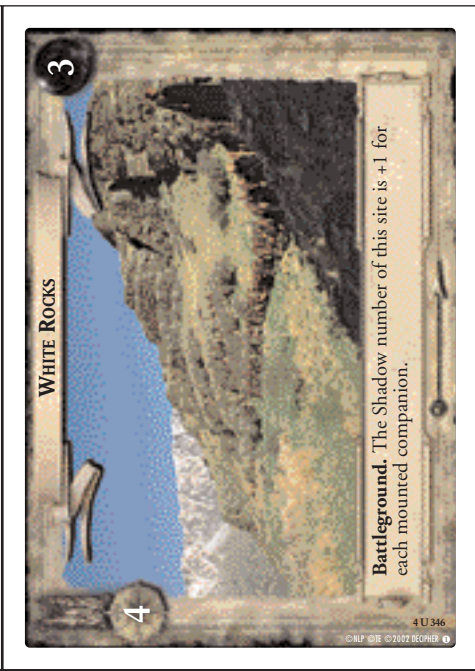

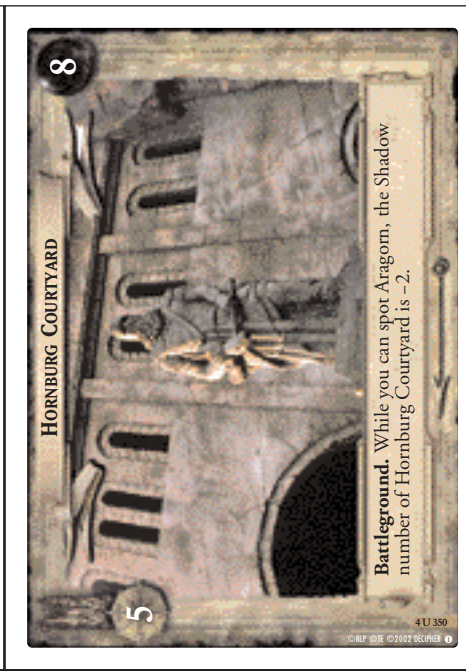
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 <p>HORNBURG ARMORY</p> <p>Sanctuary. Fellowship: Play a possession to draw a card.</p> <p>6 3</p> <p>4 U 354 © NLP © TE © 2002 DECIPHER</p>	 <p>ROHIRRIM VILLAGE</p> <p>Each  Man may not take wounds during the archery phase.</p> <p>2 3</p> <p>4 U 334 © NLP © TE © 2002 DECIPHER</p>
 <p>HORNBURG CAUSEWAY</p> <p>Battleground. The minion archery total is +2 for each unbound companion over 3.</p> <p>7 6</p> <p>4 U 356 © NLP © TE © 2002 DECIPHER</p>	 <p>WESTEMNET PLAINS</p> <p>Plains. Sanctuary. Each  Man may not take wounds during the archery phase.</p> <p>3 1</p> <p>4 U 342 © NLP © TE © 2002 DECIPHER</p>
 <p>RING OF ISENGARD</p> <p>Shadow: Play a  minion to draw a card.</p> <p>8 7</p> <p>4 U 358 © NLP © TE © 2002 DECIPHER</p>	 <p>WHITE ROCKS</p> <p>Battleground. The Shadow number of this site is +1 for each mounted companion.</p> <p>4 3</p> <p>4 U 346 © NLP © TE © 2002 DECIPHER</p>
 <p>ORTHANC LIBRARY</p> <p>When the fellowship moves to Orthanc Library, each Shadow player may draw a card for each companion over 4.</p> <p>9 9</p> <p>4 U 362 © NLP © TE © 2002 DECIPHER</p>	 <p>HORNBURG COURTYARD</p> <p>Battleground. While you can spot Aragorn, the Shadow number of Hornburg Courtyard is -2.</p> <p>5 8</p> <p>4 U 350 © NLP © TE © 2002 DECIPHER</p>

1
HIDES

POSSESSION

Plays to your support area. When you play this possession, you may draw a card.
Response: If a Man is about to take a wound, remove or discard this possession to prevent that wound.
Only heavy animal skins armored the Dunlendings.

4 R 19
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5 BAND OF WILD MEN

MINION • MAN

11 Each time this minion wins a skirmish, you may make it **fierce** until the regroup phase.
2 *“The Wild Men of Dunland have no love for Théoden of Rohan since he took their land.”*
3

4 C 4
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0
• CLIFFS OF EMYN MUIIL

CONDITION

Plays to your support area.
 When the fellowship moves from site 1 to 4, remove up to 2 burdens.
Skirmish: Discard this condition to wound a minion a Hobbit companion is skirmishing.
“We’ve escaped from the Emyrn Muil!”

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2
• FRODO’S CLOAK

POSSESSION • CLOAK

Bearer must be Frodo.
Skirmish: At sites 1 to 4, add a burden and discard this possession to cancel a skirmish involving Frodo. At any other site, discard this possession to remove a burden and heal Frodo.
Neither weather nor searching eyes found Frodo.

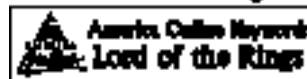
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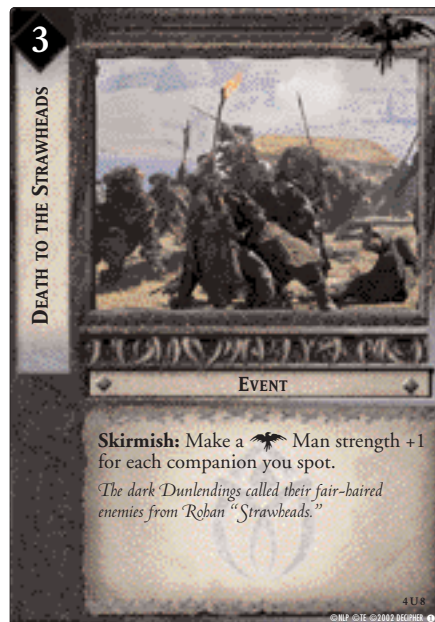
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ARAGORN DECK CARD LIST

Ring-bearer
Frodo, Tired Traveller
The One Ring, The Ruling Ring

Adventure Deck
The Riddermark
Rohirrim Village
Westemnet Plains
White Rocks
Hornburg Courtyard
Hornburg Armory
Hornburg Causeway
Ring of Isengard
Orthanc Library

Free Peoples Cards
Aragorn, Wingfoot x2
Best Company x2
Cliffs of Eryn Muil*
Frodo’s Cloak*
Gimli, Unbidden Guest x2
Hobbit Sword x2
Legolas, Elven Comrade x2
Merry, Learned Guide x3
Pippin, Woolly-footed Rascal x3
Ranger’s Sword, Blade of Aragorn x2
Severed His Bonds x2
Swiftly and Softly x2
Valor x2

Shadow Cards
Band of Wild Men x3
Dark Fury x2
Death to the Strawheads x2
Dunlending Brigand x3
Dunlending Madman x3
Dunlending Pillager x3
Dunlending Robber x3
Dunlending Savage x3
Hides*
Iron Axe x3

*Represents random rare card

<p>0</p> <p>BEST COMPANY</p>  <p>EVENT</p> <p>Skirmish: Make a Dwarf strength +2 (or +4 if at a battleground). <i>"An axe swung and swept back. Two Ors fell headless. The rest fled."</i></p> <p>4 C 42</p>	<p>2</p> <p>•GIMLI UNBIDDEN GUEST</p>  <p>COMPANION • DWARF</p> <p>6</p> <p>Damage +1. Skirmish: Exert Gimli to make an unbound companion strength +1 (or +2 if that companion is Legolas). <i>"But a small dark figure that none had observed sprang out of the shadows and gave a hoarse shout: 'Baruk 'Kbazad!'"</i></p> <p>3</p> <p>4 C 49</p>	<p>1</p> <p>HOBBIT SWORD</p>  <p>POSSESSION • HAND WEAPON</p> <p>+2</p> <p>Bearer must be a Hobbit. <i>Although the Ranger had never before seen a Hobbit, he recognized the swords they carried.</i></p> <p>4 C 306</p>	<p>2</p> <p>•LEGOLAS ELVEN COMRADE</p>  <p>COMPANION • ELF</p> <p>6</p> <p>Archer. Skirmish: Exert Legolas to make a minion skirmishing an unbound companion strength -1 (or -2 if that companion is Gimli). <i>"Come, you shall sit behind me, friend Gimli."</i></p> <p>3</p> <p>4 C 74</p>
<p>1</p> <p>•RANGER'S SWORD BLADE OF ARAGORN</p>  <p>POSSESSION • HAND WEAPON</p> <p>+2</p> <p>Bearer must be Aragorn. While skirmishing an Uruk-hai, Aragorn is strength +2. <i>"I am not weaponless."</i></p> <p>4 U 132</p>	<p>1</p> <p>SEVERED HIS BONDS</p>  <p>EVENT</p> <p>Stealth. Skirmish: At sites 1 to 4, cancel a skirmish involving a Hobbit. At any other site, prevent a Hobbit from being overwhelmed unless his or her strength is tripled. <i>"The cord was cut!"</i></p> <p>4 C 319</p>	<p>1</p> <p>SWIFTLY AND SOFTLY</p>  <p>EVENT</p> <p>Stealth. Skirmish: At sites 1 to 5, cancel a skirmish involving a Hobbit. At any other site, prevent a Hobbit from taking more than 1 wound. <i>"In the deep of night under hard clear stars they set off."</i></p> <p>4 C 321</p>	<p>1</p> <p>VALOR</p>  <p>EVENT</p> <p>Skirmish: Make an Elf strength +2 (or +3 if skirmishing a wounded minion). <i>An Elf avoids taking up arms, but once committed to the fray, his will is resolute.</i></p> <p>4 C 87</p>

<p>2 DUNLENDING BRIGAND</p>  <p>MINION • MAN</p> <p>8</p> <p>1 "This was a rich vale and had many homesteads. Alas for my folk!"</p> <p>3</p> <p>4 C 19</p>	<p>2 DUNLENDING MADMAN</p>  <p>MINION • MAN</p> <p>7 Each time this minion wins a skirmish, you may make him strength +2 and fierce until the regroup phase.</p> <p>1 "They hate us, and they are glad, for our doom seems certain to them."</p> <p>3</p> <p>4 C 12</p>	<p>3 DUNLENDING PILLAGER</p>  <p>MINION • MAN</p> <p>9 Each time this minion wins a skirmish, you may discard a Free Peoples possession (or 2 possessions if you spot 6 companions).</p> <p>1 "Not in half a thousand years have they forgotten their grievance that the lords of Gondor gave the Mark to Eorl the Young and made alliance with him."</p> <p>3</p> <p>4 U 13</p>	<p>3 DUNLENDING ROBBER</p>  <p>MINION • MAN</p> <p>9 Each time this minion wins a skirmish, you may make him strength +2 and fierce until the regroup phase.</p> <p>1 "We will fight..."</p> <p>3</p> <p>4 C 16</p>
<p>4 DUNLENDING SAVAGE</p>  <p>MINION • MAN</p> <p>11</p> <p>1 The Dunlendings' fury could only end in the death of the king of Rohan.</p> <p>3</p> <p>4 C 17</p>	<p>1 IRON AXE</p>  <p>POSSESSION • HAND WEAPON</p> <p>+3 Bearer must be a  Man. Saruman armed the Dunlendings with weapons forged by his Orcs in Isengard.</p> <p>4 C 26</p>	<p>1 •MERRY LEARNED GUIDE</p>  <p>COMPANION • HOBBIT</p> <p>3 Skirmish: Exert the Ring-bearer to discard Merry. Any Shadow player may remove ● to prevent this.</p> <p>4 "I don't suppose you have much notion where we are; but I spent my time at Rivendell rather better."</p> <p>4 C 310</p>	<p>1 •PIPPIN WOOLLY-FOOTED RASCAL</p>  <p>COMPANION • HOBBIT</p> <p>3 Skirmish: Add a burden to discard Pippin. Any Shadow player may remove ● to prevent this.</p> <p>4 "We had foul fare with the Orcs, and little enough for days before that. It seems a long while since we could eat to heart's content."</p> <p>4 C 314</p>