

THE LORD OF THE RINGS

THE TWO TOWERS™

FREE DOWNLOADABLE THÉODEN STARTER DECK

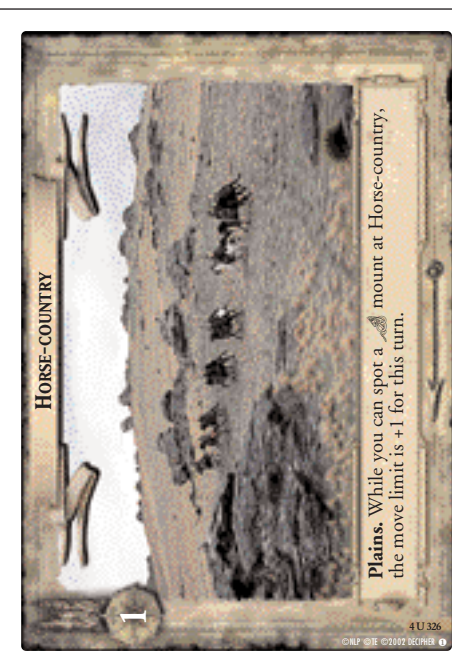
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 <p>HORNBURG ARMORY</p> <p>Sanctuary. Fellowship: Play a possession to draw a card.</p> <p>3</p> <p>6</p> <p>4 U 354 © NLP © TE © 2002 DECIPHER</p>	 <p>URUK CAMP</p> <p>Plains, Battleground. Each time an Uruk-hai is played, that minion must exert.</p> <p>1</p> <p>2</p> <p>4 U 335 © NLP © TE © 2002 DECIPHER</p>
 <p>KING'S ROOM</p> <p>When the fellowship moves to King's Room without a companion, each unbound companion must exert.</p> <p>6</p> <p>7</p> <p>4 U 357 © NLP © TE © 2002 DECIPHER</p>	 <p>THRONE ROOM</p> <p>Sanctuary. Fellowship: Play Théoden from your draw deck.</p> <p>1</p> <p>3</p> <p>4 U 341 © NLP © TE © 2002 DECIPHER</p>
 <p>WIZARD'S VALE</p> <p>At the start of the first Shadow phase, if the twilight pool has fewer than 9 twilight tokens, add ● (limit once per turn).</p> <p>6</p> <p>8</p> <p>4 U 359 © NLP © TE © 2002 DECIPHER</p>	 <p>WESTEMNET HILLS</p> <p>Plains. When the fellowship moves to Westemnet Hills, heal each mounted companion and mounted ally.</p> <p>3</p> <p>4</p> <p>4 U 344 © NLP © TE © 2002 DECIPHER</p>
 <p>PALANTIR CHAMBER</p> <p>Shadow: Remove 2 burdens to play a minion from your discard pile.</p> <p>9</p> <p>9</p> <p>4 U 363 © NLP © TE © 2002 DECIPHER</p>	 <p>DEEP OF HELM</p> <p>Plains, Battleground. The twilight cost of the first Uruk-hai played at Deep of Helm each turn is -3.</p> <p>6</p> <p>5</p> <p>4 U 347 © NLP © TE © 2002 DECIPHER</p>

2
NO DAWN FOR MEN

EVENT

Maneuver: Exert an Uruk-hai to exert X unbound companions, where X is the number of sites you control.

“This night, the land will be stained with the blood of Rohan...”

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2
•KING'S MAIL

POSSESSION • ARMOR

Bearer must be a Man. Bearer takes no more than 1 wound during each skirmish phase. If bearer is Théoden, he may not take wounds except during a skirmish involving him.

“Now men came bearing raiment of war from the king's board...”

4 R 284
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1
WEAPON STORE

CONDITION

Plays to your support area.

Fellowship: Exert a Man to play a hand weapon from your discard pile.

“And to you my other guests I will offer such things as may be found in my armoury.”

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1
•BREGO

POSSESSION • MOUNT

To play, spot a Man. Bearer must be a Man, Elf, or Wizard. When you play Brego, you may heal bearer. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

Brego was named for the second King of Rohan.

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3
•ÉOMER
SISTER-SON OF THÉODEN

COMPANION • MAN

7
3

While you can spot a Man, Éomer's twilight cost is -1. At the start of each turn, you may heal a ally.

“Now indeed there is hope of victory!”

4 C 266
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2
•ÉOWYN
LADY OF ROHAN

COMPANION • MAN

6
3

Valiant.
Response: If an unbound companion is about to take a wound, exert Éowyn and add ● to prevent that wound.

“Thus Aragorn... beheld Éowyn... and thought her fair, fair and cold, like a morning of pale spring that is not yet come to womanhood.”

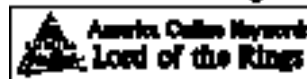
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THÉODEN DECK CARD LIST

Ring-bearer

Frodo, Tired Traveller
The One Ring, The Ruling Ring

Adventure Deck

Horse-country
Uruk Camp
Throne Room
Westemnet Hills
Deep of Helm
Hornburg Armory
King's Room
Wizard's Vale
Palantir Chamber

Shadow Cards

Broad-Bladed Sword x3
Ferocity x2
No Dawn for Men*
Orthanc Warrior x3
Still They Came x2
Uruk Stalker x3
Uruk Defender x2
Uruk Fanatic x3
Uruk Rear Guard x2
Uruk Regular x2
Uruk-hai Raiding Party x3

Free Peoples Cards

Brego
Éomer, Sister Son of Theoden
Éowyn, Lady of Rohan
Heavy Chain x3
Herugrim x2
Hobbit Sword x2
An Honorable Charge x3
Horse of Rohan x3
King's Mail*
Rider of Rohan x3
Théoden, Lord of the Mark x2
Weapon Store*
Work for the Sword x3

*Represents random rare card

<p>0</p> <p>FEROCITY</p>  <p>EVENT</p> <p>Skirmish: Make an Uruk-hai strength +2 (or +3 if at a battleground). <i>Uruk savagery remained despite their battle training.</i></p> <p>4 C 151 © NLP © TE © 2002 DECIPHER</p>	<p>1</p> <p>STILL THEY CAME</p>  <p>EVENT</p> <p>Skirmish: Exert an Uruk-hai who is not assigned to a skirmish to make another Uruk-hai strength +3. <i>“Before the wall’s foot the dead and broken were piled like shingle in a storm; ever higher rose the hideous mounds....”</i></p> <p>4 C 175 © NLP © TE © 2002 DECIPHER</p>	<p>4</p> <p>URUK DEFENDER</p>  <p>MINION • URUK-HAI</p> <p>9 2 5</p> <p>Damage +1. Skirmish: Exert this minion at a battleground to make another Uruk-hai strength +2. <i>Saruman’s Uruk army trained in formation tactics.</i></p> <p>4 C 184 © NLP © TE © 2002 DECIPHER</p>	<p>6</p> <p>URUK REAR GUARD</p>  <p>MINION • URUK-HAI</p> <p>12 4 5</p> <p>Damage +1. Skirmish: Exert this minion at a battleground to make another Uruk-hai strength +1. <i>Promised a fair share of plunder, they defended against possible reinforcements.</i></p> <p>4 C 191 © NLP © TE © 2002 DECIPHER</p>
<p>3</p> <p>URUK REGULAR</p>  <p>MINION • URUK-HAI</p> <p>8 2 5</p> <p>Damage +1. Shadow: Exert this minion to play an Uruk-hai; its twilight cost is -1 for each other Uruk-hai you can spot. <i>“We are the Uruk-hai; we do not stop the fight for night or day, for fair weather or for storm.”</i></p> <p>4 C 192 © NLP © TE © 2002 DECIPHER</p>	<p>2</p> <p>•HERUGRIM</p>  <p>POSSESSION • HAND WEAPON</p> <p>+2 +1</p> <p>Bearer must be Théoden. He is damage +1. <i>“Here, lord, is Herugrim, your ancient blade....”</i></p> <p>4 U 280 © NLP © TE © 2002 DECIPHER</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 © NLP © TE © 2002 DECIPHER</p>	<p>2</p> <p>•THÉODEN LORD OF THE MARK</p>  <p>COMPANION • MAN</p> <p>6 2</p> <p>Fellowship: Play a possession on a companion to heal that companion (limit once per turn). <i>“Every man and strong lad able to bear arms, all who have horses, let them be ready in the saddle at the gate ere the second hour from noon!”</i></p> <p>4 P 365 © NLP © TE © 2002 DECIPHER</p>

3 URUK STALKER



MINION • URUK-HAI

8 **Damage +1.**
While an ally is in the dead pile, this minion is strength +3 and **fierce**.
2 *"A moment they hesitated, and then on they came."*
5

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4 URUK FANATIC



MINION • URUK-HAI

9 **Damage +1.**
If there are at least 3 cards in the dead pile, this minion is **fierce**.
2 *"Despite intensive training, the smell of blood still enraged the Uruk warriors."*
5

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4 URUK-HAI RAIDING PARTY



MINION • URUK-HAI

9 **Damage +1.**
3 *"Bands of Uruks crossed the plains of Rohan."*
5

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1 HEAVY CHAIN



POSESSION • ARMOR

Bearer must be a Man.
Bearer may not be overwhelmed unless his or her strength is tripled.
"What Man of an earlier age wore this chain? Was his end worth a song?"

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1 AN HONORABLE CHARGE



EVENT

Skirmish: Make an unbound companion strength +1 for each Man you spot (limit +3).
"A time may come when there will be a need for valour without renown..."

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2 HORSE OF ROHAN



POSESSION • MOUNT

To play, spot a Man. Bearer must be a Man, Elf, or Wizard.
At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.
"Very swift were the horses of Rohan."

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2 RIDER OF ROHAN



COMPANION • MAN

5 **Skirmish:** If this companion is mounted, exert him to exert a minion skirmishing an unbound companion.
3 *"They are proud and wilful, but they are true-hearted, generous in thought and deed..."*

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1 WORK FOR THE SWORD



EVENT

Skirmish: Make a Man strength +2 (and **damage +2** if mounted).
"The Orcs are destroyed. We slaughtered them during the night."

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