































3 **PROWLING ORC**



MINION • ORC

6 **Lurker.** (Skirmishes involving lurker minions must be resolved after any others.)
Skirmish: Remove 1 to make an 1/2 minion strength +1.
 Orcs use numbers to tell a powerful foe, though it would be generous to think of it as working together.

2
4

1 **SCURRYING GOBLIN**



MINION • ORC

5 When you play this minion at an underground site, you may spot another 1/2 minion to add 1.
"But it was not an echo, for when they halted it pattered on for a little all by itself, and then grew still."

1
4

2 **SKULKING GOBLIN**



MINION • ORC

6 The fellowship's current site gains **underground**.
"It is a mark of evil things that came in the Great Darkness that they cannot abide the Sun...."

2
4

1 **SPURRED TO BATTLE**



CONDITION • SUPPORT AREA

To play, exert an 1/2 minion.
 At the start of the Shadow phase, add 1.
Even victory does not long slake the Orkish thirst for blood. It merely drives them onward to a new confrontation.

1

1 **STRENGTH IN SHADOWS**



EVENT • SKIRMISH

Make an 1/2 minion strength +2 (or +4 if it is a lurker).
Weakened by the Sun, Orcs thrive in darkness and shadow.

1

8 **UNDISCIPLINED**



EVENT • ASSIGNMENT

Toil 3. (For each 1/2 character you exert when playing this, its twilight cost is -3.)
 Assign an 1/2 minion to a companion (except the Ring-bearer).
Easily caught by the heat of battle, Orc soldiers often break formation and attack where their bloodlust takes them.

1

2 **UNYIELDING GOBLIN**



MINION • ORC

5 **Skirmish:** If this minion is at an underground site, exert it to exert a companion it is skirmishing.
In the rush of battle, some Orcs can carry on heedless of their own wounds until their enemy is vanquished.

2
4

4 **WATCHFUL ORC**



MINION • ORC

8 When you play this minion, you may spot another 1/2 minion to replace the fellowship's current site with an underground site from your adventure deck.
Some Orcs have learned basic tracking skills.

3
4

1 **BORDER PATROL**



CONDITION • SUPPORT AREA

When you play this condition, spot a mounted 1/2 Man to add 3 1/2 tokens here.
Response: If a minion is played at a plains site, discard this condition or remove a 1/2 token from here to exert that minion.
"Who are you, and what are you doing in this land?"

1

3 • **ÉOMER**
GUARDIAN OF THE EASTMARK



COMPANION • MAN

7 While you can spot a Man, Éomer's twilight cost is -1.
Each time the fellowship moves, you may exert Éomer to return a minion to its owner's hand.
"...wanderers in the Riddermark would be wise to be less haughty in these days of doubt."
11 U 145

2 • **ÉOWYN**
SHIELDMAIDEN OF ROHAN



COMPANION • MAN

6 Each time Éowyn wins a skirmish, each other Man is strength +1 until the regroup phase.
"The women of this country learned long ago: those without swords can still die upon them."
11 S 146

2 • **GAMLING**
DEFENDER OF THE HORNBURG



COMPANION • MAN

6 At the start of the fellowship phase, you may add 1 to play a possession on Gamling from your draw deck.
"If they come to bargain for our goods at Helm's Gate, they will pay a high price..."
11 R 147

2 • **HROTHLAC**
MAN OF ROHAN



COMPANION • MAN

5 **Response:** If a companion who has resistance 4 or more is about to take a wound, exert Hrothlac to prevent that.
"...we desire only to be free, and to live as we have lived, keeping our own, and serving no foreign lord, good or evil."
11 C 148

4 **PROTECTING THE HALL**



CONDITION

Toil 2. (For each character you exert when playing this, its twilight cost is -2.)
Bearer must be a Man.
Assignment: Discard this condition from play to make bearer defender +1.
"None are welcome here in days of war but our own folk..."
11 U 149

1 **RALLY CRY**



EVENT • SKIRMISH

Make a Man who has resistance 4 or more strength +2 for each wound on each minion he or she is skirmishing.
"...a sword-day, a red day, ere the sun rises!"
11 S 150

1 **RIDDERMARK JAVELIN**



POSSESSION • RANGED WEAPON

+1 Bearer must be a Man.
Archery: Discard this possession to make the fellowship archery total +1 (or +2 if the fellowship is at a plains site).
Short-shafted throwing spears are wielded by the Riders of Rohan in addition to their long lances.
11 U 151

2 **RIDDERMARK SOLDIER**



COMPANION • MAN

5 When you play this companion, each companion is strength +2 until the regroup phase.
"...their faces were stern and keen."
11 S 152

1 **RIDER'S SPEAR**



POSSESSION • HAND WEAPON

+2 Bearer must be a Man.
If bearer is mounted, bearer is damage +1.
"Shafts of the sun flared above the eastern hills and glimmered on their spears."
11 S 153











5 **RELENTLESS URUK**



MINION • URUK-HAI

14 **Damage +1.**
Each time a Free Peoples event is played during a skirmish involving this minion, this minion is strength -2 until the regroup phase.

3
Single-minded in purpose, the Uruk-hai are not easily swayed from their intended path.

5

3 **RUTHLESS URUK**



MINION • URUK-HAI

10
Each time this minion is assigned to skirmish a character who has resistance 3 or less, you may exert this minion to discard a possession borne by that character.

2
Weapons mean little against the strength of Uruks.

5

4 **SENTINEL URUK**



MINION • URUK-HAI

8 **Damage +1. Lurker.** (Skirmishes involving lurker minions must be resolved after any others.)

3 **Response:** If an  minion is about to take a wound in a skirmish, exert or discard this minion to prevent that.

5 Uruks are trained to safeguard their commanders.

4 **SQUAD OF URUK-HAI**



MINION • URUK-HAI

10 **Damage +1.**
While this minion is skirmishing a character who has resistance 4 or less, this minion is **damage +1**.

3 Fighting in packs, the Uruk-hai feast on the weak.

5

3 **SWARMING URUK**



MINION • URUK-HAI

9 **Damage +1.**
While you can spot another  minion assigned to a skirmish, this minion cannot take wounds.

2 Like pack animals, the Uruk-hai find strength in numbers.

5

6 **TYRANNICAL URUK**



MINION • URUK-HAI

14 **Damage +1.**
Toil 1. (For each  character you exert when playing this, its twilight cost is -1.)

3 Huge, terrifying Uruks become tribal leaders.

5

2 **VIGILANT URUK**



MINION • URUK-HAI

6 **Damage +1. Lurker.** (Skirmishes involving lurker minions must be resolved after any others.)

2 This minion is strength +2 for each  minion not assigned to a skirmish.

5 Some of the Uruks watch for stragglers and make certain they don't escape alive.

3 **WATCHMAN URUK**



MINION • URUK-HAI

8 **Damage +1.**
When you play this minion at a battleground site, you may draw a card.

2 Advanced Uruk scouts search for enemy weaknesses.

5

6 **DARK POWERS STRENGTHEN**



EVENT • SHADOW

Toil 2. (For each  character you exert when playing this, its twilight cost is -2.)

Spot a Nazgûl to draw 3 cards.

The Witch-king nearly seized the Ring in Frodo's moment of weakness.













