























3 • **RALLYING ORC**



MINION • ORC

9 **Lurker.** (Skirmishes involving lurker minions must be resolved after any others.) Each time you play another ♠ lurker at a battleground or underground site, you may make the Free Peoples player exert a companion.

2 Orcs can spring from the shadows in surprising numbers.

4

12.R.101

0 • **RETRIBUTION**



CONDITION • SUPPORT AREA

Each time an ♠ minion bearing a weapon wins a skirmish, add a burden.

Shadow: Discard this condition to play an ♠ weapon from your discard pile.

With his mighty army, the 'Dark Lord exacted a high price for resisting his will.

12.R.101

3 **SCAVENGING GOBLINS**



MINION • ORC

8 When you play this minion, you may play an ♠ weapon from your discard pile on your ♠ Orc.

1 "The Orcs have often plundered Moria; there is nothing left in the upper halls."

4

12.C.102

3 **STORMING THE RAMPARTS**



EVENT • MANEUVER

Toil 2. (For each ♠ character you exert when playing this, its twilight cost is -2.) Spot an ♠ minion to make the Free Peoples player discard one of his or her conditions from play.

The defenses of Minas Tirith were daunting, but the ingenuity of the Orcs was equal to the challenge.

12.U.101

1 **TAUNT**



EVENT • SKIRMISH

Reveal the top 5 cards of your draw deck (or, if the fellowship is at a battleground site, the top 7 cards) to make an ♠ minion strength +1 for each ♠ card revealed.

"Go on. Call for help. Squeal! No one's gonna save you now."

12.U.104

3 • **TROLL'S KEYWARD**
KEEPER OF THE BEAST



MINION • ORC

8 **Lurker.** (Skirmishes involving lurker minions must be resolved after any others.) **Shadow:** Exert Troll's Keyword and reveal your hand to add **1** for each ♠ Troll revealed.

3 Tending the Cave Troll is a task neither envied or respected within the tribes of Moria.

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12.R.105

3 **VILE GOBLIN**



MINION • ORC

10 Each time this minion is assigned to skirmish a Dwarf, this minion is **fierce** until the regroup phase.

2 The Orcs infesting Khazad-dûm despoiled and defiled the ancient Dwarven mansion.

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12.C.103

1 • **ALDRED**
ÉORED SOLDIER



COMPANION • MAN

5 At the start of each skirmish involving Aldred, you may discard a possession borne by a minion he is skirmishing.

3 "We counted all the slain and despoiled them..."

5

12.C.107

4 **CAST OUT**



CONDITION • SUPPORT AREA

Toil 2. (For each ♠ character you exert when playing this, its twilight cost is -2.) **Maneuver:** Spot a ♠ Man and discard this condition to exert a minion.

Maneuver: Spot a mounted ♠ Man and discard this condition to return an exhausted minion to its owner's hand.

12.R.106









0 SHINGLE IN A STORM

CONDITION • SUPPORT AREA

While you can spot 6 companions, each ♠ minion is **damage +1**.

Assignment: Discard this condition to assign an ♠ minion to a companion who has resistance 2 or less.

"Against the 'Deeping' Wall the hosts of Isengard roared like a sea."

12 C 135

1 STRANGE DEVICE

EVENT • SHADOW

Spot an ♠ minion to draw 3 cards. Then discard 2 cards from hand or discard an ♠ minion from hand.

"...a small white hand in the centre of a black field."

12 C 140

4 •SUPPRESSING URUK

MINION • URUK-HAI

11 **Damage +1.** While there is a companion in the dead pile, each unbound companion is resistance -4.

2 *"Few fighters are skilled enough to outstrip the natural instincts of the Uruk-hai."*

5

12 U 147

0 TEMPEST OF WAR

CONDITION • SUPPORT AREA

While you can spot an ♠ minion, each unbound companion is resistance -1 for each condition he or she bears.

Skirmish: Spot an ♠ minion and a companion who has resistance 2 or less to discard from play all conditions in all players' support areas.

12 U 143

4 URUK COMMON

MINION • URUK-HAI

11 **Damage +1.** Each time this minion is assigned to a skirmish, if it is not at a battleground site, remove ♠ or discard this minion.

3 *"Casualties of war were neither honored nor remembered by the 'White Hand'."*

5

12 C 137

4 URUK DECIMATOR

MINION • URUK-HAI

12 While this minion is at a battleground site, it is strength +2.

3 While this minion is bearing a possession, it is **damage +1**.

5 *"The barricade was scattered as if by a thunderbolt."*

12 R 150

4 URUK DESECRATOR

MINION • URUK-HAI

11 **Damage +1.** Each unbound companion is resistance -2 for each wound he or she has.

2 *"Madness is seldom considered a liability, but a requisite in the ranks of the Uruk-hai."*

5

12 S 151

4 •URUK DOMINATOR

MINION • URUK-HAI

8 **Damage +1.** **Skirmish:** Exert this minion to make it strength +1 for each ♠ Uruk-hai you spot (or +2 for each if you can spot a companion who has resistance 3 or less).

3 *"The Great Orc race revels in its ability to overwhelm an enemy."*

5

12 C 152

3 URUK PIKEMAN

MINION • URUK-HAI

8 **Damage +1.** While this minion is skirmishing an exhausted companion, this minion is strength +3 (or +5 if that companion has resistance 4 or less).

2 *"The dark tide flowed up to the walls from cliff to cliff."*

5

12 C 153

4 URUK SLAUGHTERER

MINION • URUK-HAI

10 Damage +1.
Each time a companion is killed in a skirmish involving an minion, you may discard any number of cards from hand to draw the same number of cards.
Captives of the Uruk-hai are treated with brutality and malice, but only if they survive their capture.

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12 R 154

6 •URUK ZEALOT

MINION • URUK-HAI

14 Damage +1. To play, spot an minion.
Each companion who has resistance 0 is strength -3.
4 Each time Uruk Zealot wins a skirmish, you may draw 3 cards.
The Uruk-hai do not question the authority of the White Hand. They know its cause is righteous.

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12 R 155

4 URUK-HAI GUARD

MINION • URUK-HAI

11 Damage +1.
Assignment: Exert this minion and spot a companion to prevent the Free Peoples player from assigning that companion to this minion.
"Wolves and orcs were housed in Isengard, for Saruman was mustering a great force..."

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12 R 156

5 URUK-HAI TROOP

MINION • URUK-HAI

9 Damage +1.
Each character skirmishing this minion loses all strength bonuses from weapons.
Attacking in swarming hordes, the Uruk-hai close with the enemy rapidly to make weapons useless.

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12 R 157

3 VICIOUS URUK

MINION • URUK-HAI

9 Damage +1.
At the start of each skirmish involving this minion, you may draw a card for each wound on a character it is skirmishing.
"...the sweet grass of Rohan had been bruised and blackened as they passed."

2
5

12 U 158

1 WEAPON OF OPPORTUNITY

POSSESSION • HAND WEAPON

+2 Bearer must be an minion.
When you play this possession on a minion that has a twilight cost of 4 or more, draw a card.
The fighting Uruk-hai will use any resource available to carry out the will of Saruman.

5

12 C 159

0 WORTHY OF MORDOR

CONDITION • SUPPORT AREA

At the start of the regroup phase, you may remove **1** to make an minion gain **muster** until the end of the regroup phase.
(At the start of the regroup phase, you may discard a card from hand to draw a card.)
Tasked by Sauron, Saruman moved swiftly to build the army demanded of him.

3

12 C 160

5 BLACK RIDER

MINION • NAZGUL

8 Fierce.
This minion is strength +1 for each companion you can spot.
"The Nine are abroad again. They have crossed the River secretly and are moving westward. They have taken the guise of riders in black."

3
3

12 U 161

0 DARK APPROACH

EVENT • SHADOW

Play a Nazgûl. His twilight cost is -1 for each forest site you can spot (limit -4).
"Frodo hesitated for a second: curiosity or some other feeling was struggling with his desire to hide."

3

12 R 162







