































3 WHITE HAND WARRIOR



MINION • URUK-HAI

6 Fierce. Hunter 4 (While skirmishing a non-hunter character, this character is strength +4.)

2 Each time this minion is assigned to a non-hunter companion, you may heal a hunter.

5 "Leave none alive!"

17C134

2 YOU DO NOT KNOW FEAR



EVENT • MANEUVER

Discard a condition for each ♠ minion you can spot.

Endangering and entangling all those that stood before them, the Uruk-hai shrunk before none.

17B137

1 YOU DO NOT KNOW PAIN



CONDITION • SUPPORT AREA

Each time you take control of a site, you may spot 3 ♠ minions to exert an unbound companion.

Skirmish: Liberate a site to make an ♠ minion damage +1.

"If the wall is breached, Helm's Deep will fall."

17U139

5 •ULAIRÉ CANTÉA
DUPLICITOUS ASSASSIN



MINION • NAZGÛL

10 Fierce.

Each unbound companion is resistance -1 for each card he or she bears.

3 **Skirmish:** Exert Ulairé Cantéa to exert a companion with resistance 2 or less.

"Driven to the power of the one, they will never stop hunting you."

3

17B137

6 •ULAIRÉ ENQUÉA
DUPLICITOUS LIEUTENANT



MINION • NAZGÛL

11 Fierce.

Each time the Free Peoples player heals a companion, you may add a burden.

4 **Maneuver:** Exert Ulairé Enquéa twice to discard a condition (or two conditions if you can spot 5 Free Peoples player's conditions).

3 *"At all times they feel the presence of the ring."*

17B140

4 •ULAIRÉ OTSÉA
DUPLICITOUS SPECTER



MINION • NAZGÛL

9 Fierce.

When you play Ulairé Otséa, you may spot another Nazgûl to draw a card for each wounded companion you can spot.

2 **Regroup:** Exert Ulairé Otséa and discard a ♠ card from hand to add a burden.

3 *"Blinded by their greed, they took them without question."*

17B141

0 •RING OF SAVAGERY



ARTIFACT • RING

+1 Bearer must be a Nazgûl.

Each time bearer wins a skirmish, the Free Peoples player must either add a burden or exert a companion.

Response: If a player reconciles, return bearer to his owner's hand.

17B142

0 •RING OF TERROR



ARTIFACT • RING

Bearer must be a Nazgûl. Bearer is damage +1.

When you play this artifact, you may remove two threats to take a ♠ card into hand from your discard pile.

Response: If a player reconciles, return bearer to his owner's hand.

17B143

8 •THE WITCH-KING
CONQUEROR OF ARTHEDAIN



MINION • NAZGÛL

14 Fierce.

Each time the Witch-king wins a fierce skirmish, you may exert a companion for each companion you can spot over 4.

4

3

17B144

