

THE LORD OF THE RINGS™

THE CARD GAME

RIDERS OF ROHAN™

STARTER DECK

“Arise, arise, riders of Théoden!”

—The Return of the King

This starter pack contains everything you need to play a Rohan-themed deck for *The Lord of the Rings: The Card Game*.

To play the pre-built starter deck, take the 53 cards preceding the “Halt!” divider, marked with an “★” in the lower-right corner. Then follow the Setup instructions in the Rules Reference (page 16). There is a complete decklist on the last page of this book for your convenience.

The remaining cards after the “Halt!” divider can be used when building your own custom player deck (see Deckbuilding on page 6 of the Rules Reference).

The cards in this expansion can be identified by the following symbol before each card’s collector number:



Playing the Rohirrim Starter Deck

The Rohirrim are renowned for their cavalry, and this deck is built to mimic the idea of a calvary charge: characters who will charge into danger, strike powerfully against the enemy, and then withdraw from the engagement quickly via self-discard effects.



Your heroes lean into this idea, with **Lothíriel** putting characters into play during the quest phase. Then, when the character leaves play due to the expiration of Lothíriel's ability, **Éomer** can gain an impressive attack bonus for the remainder of the round.



Combos like this drive the deck, along with cards like **Éomund** and **Westfold Horse-breeder** that have their own “enters play” and “leaves play” effects. When playing with a Rohirrim deck, you should expect to have seen a large portion of it by the end of the game.



Because the deck is so reliant on the abilities of its heroes, you'll need to take extra care to protect them. Defend against enemy attacks with allies such as the **Westfold Outrider** to prevent damage to your heroes and activate Éomer's ability.

Alternatively, if you're running a little short on spare allies, you can use **Feint** to prevent those attacks from occurring at all.





Further, because you will frequently be discarding your own characters to use your “leaves play” abilities, take care that you do not run out of cards. **Horn of the Mark** and **Ancient Mathom** are both good options for keeping cards in your hand.

New Rules

Valour

Valour is a trigger that appears on some player cards.

Actions and **Responses** with the Valour trigger, presented as “**Valour Action**” or “**Valour Response**,” can only be triggered by a player whose threat is 40 or higher.



Credits

Expansion Design and Development: Caleb Grace with MJ Newman

Producer: Jason Walden

Proofreading: Riley Miller

Card Game Manager: Jim Cartwright

Expansion Graphic Design: Joseph D. Olson

Graphic Design Manager: Mercedes Opheim

Quality Assurance Specialist: Zach Tewalthomas

Licensing Coordinator: Calli Oliverius

Licensing Manager: Sherry Anisi

Production Management: Justin Anger

Visual Creative Director: Brian Schomburg

Senior Project Manager: John Franz-Wichlacz

Executive Game Designer: Nate French

Head of Studio: Chris Gerber



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The Rohirrim Starter Decklist

This list can be used to reconstruct the Rohirrim starter deck after it has been disassembled.

Heroes (3)

Éomer
Hirgon
Lothíriel

Allies (27)

3x Éomund
3x Escort from Edoras
2x Gandalf
1x Guthlaf
2x Horseback Archer
3x Riddermark Knight
3x West Road Traveller
2x Westfold Horse-Breaker
2x Westfold Horse-breeder
3x Westfold Lancer
3x Westfold Outrider

Attachments (9)

2x Ancient Mathom
2x Firefoot
2x Horn of the Mark
1x The Red Arrow
2x War Axe

Events (14)

2x A Test of Will
2x Astonishing Speed
2x Feint
2x Forth Eorlingas!
2x Oath of Eorl
2x The Muster of Rohan
2x Wait no Longer