

THE LORD OF THE RINGS™

THE CARD GAME

ANGMAR AWAKENED

HERO EXPANSION

"Peace and freedom, do you say? The North would have known them little but for us. Fear would have destroyed them. But when dark things come from the houseless hills, or creep from sunless woods, they fly from us. What roads would any dare to tread, what safety would there be in quiet lands, or in the homes of simple men at night, if the Dúnedain were asleep, or were all gone into the grave?"

—Aragorn, *The Fellowship of the Ring*

Welcome to the *Angmar Awakened* hero expansion for *The Lord of the Rings: The Card Game*. This expansion focuses on the mysterious Dúnedain and the proud and noble Elves of Middle-earth.

This expansion contains player cards that can be used to build or enhance player decks for any *The Lord of the Rings: The Card Game* scenario or campaign. For a quick way to begin playing, two starter decklists and strategies for using them can be found on page 4.

Component Overview

The *Angmar Awakened* hero expansion includes the following components:

- This rules booklet
- 209 cards, consisting of:
 - 8 Hero Cards
 - 201 Player Cards

Expansion Symbol

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



Rules & New Terms

Encounter

Encounter is a new keyword that appears on player cards with an encounter card back. This keyword has following rules:

- Cards with the encounter keyword cannot be included in player decks. When setting up a scenario, each player may set aside up to 3 copies of each card with the encounter keyword, out of play. These cards do not count toward the player's deck minimum of 50 cards.
- Cards with the encounter keyword cannot be played from a player's hand. Instead, a card effect may shuffle one of them into the encounter deck, from which it may later be revealed or dealt as a shadow card.
- The “when revealed” effects on cards with the encounter keyword cannot be canceled.
- If a card with the encounter keyword is dealt as a shadow card to an enemy, it is treated like an encounter card: place it in the encounter discard pile after resolving that enemy's attack.
- If a card with the encounter keyword would leave play, it is removed from the game instead.

Battle

While characters are committed to the quest, if the quest card has the battle keyword, those characters count their total  instead of their total  when resolving that quest. Enemies and locations in the staging area still use their  in opposition to this quest attempt.

Valour

Valour is a trigger that appears on some player cards in this expansion. **Action** and **Response** abilities with the **Valour** trigger, presented as “**Valour Action**” or “**Valour Response**,” can only be triggered by a player whose threat is 40 or higher.

If a card has two effects, one with the **Valour** trigger and one without, a player may only choose one of these effects to trigger when they play the card. They may still only choose the effect with the **Valour** trigger if their threat is 40 or higher.

Side Quests

Side quests are a new type of quest card for *The Lord of the Rings: The Card Game*. Side quests represent secondary adventures that the heroes may undertake while embarking on the main quest. There are two kinds of side quests: *player side quests* and *encounter side quests* (which are featured in the *Angmar Awakened* campaign expansion). Side quests are not part of the quest deck. The top card of the quest deck is called the main quest.

Player Side Quests

The *Angmar Awakened* hero expansion has five different player side quests. A player side quest has a player card back, and it can be included in player decks. A player side quest is both a quest card and a player card, and it can be played from a player's hand during the planning phase by paying its cost. When a player side quest is played or enters play, it is placed in the staging area.

Side Quests in Play

While any side quest is in the staging area, it functions like a quest card with the following exception: when a side quest is defeated, the players do not advance to the next stage of the quest deck. Instead, the side quest is added the victory display.

At the beginning of each quest phase, if there are one or more side quests in the staging area, the first player may choose one to be the current quest until the end of the phase instead of the quest card that is currently active via the quest deck. While a side quest is the current quest, any progress that the players make is placed onto that side quest and any card effects that target the current quest target that side quest.

Progress must still be placed on the active location before it can be placed on a side quest. Any progress that is made beyond the current quest's total quest points is discarded; do not place progress on any other quest card in play.

Anatomy of Player Side Quests

- 1. Card Title:** The name of the side quest.
- 2. Sphere of Influence Icon:** This icon indicates to which sphere the side quest belongs. If a side quest has no sphere of influence icon, then it is a neutral card.
- 3. Cost:** This is the number of resources a player must spend from the appropriate resource pool(s) to play the side quest.
- 4. Game Text:** The special abilities and italicized flavor text unique to the side quest while it is in play.
- 5. Quest Points:** The number of progress that must be placed on the side quest to defeat it.
- 6. Victory Points:** Each side quest has a victory point value. When a side quest is defeated, add it to the victory display.



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Starter Decklists

To help you on your adventures, we have provided two starter decklists. These decks are ideal for players who wish to play as soon as possible. These decks can be built with this expansion and the core set, and played together or on their own.

Dúnedain Decklist

The vigilant Dúnedain are undaunted by fear and danger. In their duty to safeguard the realm, these Rangers of the North selflessly walk in harm's way. This courage is represented by your heroes becoming more powerful when you are engaged with at least one enemy. Instead of destroying all of your foes, try to leave a small enemy engaged with you.

Stout Amarthiúl is your primary defender, and Honour Guards will help him survive most attacks. Feints and Snowbourn Scouts can be used for big attacks. Aragorn is a highly skilled combatant, and equipping him with both Swords of Númenor lets him destroy most enemies with a single attack.

Steward of Gondor is a key card of this deck and it's often played on Amarthiúl since he can gain the tactics sphere. Sneak Attack works very well with Gandalf and, since this deck lacks card draw, drawing 3 cards with him is common.

Heroes (3)

Amarthiúl (●1)
Halbarad (●2)
Aragorn (●3)

Allies (28)

2x Ingold (●11)
2x Veteran of Osgiliath (●12)
1x Beechbone (●25)
3x Derndingle Warrior (●26)
2x Dúnedain Hunter (●27)
3x Honour Guard (●29)
2x Ranger of Cardolan (●69)
3x Faramir (○14)
3x Snowbourn Scout (○16)
3x Veteran Axehand (○28)
1x Beorn (○31)
3x Gandalf (○73)

Attachments (10)

2x Ranger Provisions (●15)
2x Sword of Númenor (●16)
2x Secret Vigil (●33)
3x Steward of Gondor (○26)
1x Celebrian's Stone (○27)

Events (10)

2x Descendants of Kings (●17)
1x Ranger Summons (●21)
1x Hour of Wrath (●37)
3x Sneak Attack (○23)
3x Feint (○34)

Side Quests (2)

1x Send for Aid (●24)
1x Gather Information (●75)

Elves Decklist

The Noldor, fair Elves of Rivendell, use their wisdom and cunning to outmatch their foes. This deck exemplifies that by accumulating numerous cards through drawing and returning cards from your discard pile to your hand, then you can discard those cards for powerful effects.

Elven-light is a key card of this deck and helps fuel the engine of drawing and discarding several cards every round. Each time you play Elven-light from your discard pile, you get two cards into your hand, which can be used for the discard abilities on Arwen, Éowyn, Protector of Lórien, and Elven Jeweler. Silver Harp is also an important cog in this engine since it can return the cards you discard from your hand.

Defending enemy attacks can be difficult with this deck, so putting Protector of Lórien and Unexpected Courage on Arwen is ideal to make her your primary defender, and use disposable allies like Elven Jeweler to defend big attacks.

Heroes (3)

Arwen (●5)
Éowyn (○7)
Glorfindel (○12)

Allies (21)

3x Elven Jeweler (●41)
3x Galadhrim Weaver (●42)
1x Lindir (●43)
1x Galdor of the Havens (●56)
2x Wellinghall Preserver (●58)
2x Northern Tracker (○45)
3x Erebor Hammersmith (○59)
2x Henamarth Riversong (○60)
3x Gléowine (○62)
1x Gandalf (○73)

Attachments (11)

3x Silver Harp (●46)
1x The Long Defeat (●60)
3x Unexpected Courage (○57)
2x Forest Snare (○69)
2x Protector of Lórien (○70)

Events (16)

3x Elven-light (●49)
2x Fair and Perilous (●50)
3x Hasty Stroke (○48)
3x Test of Will (○50)
3x Stand and Fight (○51)
2x Dwarven Tomb (○53)

Side Quests (2)

1x Double Back (●53)
1x Gather Information (●75)