

THE LORD OF THE RINGS

THE CARD GAME

ERED MITHRIN™ HERO EXPANSION

"I will provide you with skins for carrying water, and I will give you some bows and arrows... and my house is open to you, if you ever come back this way."

—Beorn, *The Hobbit*

Welcome to the *Ered Mithrin™ Hero Expansion* for *The Lord of the Rings: The Card Game*. This expansion focuses on the mercantile kingdom of Dale and the proud and rugged inhabitants of Mirkwood and the wild places 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 decks and strategies for using them can be found on page 4.

Component Overview

The *Ered Mithrin™ 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

Guarded (X)

Guarded (X) is a new version of the guarded keyword that appears on some player card attachments. X is a card type: enemy or location. When a card with guarded (X) enters play, discard cards from the encounter deck until an encounter card with the matching type is discarded. Then, add that card to the staging area and attach the guarded (X) card to it as a guarded objective. Once attached, an objective with guarded (X) works just like an objective with the original guarded keyword. If the encounter deck is empty while resolving the Guarded (X) keyword, shuffle the encounter discard pile into the encounter deck and finish resolving the guarded (X) keyword.

A player card attachment with the guarded (X) keyword cannot be attached to a character until it is free of encounters. Once free of encounters, its owner gains control of it and attaches it to an eligible card.

Example: During the planning phase, Kaci plays “Necklace of Girion” which has the guarded (enemy or location) keyword, so she discards cards from the top of the encounter deck until she discards an enemy or location. In this case the first card she discards is Lonely Lands. She adds that Lonely Lands to the staging area and attaches Necklace of Girion to it as a guarded objective. Once that Lonely Lands is explored, Kaci will take control of the Necklace of Girion and attach it to a hero of her choice.

Encounter

Encounter is a keyword that appears on player cards with an encounter card back. These cards have the following rules:

- They 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.
- They 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.
- Their “when revealed” effects cannot be canceled.
- If a player 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 player card with the encounter keyword would leave play, it is removed from the game instead.

Side Quests

Side quests are a type of quest card for *The Lord of the Rings: The Card Game*, representing secondary adventures that the heroes may undertake while embarking on the main quest. Side quests can appear as player cards or as encounter cards in a scenario. They appear in the *Ered Mithrin™* campaign expansion, as well as other *The Lord of the Rings: The Card Game* expansions.

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Starter Decks

To help you on your adventures, we have provided two starter decks. These decks are ideal for players who wish to get into the action as fast as possible, or for players who do not wish to assemble their own deck. These decks can be built with this product and one core set, and played together or on their own.

Lords of Dale

Dale allies are at their best when they are equipped with attachments. To that end, a mixture of useful items have been included that can be played on your Dale characters. For when you need to equip a character but don't have an item in hand, don't overlook Wild Stallion! Thanks to the willpower bonus provided by Brand, this deck can generate a lot of willpower very quickly. This is your primary route to victory.

Orcrist and Glamdring are critical ways to generate attack power on your Dale heroes, but require you to defeat an enemy or location before you can equip them. Play The King's Return at the end of the quest phase to put one of your artifacts into play and immediately travel to or engage the card guarding it so that card doesn't hinder your progress. Sneaking in Gandalf for damage can also help clear away troublesome enemies.

Heroes (3)

Brand son of Bain (♣1)
Bard son of Brand (♣5)
Éowyn (♣7)

Allies (25)

3x Guardian of Esgaroth (♣10)
3x Redwater Sentry (♣12)
2x Wiglaf (♣14)
2x Descendent of Girion (♣40)
3x Long Lake Fisherman (♣43)
3x North Realm Lookout (♣44)
3x Wild Stallion (♣45)
1x Faramir (♣14)
2x Northern Tracker (♣45)
3x Gandalf (♣73)

Attachments (15)

2x Hauberk of Mail (♣16)
1x Orcrist (♣17)
3x Squire's Helm (♣18)
2x Bow of Yew (♣29)
2x King of Dale (♣48)
1x Glamdring (♣60)
3x Map of Rhovanion (♣62)
1x Necklace of Girion (♣71)

Events (10)

2x The King's Return (♣22)
2x Traffic from Dale (♣23)
3x Sneak Attack (♣23)
3x Test of Will (♣50)

Guardians of the Wild

This deck brings together a variety of mechanical themes based on its three distinct heroes of Wilderland. Radagast provides a menagerie of useful allies, being able to play Creatures of any sphere, while Haldan finds new tools when he plays attachments onto locations. A lot of success with this deck comes from planning ahead and setting up for big turns: when you stack multiple location attachments on the active locations, your Woodmen will have lots of stats and come out cheap, and you want to make sure you have a Creature in hand for the turns when it's important that Radagast quest without exhausting.

Meanwhile, Grimbeorn and his Beornings supply the deck most of its combat power. Once equipped with Self Preservation, Grimbeorn can singlehandedly take on most enemies, especially with a Beorn's Rage in hand. Giant Bear and Beorn may be expensive, but remember that the Beorning Skin-changer can put them into play for free, even from your discard pile.

Protector of Lorien is a critical tool to boost Radagast and help make sure you have enough willpower to push through to victory. Should you run up against a troublesome location, Meneldor and Secret Paths can get you back on-track.

Heroes (3)

Grimbeorn the Old (♣4)
Radagast (♣8)
Beravor (♣12)

Allies (26)

2x Messenger Raven (♣11)
3x Beorning Skin-changer (♣24)
3x Giant Bear (♣26)
2x Meneldor (♣27)
2x Forest Road Traveler (♣55)
3x Loyal Hound (♣58)
3x Mirkwood Hunter (♣59)
2x Beorn (♣31)
3x Erebor Hammersmith (♣59)
1x Henamarth Riversong (♣60)
2x Gléowine (♣62)

Attachments (13)

3x Woodmen's Clearing (♣63)
3x Woodmen's Path (♣64)
2x Radagast's Staff (♣72)
3x Protector of Lórien (♣70)
2x Self Preservation (♣72)

Events (11)

3x Beorn's Rage (♣34)
3x Feint (♣34)
3x Lorien's Wealth (♣64)
2x Secret Paths (♣66)