



Challenge Deck A - Stewards of Gondor

Print at Home - US Letter

Middle Earth 2018 - Remastered

Play and Enjoy! Keep this game alive!
JSmith

Characters

Starting Characters

- Adrazar (with Horn of Anor)
- Anborn
- Fatty Bolger (with Cram)
- Glorfindel II
- Sam Gamgee

Other Characters (8)

- 3x Saruman
- Balin
- Haldir
- Ioreth
- Peath
- Théoden

Hazards (30)

Creatures

- Bert
 - 3x Hobgoblins
 - Little Snuffler
 - Orc-guard
 - 3x Orc-lieutenant
 - 2x Orc-warband
 - 3x Orc-watch
 - Tom
 - William
- ##### Events
- 2x Alone and Unadvised
 - 2x An Unexpected Outpost
 - Choking Shadows
 - 3x Doors of Night
 - 3x Minions Stir
 - 2x Twilight
 - Two or Three Tribes Present

Resources (30)

MP Resources

- Glamdring
 - 2x Hauberk of Bright Mail
 - Knights of Dol Amroth
 - Men of Anfalas
 - Men of Anórien
 - Men of Lebennin
 - Palantir of Orthanc
 - Rangers of Ithilien
 - Sapling of the White Tree
 - Scroll of Isildur
 - Treebeard
- ##### Supporting Resources
- And Forth He Hastened
 - 3x Concealment
 - 2x Dark Quarrels
 - 2x Dodge
 - Great Ship
 - 2x Halfling Strength
 - 3x Marvels Told
 - Smoke Rings
 - 3x Stealth

Sites (15)

- Dol Amroth
- Edhellond
- Edoras
- Glittering Caves
- Henneth Annûn
- Isengard
- Isle of the Ulond
- Lond Galen
- Lórien
- Minas Tirith
- Moria
- Pelargir
- Rivendell
- Tolfalas
- Wellinghall

Sideboard (20)

Resources

- Alatar
 - Align Palantir
 - Many Turns and Doublings
 - 2x Promptings of Wisdom
 - Rebuild the Town
 - Riders of Rohan
 - The White Tree
 - Vanishment
 - Wizard's Laughter
 - Wizard Uncloaked
- ##### Hazards
- Call of Home
 - Eäcaraxë Ahunt
 - Incite Defenders
 - 3x Muster Disperses
 - 2x Rebel-talk
 - Twilight

Stewards of Gondor

With Saruman's deck, Glorfindel and a group of Hobbits travel into the civilized confines of Gondor, south of the White Mountains, to rally mannish factions against Sauron's hosts. The deck relies heavily on attack avoidance. The hazards mix is a pure Orc/Troll strategy.

Starting Companies (2) at Rivendell

- Glorfindell II controls Anborn.
- Fatty, Sam, and Adrazar from the second company. Fatty has Cram and Adrazar has Horn of Anor.

Suggested Sites for Resources

- Glamdring - Glittering Caves, Isle of the Ulond, Moria or Tolfalas
- Hauberk of Bright Mail 2x - Glittering Caves, Isle of the Ulond, Moria or Tolfalas
- Knights of Dol Amroth - Dol Amroth
- Men of Anfalas - Long Galen
- Men of Anorien - Minas Tirith
- Men of Lebennin - Pelargir
- Palantir of Orthanc - Isengard
- Rangers of Ithilien - Henneth Annûn
- Sapling of the White Tree - Glittering Caves, Isle of the Ulond, Moria or Tolfalas
- Scroll of Isildur - Tolfalas or Moria
- Treebeard - Wellinghall
- Riders of Rohan (sideboard) - Edoras
- The White Tree (sideboard) - Minas Tirith

Resource Play

As quickly as possible, Adrazar and the Hobbits need find themselves in Gondor so that Adrazar can recruit factions. Stopping at the Glittering Caves along the way to pick up a major item is ideal. Glorfindel and Anborn can pick up other resources as needed.

Saruman

During the first free organization phase after bringing Saruman into play, tap him to bring Vanishment, Wizard's Laughter, and Wizard Uncloaked from the sideboard to the discard pile. He can then tap to take one of these spells to your hand as needed. Consider bringing Saruman into play at Isengard. This allows him to play the Palantir of Orthanc, and to use it, without moving. When using the Palantir, Saruman needs other characters in his company to support his corruption checks. You may consider moving Saruman to Wellinghall - as it is safer - if he wishes to use the Palantir every turn. In

general, Saruman has plenty of tasks that require him to tap. If you lose key characters and need Saruman's presence in the field, give the Palantir to another character and bring Align Palantir in from the sideboard. A Hobbit is always a good choice to use an aligned Palantir.

Hazard Play

A major aspect of an Orc/Troll strategy is forcing so many combat rolls on your opponent that statistically some strikes are bound to be successful, even if the prowess seems weak. The creatures in this deck have a high frequency of play, so it is usually safe to build them up in your hand waiting for a *Minions Stir* or *Two or Three Tribes Present*.

Sideboard

After playing Sapling of the White Tree, tap Saruman to bring in The White Tree from your sideboard. After playing Palantir of Orthanc, you probably want Align Palantir. On the hazard end of things, your sideboard has the potential of destroying a Wizard opponent's general influence. This makes your opponent vulnerable to Muster Disperses and to your influence attempts against his marshalling point sources. If you recognize early in the game that your opponent is playing many factions, you may want to dedicate An Unexpected Outposts to bringing these hazards into your play deck. Use An Unexpected Outposts to recycle Minions Stir and Doors of Night otherwise.

Strategy Resources

Starting company is mediocre. Only one character (Glorfindel) is big enough to take a decent strike. The deck makes up for this with lots of canceller cards - not surprising with two Hobbits. The main focus of this deck is factions in Gondor - the Knights and three of the 2 MP factions. Adrazar should be able to get most of them, with his +5 against each of them. The rest of the points come from items, and everyone's favorite misc. point card, The White Tree. There's 6 items, and only 5 item sites, so at least one won't get played the first time around. Be careful with Isengard - save it to play your Wizard, since Rivendell is so far away from most of the sites in the deck. Tolfalas and Isle of the Ulond are two of the item sites, which makes Great Ship worth at least a little bit. Be sure not to lose Treebeard, since he's your only ally - and his movement restrictions make him something of a pain to work around.

Strategy Hazards

The hazards are actually very good, for sealed deck-type play. The Orcs are playable against just about every deck, and Minions Stir makes them dangerous. Even minions have to fear Orcs keyed to Wilderness, and an Orc Warband at 7 strikes at 9 prowess is very feasible - or an Orc-Lieutenant at 3 strikes at 13 prowess. And the three Troll brothers can do bad things to item-bearing little guys.

1

ADRAZAR

3



SCOUT/DIPLOMAT DUNADAN

Unique. +1 direct influence against all factions.

"He encouraged all men of worth from near or far to enter his service, and to those who proved trust-worthy he gave rank and reward." —*LotR*

10

A

3/6

Home Site: Dol Amroth

ART BY DAVID DUTRICK

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2

HORN OF ANOR

2



MINOR ITEM

+2 direct influence used against a faction. May not be duplicated on a given character.

"...a great horn of the wild ox of the East, bound with silver, and written with ancient characters. ...if it be blown at need anywhere within the bounds of Gondor, as the realm was of old, its voice will not pass unheeded." —*LotRIV*

11

A

1

ART BY ANGELO MONTANINI

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1

FATTY BOLGER

3



SCOUT HOBBIT

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +1. He can tap to cancel a strike against another Hobbit in his company. "Fatty Bolger had not been idle. As soon as he saw the dark shapes creep from the garden, he knew that he must run for it, or perish." —*LotRI*

Home Site: Bag End

ART BY CHRISTINA WALD

1/8



+1

1

CRAM

12



MINOR ITEM

Discard to untap bearer.

Alternatively, discard during organization phase to allow its bearer's company to play an additional region card.

"If you want to know what cram is...it is biscuitish, keeps good indefinitely, is supposed to be sustaining, and is certainly not entertaining, being in fact very uninteresting except as a chewing exercise." —*Hob*

12



ART BY AUDREY CORMAN

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1

SAM GAMGEE

4



SCOUT/RANGER HOBBIT

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +3.

"I'll get there, if I leave everything but my bones behind...And I'll carry Mr. Frodo up myself..." —*LotRVI*

1/9

Home Site: Bag End

ART BY ANGELO MONTANINI



+3

10

SARUMAN

12



SCOUT/RANGER/SAGE/DIPLOMAT WIZARD

12



Unique. May tap to use a Palantir.

At the beginning of each of his end-of-turn phases, he may tap to take one "spell" card from his discard pile and return it to his hand.

"His face was long, with a high forehead, he had deep darkling eyes, hard to fathom..." —*LotRIII*

6/9

ART BY ANGUS MCBRIDE

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1/9

ANBORN

2



SCOUT/RANGER DUNADAN

Unique. +2 direct influence against the Men of Lebinnin faction.

"Now I have him at the arrow-point," said Anborn. "Shall I not shoot, Captain? For coming unbidden to this place death is our law..." —*LotRIV*

2

Home Site: Pelargir

ART BY DAVID DUTRICK

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3

GLORFINDEL II

8



WARRIOR/SAGE ELF

Unique. +1 direct influence against Elves.

"Glorfindel was tall and straight; his hair was of shining gold, his face fair and young and fearless and full of joy; his eyes were bright and keen, and his voice like music; on his brow sat wisdom, and in his hand was strength." —*LotRII*

6

Home Site: Rivendell

ART BY RANDY GALLEGOS

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1

SARUMAN

10



SCOUT/RANGER/SAGE/DIPLOMAT WIZARD

Unique. May tap to use a Palantir.

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"His face was long, with a high forehead, he had deep darkling eyes, hard to fathom..." —*LotRIII*

1/9

Home Site: Isengard

ART BY ANGUS MCBRIDE

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12





HOBGOBLINS

CREATURE

*Orcs. Two strikes.**Two Wildernesses [] in site path are required.**"...Before you could get round Mirkwood in the North you would be right among the slopes of the Grey Mountains, and they are simply stiff with goblins, hobgoblins, and orcs of the worst description..."* —Hob*—Hob*

10/-

ART BY RON CHIRONNA

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9



A

LITTLE SNUFFLER

CREATURE

*Orc. One strike. Attacker chooses defending characters. Each ranger in attacked company lowers Little Snuffler's body by 2. If attack is not defeated, any resource that requires a scout in target company cannot be played for the rest of the turn.**"...a small breed, black-skinned, with wide and snuffling nostrils; evidently a tracker of some kind."* —LotRIII

5/10

ART BY MARK MAXWELL

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11



A



7



A

ORC-LIEUTENANT

CREATURE

*Orcs. One strike. If played on a company that has already faced an Orc attack this turn, Orc-lieutenant receives +4 prowess.**"Then suddenly, without warning, Uglúk sprang forwards, and with two swift strokes swept the heads off two of his opponents."* —LotRIII*—LotRIII*

7/-

ART BY JO HARTWIG

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7



A

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7/-

ART BY JO HARTWIG

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7



A



7



A

ORC-WARBAND

CREATURE

*Orcs. Five strikes. If played on a company that has already faced an Orc attack this turn, Orc-warband receives +3 prowess.**"Then the whole company began to run with the long loping strides of Orcs: they kept no order, thrusting, jostling, and cursing; yet their speed was very great."* —LotRIII*—LotRIII*

4/-

ART BY HEATHER HUDSON

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9



A

ORC-WARBAND

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4/-

ART BY HEATHER HUDSON

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9



A



8



A

ORC-GUARD

CREATURE

*Orcs. Five strikes.**"...a grim dark band, four score at least of large, swart, slant-eyed Orcs..."* —LotRIII

8/-

ART BY DAMEON WILICH

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7



A

ORC-LIEUTENANT

CREATURE

*Orcs. One strike. If played on a company that has already faced an Orc attack this turn, Orc-lieutenant receives +4 prowess.**"Then suddenly, without warning, Uglúk sprang forwards, and with two swift strokes swept the heads off two of his opponents."* —LotRIII*—LotRIII*

7/-

ART BY JO HARTWIG

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7



A

ORC-WATCH

CREATURE

*Orcs. Three strikes.**"...he saw the goblins; goblins in full armour with drawn swords... They were aroused, alert, ready for anything."* —Hob

9/-

ART BY DAMEON WILICH

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8



A

1

ORC-WATCH



CREATURE

Orcs. Three strikes.

"...he saw the goblins; goblins in full armour with drawn swords... They were aroused, alert, ready for anything." -Hob

9/-

ART BY DAMEON WILLICH

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1

ORC-WATCH



CREATURE

Orcs. Three strikes.

"...he saw the goblins; goblins in full armour with drawn swords... They were aroused, alert, ready for anything." -Hob

9/-

ART BY DAMEON WILLICH

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1

"TOM" (TŪMA)



CREATURE

Unique. Troll. One strike. If played after "Bert" or "William" and if keyed to the same site path against the same company, each character wounded by "Tom" must discard all non-special items he bears. Two Wildernesses [1] in site path are required.

13/-

ART BY LIZ DANFORTH

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1

"WILLIAM" (WŪLUAG)



CREATURE

Unique. Troll. One strike. If played after "Bert" or "Tom" and if keyed to the same site path against the same company, each character wounded by "William" must discard all non-special items he bears.

"William choked. 'Shut yer mouth!' he said as soon as he could. 'Yer can't expect folks to stop here forever just to be et by you and Bert...' " -Hob

11/-

ART BY LIZ DANFORTH

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ALONE AND UNADVISED



PERMANENT-EVENT

Corruption. Playable on a non-Wizard, non-Ringwraith character in a company with 3 or fewer characters. Target character makes a corruption check at the end of his movement/hazard phase for each region he moved through. All of his corruption checks are modified by adding the number of characters in his company. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 6, discard this card. Discard this card if his company has 4 or more characters. Cannot be duplicated on a given character.

ART BY LIZ DANFORTH

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4

ALONE AND UNADVISED



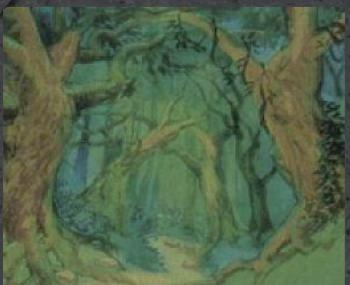
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CHOKING SHADOWS

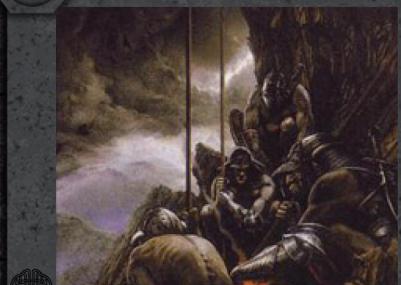


SHORT-EVENT

Bring one hazard from your sideboard or discard pile into your play deck and shuffle (up to two if *Doors of Night* is in play).

"...in the high regions the West Wind still blew, but down on the stones behind the fences of the Black Land the air seemed almost dead, chill and yet stifling." —LotRVI

AN UNEXPECTED OUTPOST



SHORT-EVENT

Bring one hazard from your sideboard or discard pile into your play deck and shuffle (up to two if *Doors of Night* is in play).

"...in the high regions the West Wind still blew, but down on the stones behind the fences of the Black Land the air seemed almost dead, chill and yet stifling." —LotRVI

Environment. Modify the prowess of one automatic-attack at a Ruins & Lairs [1] site by +2.

Alternatively, if *Doors of Night* is in play, treat one Wilderness [1] as a Shadow-land [0] or one Ruins & Lairs [1] as a Shadow-hold [1] until the end of the turn.

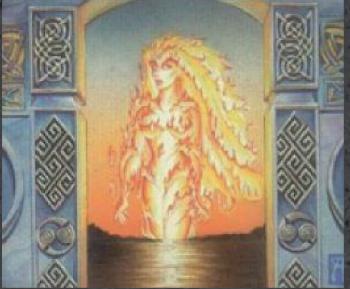
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ART BY JOHN HOWE

ART BY GAIL MCINTOSH

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DOORS OF NIGHT



PERMANENT-EVENT

Environment. All resource environment cards in play are immediately discarded, and all resource environment effects are canceled.
Cannot be duplicated.

"...already the fire in the sky was burning out, and the smouldering hills were fading, while ash-grey evening crept over the fields."

-LotRV

ART BY MELISSA BENSON

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7
A

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ART BY MELISSA BENSON

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-LotRV

ART BY MELISSA BENSON

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7
A

MINIONS STIR



LONG-EVENT

The number of strikes and prowess of each Orc and Troll attack is increased by one (by two for Orcs if *Doors of Night* is in play.)
Cannot be duplicated.

"...for in the gloom the Shadow Host seemed to grow stronger and more terrible to look upon."

-LotRV

ART BY ANGUS MCBRIDE

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6
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MINIONS STIR



LONG-EVENT

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-LotRV

ART BY ANGUS MCBRIDE

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6
A

TWILIGHT



SHORT-EVENT

Environment. This card may be played at any time during any player's turn. One environment card in play is immediately discarded. This card may also be played as a resource.

"Upon the very Eve of Midsummer, when the sky was blue as sapphire and the white stars opened in the East, but the West still golden, and the air was cool and fragrant, the riders came...to the gates of Minas Tirith."

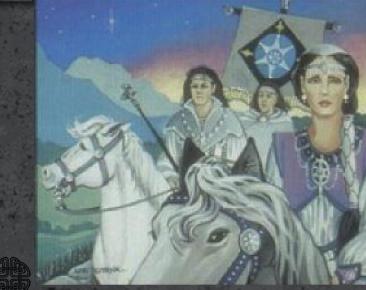
-LotRV

ART BY LORI DEITRICK

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9
A

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-LotRV

ART BY LORI DEITRICK

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A

TWO OR THREE TRIBES PRESENT



SHORT-EVENT

Playable on a company moving with at least two Wildernesses [1], one Shadow-land [1], or one Dark-domain [1] in their site path.

When played, announce a creature type except Nazgûl, Undead, or Dragons (like Orcs, Men, Slayers, Drakes, etc.). For this turn, any hazard creatures of this type played against target company do not count against the hazard limit.

ART BY DONATO GIANCOLA

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10
A

2

GLAMDRING



MAJOR ITEM

Unique. Weapon. +3 to prowess to a maximum of 8 (a maximum of 9 against Orcs).

"This, Gandalf, was Glamdring, Foe-hammer that the king of Gondolin once wore." -Hob

11

A

+3/-

ART BY AUDREY CORMAN

1

MAJOR ITEM

2

HAUBERK OF BRIGHT MAIL



MAJOR ITEM

Armor. Warrior only: +2 to body to a maximum of 9.

"Each one of his folk was clad in a hauberk of steel mail that hung to his knees..." -Hob

9

A

-/+2

ART BY AUDREY CORMAN

1

MAJOR ITEM

3

KNIGHTS OF DOL AMROTH



DÚNADAN FACTION

Unique. Playable at Dol Amroth

if the influence check is greater than 8.
Standard Modifications: Dúnedain (+1).

"...and a company of knights in full harness riding grey horses; and behind them seven hundreds of men at arms, tall as lords, grey-eyed, dark-haired, singing as they came." -LotRV

9

A

ART BY ANGELO MONTANINI

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2

MEN OF ANFALAS



MAN FACTION

Unique. Playable at Lond Galen

if the influence check is greater than 8.
Standard Modifications: Dúnedain (+1).

"From Anfalas, the Langstrand far away, a long line of men of many sorts, hunters and herdsmen and men of little villages, scantily equipped..." -LotRV

6

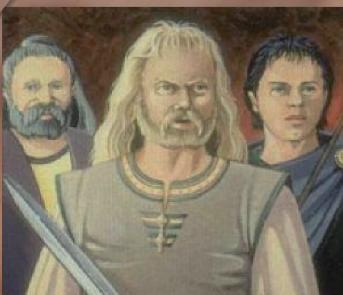
A

ART BY ANGELO MONTANINI

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2

MEN OF LEBENNIN



MAN FACTION

Unique. Playable at Pelargir

if the influence check is greater than 7.
Standard Modifications: Dúnedain (+1).

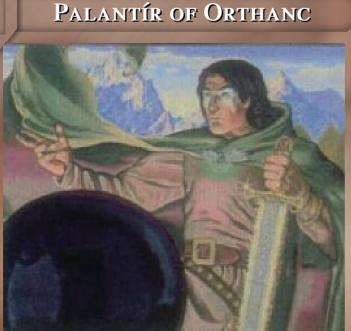
"...or further south in fair Lebennin with its five swift streams. There dwelt a hardy folk between the mountains and the sea." -LotRV

7

A

ART BY LORI DEITRICK

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SPECIAL ITEM

Unique. Palantír. Playable only at Isengard.

With its bearer able to use a Palantír and with at least 5 cards in your play deck, tap Palantír of Orthanc to choose one card from your discard pile to place in your play deck (reshuffle your play deck). Bearer makes a corruption check.

"The Stones of Seeing do not lie..." -LotRV

11

A

ART BY RONALD CHRONNA

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3

RANGERS OF ITHILien



DÚNADAN FACTION

Unique. Playable at Henneth Annûn

if the influence check is greater than 7.
Standard Modifications: Dúnedain (+1).

"All had swords at their sides, and were clad in green and brown of varied hues, as if the better to walk unseen in the glades of Ithilien." -LotRV

4

A

ART BY ANGELO MONTANINI

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1(2) SAPLING OF THE WHITE TREE



MAJOR ITEM

Not playable at a Shadow-hold [■] or Dark-hold [■]. May be stored at Minas Tirith. 2 marshalling points if stored at Minas Tirith.

-LotRI

ART BY LORI DETRICK

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1

"And he climbed to it, and saw that out of the very edge of the snow there sprung a sapling tree no more than three foot high."

A

4 SCROLL OF ISILDUR



GREATER ITEM

Unique. When a Gold Ring is tested in a company with the *Scroll of Isildur*, the result of the roll (or draw) is modified by +2.

A

ART BY RON ROUSSELLE II

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3

A

AND FORTH HE HASTENED



SHORT-EVENT

Untap a character in your Wizard's company.

"Enchantment healed his weary feet... And forth he hastened, strong and fleet..."

-LotRI

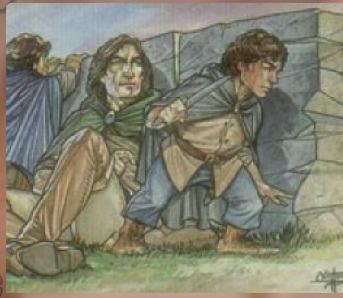
A

ART BY DONATO GIANCOLA

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A

CONCEALMENT



SHORT-EVENT

Scout only. Tap Scout to cancel one attack against his company.

A

"At once Strider flung himself on the ground behind the ruined circle, pulling Frodo down beside him. Merry threw himself along side."

-LotRI

ART BY QUINTON HOOVER

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7

A

2 TREEBEARD



SAGE ALLY

Unique. Playable at Wellinghall.

May not be attacked by automatic-attacks or hazards keyed to his site. Discard *Treebeard* if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wold & Foothills, Eredhwaith, Old Pûkel-land, Brown Lands, Anduin Vales, or Redhorn Gate.

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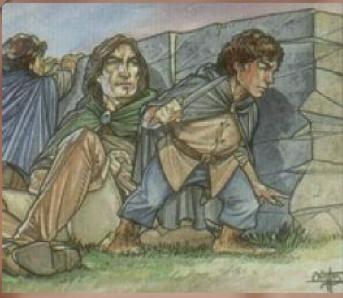
8/9

ART BY ANGUS McBRIDE

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A

CONCEALMENT



SHORT-EVENT

Scout only. Tap Scout to cancel one attack against his company.

"At once Strider flung himself on the ground behind the ruined circle, pulling Frodo down beside him. Merry threw himself along side."

-LotRI

A

ART BY QUINTON HOOVER

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A

DARK QUARRELS



SHORT-EVENT

Cancel one attack by Orcs, Trolls, or Men.

Alternatively, if *Gates of Morning* is in play, the number of strikes from any attack is reduced to half of its original number, rounded up.

A

"...How do you like being called swine by the muck-rakers of a dirty little wizard? Many loud yells...answered him..."

-LotRIII

ART BY RANDY GALLEGOS

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7

A

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A

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-LotRIII

ART BY RANDY GALLEGOS

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A





ISLE OF THE ULOND



ANDRAST COAST

Nearest Haven: Edhellond

Playable:

Information, Items (minor, major)

Automatic-attacks:

Dragon — 1 strike with 14 prowess

"Deep, sea-washed chambers of coral lie beneath the island's cliffs and resound with the echoes of the violent tides."

-Kuduk Lore

ART BY J. WALLACE JONES

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MINAS TIRITH



ANÓRIEN

Nearest Haven: Lórien

"...the Guarded City, with its seven walls of stone so strong and old that it seemed to have been not builded by carven by giants out of the stones of the earth."

-LotRV

2

2

ART BY ERIC DAVID ANDERSON

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RIVENDELL



RHUDAUR

Site Path From Lórien:

Site Path From Grey Havens:

"His house was perfect, whether you liked food, or sleep, or work, or story-telling, or singing, or just sitting and thinking best, or a pleasant mixture of them all. Evil things did not come into that valley."

-Hob

ART BY STEFANO BALDO

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LOND GALEN



ANFALAS

Nearest Haven: Edhellond

"Or we might pass by and cross the Isen into Langstrand and Lebennin, and so come to Gondor from the regions nigh to the sea."

-LotRII

ART BY J. WALLACE JONES

Remastered 2018 - Stewards of Gondor

MORIA



REDHORN GATE

Nearest Haven: Lórien

Playable:

Items (minor, major, greater, gold ring)

Automatic-attacks:

Orcs — 4 strikes with 7 prowess

"In the pale ray of the wizard's staff...glimpses of stairs and arches, and of other passages and tunnels..."

-LotRII

ART BY KEVIN WARD

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LÓRIEN



WOLD & FOOTHILLS

Site Path From Rivendell:

Site Path From Edhellond:

"There are no trees like the trees of that land. For in autumn their leaves fall not, but turn to gold. Not till the spring comes...do they fall, and then the boughs are laden with golden flowers..."

-LotRII

ART BY STEFANO BALDO

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PELARGIR



LEBENNIN

Nearest Haven: Edhellond

"The hour is come at last. Now I will go to Pelargir upon Anduin, and ye shall come after me..."

-LotRV

ART BY J. WALLACE JONES

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RIVENDELL



RHUDAUR

Site Path From Lórien:

Site Path From Grey Havens:

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-Hob

ART BY STEFANO BALDO

Remastered 2018 - Stewards of Gondor

TOLFALAS



MOUTHS OF THE ANDUIN

Nearest Haven: Edhellond

Playable: Items (minor, major, greater*)

*Scroll of Isildur only.

Automatic-attacks:

Undead — 3 strikes with 7 prowess; each character wounded must make a corruption check.

ART BY DOUGLAS CHAFFEE

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WELLINGHALL



FANGORN

Nearest Haven: Lórien

"...the trees in the court had also begun to glow, faintly at first, but steadily quickening, until every leaf was edged with light; some green, some gold, some red as copper; while the tree-trunks looked like pillars moulded out of luminous stone..."

-LotRIII

ART BY ANGUS McBRIDE

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Sideboard



3

RIDERS OF ROHAN



MAN FACTION

Unique. Playable at Edoras

if the influence check is greater than 9.

Standard Modifications:

Hobbits (+1), Dúnedain (+1).

"...tall and long-limbed; their hair, flaxen pale, flowed under their light helms, and streamed in long braids behind them; their faces were stern and keen..."

-LotRIII

ART BY DONATO GIANCOLA

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5

THE WHITE TREE



PERMANENT-EVENT

Unique. Sage only at Minas Tirith.

Playable only if a Sapling of the White Tree is at Minas Tirith. Minas Tirith becomes a Haven [★] for the purposes of healing and playing hazards.

Discard the Sapling of the White Tree.

"And the Tree that was withered shall be renewed, and he shall plant it in high places, and the City shall be blessed."

-LoTRVI

ART BY KEVIN WARD

Remastered 2018 - Stewards of Gondor



VANISHMENT



SHORT-EVENT

Spell. Wizard only. Cancels an attack against the Wizard's company. Wizard makes a corruption check modified by -2.

"Go back to the abyss prepared for you! Go back! Fall into the nothingness that awaits you and your Master. Go!"

-LotRV

ART BY ANGUS MCBRIDE

Remastered 2018 - Stewards of Gondor



WIZARD'S LAUGHTER



SHORT-EVENT

Spell. Wizard only during the opponent's site phase. Automatically cancels an influence check against one of the Wizard's player's characters, followers, factions, allies, or items. Wizard makes a corruption check modified by -2.

"Then Gandalf laughed. The fantasy vanished like a puff of smoke. 'Saruman... You should have been the king's jester...' "

-LotRIII

ART BY EDWARD BEARD, JR.

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WIZARD UNCLOAKED



SHORT-EVENT

Spell. Wizard only. Return all hazard permanent-events on characters in your Wizard's company to opponent's hand. Wizard makes a corruption check modified by -2.

"Gandalf's eyes flashed. 'It will be my turn to get angry soon,' he said. 'If you say that again, I shall. Then you will see Gandalf the Grey uncloaked...'"

-LoTRI

ART BY VINCENZ LUZAM

Remastered 2018 - Stewards of Gondor



CALL OF HOME



SHORT-EVENT

Playable on a non-Wizard, non-Ringwraith character that is not the bearer of The One Ring.

The character's player must make a roll; return the character to the player's hand if the result plus his unused general influence is less than 10.

Any one item held by a character removed in this fashion may automatically be transferred to another character in his company.

ART BY RANDY GALLEGOS

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4

EÄRCARAXË AHUNT



LONG-EVENT

Unique. Any company moving in Andras Coast, Bay of Belfalas, Eriadoran Coast, and/or Andras immediately faces one Dragon attack (considered a hazard creature attack) — 3 strikes at 15/6 (attacker chooses defending characters).If *Doors of Night* is in play, this attack also affects: Old Pukel-land, Enedhwraith, Anfalas, and any Coastal Sea [●] region (or region type).

15/6

ART BY ANGELO MONTANINI

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INCITE DEFENDERS



SHORT-EVENT

Playable on a Border-hold [■] or Free-hold [■]. An additional automatic-attack is created at the site until the end of the turn. This is an exact duplicate (including all existing and eventual modifications to prowess, etc.) of an existing automatic-attack at the site of your choice. This automatic-attack is faced immediately following its original. Cannot be duplicated on a given site.

ART BY BRAD WILLIAMS

Remastered 2018 - Stewards of Gondor



MUSTER DISPERSES



SHORT-EVENT

Affects a faction already in play. The faction's player makes a roll (or draws a #), the faction is discarded if the result plus his unused general influence is less than 11.

"When the days of rejoicing were over at last the Companions thought of returning to their own homes."

-LotRV

ART BY STEFANO BALDO

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"When the days of rejoicing were over at last the Companions thought of returning to their own homes."

-LotRVI

12

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ART BY STEFANO BALDO

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-LotRVI

12

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ART BY STEFANO BALDO

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REBEL-TALK

PERMANENT-EVENT

Playable on a non-Ringwraith, non-Wizard character with mind of 7 or less. Character cannot be controlled by direct influence. Once during each of his organization phases, the character may attempt to remove this card by making a roll (drawing a #)—if the result is greater than 7, discard this card.

Cannot be duplicated on a given character.

ART BY ALAN LEE

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7

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REBEL-TALK

PERMANENT-EVENT

Playable on a non-Ringwraith, non-Wizard character with mind of 7 or less. Character cannot be controlled by direct influence. Once during each of his organization phases, the character may attempt to remove this card by making a roll (drawing a #)—if the result is greater than 7, discard this card.

Cannot be duplicated on a given character.

ART BY ALAN LEE

Remastered 2018 - Stewards of Gondor

7

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TWILIGHT

SHORT-EVENT

Environment. This card may be played at any time during any player's turn. One environment card in play is immediately discarded. This card may also be played as a resource.

"Upon the very Eve of Midsummer, when the sky was blue as sapphire and the white stars opened in the East, but the West still golden, and the air was cool and fragrant, the riders came...to the gates of Minas Tirith."

-LotRVI

9

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ART BY LORI DETRICK

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