



Challenge Deck D - Bargain Between Friends

Print at Home - US Letter

Middle Earth 2018 - Remastered

Characters

Starting Characters

- Beorn (with Black Arrow)
- Gimli
- Halbarad
- Legolas (with Cram)

Other Characters (9)

- 3x Radagast
- Brand
- Celeborn
- Erohir
- Haldor
- Hama
- Thranduil

Hazards (30)

Creatures

- Abductor
 - 3x Ambusher
 - Assassin
 - Brigands
 - 2x Corsairs of Umbar
 - 3x Ghosts
 - 3x Lawless Men
 - 3x Sellswords Between Charters
 - Stout Men of Gondor
- #### Events
- 2x Alone and Unadvised
 - 3x Rank upon Rank
 - 2x Seized by Terror
 - Thrice Outnumbered
 - 2x Tidings of Bold Spies
 - 2x Twilight

Resources (30)

MP Resources

- Beorlings
 - Bow of the Galadhrim
 - Easterlings
 - Iron Hill Dwarves
 - Men of Dorwinion
 - 2x Noble Hound
 - 3x Noble Steed
 - Orcrist
 - Torque of Hues
 - Wood-elves
- #### Supporting Resources
- And Forth He Hastened
 - 2x Dark Quarrels
 - 2x Flatter a Foe
 - Forewarned is Forearmed
 - 2x Marvels Told
 - Muster
 - 3x New Friendship
 - 3x Risky Blow
 - 2x Vanishment

Sites (15)

- Beorn's House
- Buhr Widu
- Dale
- Dead Marshes
- Easterling Camp
- Edhellond
- Gobel Mirlond
- Iron Hill Dwarf-hold
- Lórien
- Moria
- Raider-hold
- Rhosgobel
- Rivendell
- Shrel-Kain
- Thranduil's Halls

Sideboard (20)

Resources

- Dark Quarrels
- Forewarned is Forearmed
- Gandalf
- 2x Gates of Morning
- 2x Glamour of Surpassing Excellence
- Great-shield of Rohan
- Marvels Told
- Men of Dale
- 2x Prompts of Wisdom
- Wain-easterlings
- Wizard's Laughter

Hazards

- Corsairs of Umbar
- Horse-lords
- Itangast Ahunt
- Scorba Ahunt
- Seized By Terror
- Twilight

Bargain Between Friends

Along with Beorn, Gimli and Legolas, an unlikely duo of Dwarf and Elf, carry out missions of diplomacy in the hostile territories north of Mordor. Potent combat abilities with some subtle attack avoidance characterize these heroes of Radagast. The hazards feature ranks of roguish Men.

Starting Companies (2) at Rivendell

- Beorn Gimli, and Legolas form one company. Beorn has Black Arrow and Legolas has Cram.
- Halbarad starts by himself and should stay in Rivendell.

Suggested Sites for Resources

- Bow of the Galadhrim - Buhr Widu, Raider - hold or Gobel Mirlond
- Easterlings - Easterling Camp
- Iron Hill Dwarves - Iron Hill Dwarf-hold
- Men of Dorwinion-Shrel-Kain
- Noble Hound 2x - tapped Easterling Camp, Dale, Gobel Mirlond, Raider-hold or Shrel-Kain
- Noble Steed 3x - tapped Buhr Widu, Easterling Camp, Gobel Mirlond, Raider-hold or Shrel-Kain
- Orcrist - Dead Marshes or Moria
- Torque of Hues - Buhr Widu, Raider-hold or Gobel Mirlond
- Wood-elves - Thranduil's Halls
- Great-shield of Rohan (sideboard) - Buhr Widu, Raider-hold or Gobel Mirlond
- Men of Dale (sideboard) - Dale
- Wain-easterlings (sideboard) - Easterling Camp (during 2nd deck cycle)

Resource Play

The diplomat skill rises to the forefront in Radagast's deck. You should only begrudgingly discard New Friendships. This card helps with corruption checks, influence attempts, and Flatter a Foe, which can devastate a well planned turn of hazards. Try to play Forewarned is Forearmed only in response to the play of a creature or automatic-attacks it affects. You do not want an opponent to have an easy shot at killing your Assassin.

Radagast

Radagast must play an active role for this deck to succeed. He certainly should move through Wilderness to draw extra cards, but do not feel you should maximize the Wildernesses in his site path or draw all the cards he has coming. You can always draw cards one at a time and determine the

potential of each before choosing to burden your hand with more. If Radagast does not keep the card drawing in check, you will draw more marshalling point sources than you can play in one turn. This forces you to discard hazards or resource tactical options while you wait to play the marshalling points. If you discard the marshalling points instead, you may not be able to accumulate enough when later turns arrive. Radagast's direct influence should be used to control characters as soon as possible in order to free general influence. Until this happens, the deck is vulnerable to Muter Disperses and influence attempts by an opponent. The fact that he and a follower or two form a second strong company allows you to play more resources from your hand. His special ability then allows you to draw the next round of marshalling points-or a good complement of hazards-more regularly.

Hazard Play

This deck has what is possibly the best creature in the game, Assassin. If the option is available, use Thrice outnumbered to recycle Assassin (unless you know your opponent is not going near its keyable sites).

Sideboard

Against a corruption strategy, tap Radagast to bring in Glamour of Surpassing Excellence as soon as possible. This card is more against corruption than meets the eye. The Dragon Ahunt cards offer a nice opportunity against opponents who travel consistently in their affected regions, so quickly bring these in once you recognize you are playing the right opponent.

Strategy Resources

A "Kill the Minions" deck? Seems like it could work that way. Everyone but Halbarad in the starting company is pretty big. Orcrist for Gimli and The Bow of the Galadhrim for Legolas, plus a bunch of nonunique allies to add strikes in company vs. company combat, gives a definite advantage against the minion companies in these decks. Plus 15 points worth of factions, in case you can't go kill people. And for getting all these things, Beorn and his Black Arrow can be a big help. All in all, the resources seem well balanced.

Strategy Hazards

The Man strategy is pretty good against Heroes. It's not quite as good against minions, since they won't spend as much time in border lands/holds - Lawless Men and Sellswords still work, though. Thrice Outnumbered is neat, too - as long as your Men don't get defeated. And in the sideboard, there are a couple of Dragons Ahunt to punish anyone foolish enough to venture into the Northeast. This is a very good hazard deck.



2

BRAND

6



The grandson of Bard the Bowman rules them, Brand son of Bain son of Bard. He is a strong king, and his realm now reaches far south and east of Esgaroth. " -LotRII

WARRIOR/DIPLOMAT MAN

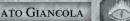
Unique. +2 direct influence against Men of Dale faction.10
D

4/9

Home Site: Dale

ART BY DONATO GIANCOLA

Challenge Deck - Bargain Between Friends



2

CELEBORN

6

**Unique.** +5 direct influence that is only usable against Galadriel.

"...and the hair of Lord Celeborn was of silver long and bright; but no sign of age was upon them, unless in the depth of their eyes; for these were keen as lances in the starlight, and yet profound, the wells of deep memory." -LotRII

6/9

Home Site: Lórien

ART BY ANGUS McBRIDE

Challenge Deck - Bargain Between Friends



1

ELROHIR

4



WARRIOR/RANGER ELF

Unique. +1 prowess against Orcs.

"Then said Elrohir: 'From the North we came with this purpose, and from Elrond our father we brought this very council. We will not turn back.' " -LotRV

6
D

5/8

Home Site: Rivendell

ART BY APRIL LEE

Challenge Deck - Bargain Between Friends



1

HALDIR

3



WARRIOR ELF

Unique. -1 to all of his corruption checks.
-1 to influence checks against factions.8
D

4/8

Home Site: Lórien

ART BY LORI DEITRICK



HÁMA

2



WARRIOR MAN

Unique. -1 to all of his corruption checks.
-1 to influence checks against factions.

"...the sun was blazoned upon their green shields...Then one of the guards stepped forward... I am the Doorman of Theoden,' he said. 'Háma is my name.' " -LotRIII

4/8

Home Site: Edoras

ART BY LORI DEITRICK



THRANDUIL

9



WARRIOR/RANGER/SAGE ELF

Unique. +2 direct influence against the Wood-elves faction.

"In a great hall with pillars hewn out of the living stone sat the Elvenking on a chair of carven wood. On his head was a crown of berries and red leaves... In his hand he held a carven staff of oak." -Hob

5
D

7/8

Home Site: Thranduil's Halls

ART BY ROB ALEXANDER

Challenge Deck - Bargain Between Friends



1

ABDUCTOR

1



CREATURE

Men. One strike. Each non-Wizard, non-Ringwraith defending character wounded by the Abductor is discarded.

"Suddenly he seized them. The strength in his long arms and shoulders was terrifying. He tucked them one under each armpit, and crushed them fiercely to his sides; a great stifling hand was clapped over each of their mouths." -LotRIII

5
D

AMBUSHER

1



CREATURE

Men. Two strikes. Attacker chooses defending characters.

"...suddenly Wormtongue rose up, drawing a hidden knife, and then with a snarl like a dog he sprang on Saruman's back, jerked his head back, cut his throat, and with a yell ran off down the lane." -LotRVI

10/-

ART BY ANGUS McBRIDE

Challenge Deck - Bargain Between Friends

7
D

1

AMBUSHER

1



CREATURE

Men. Two strikes. Attacker chooses defending characters.

"...suddenly Wormtongue rose up, drawing a hidden knife, and then with a snarl like a dog he sprang on Saruman's back, jerked his head back, cut his throat, and with a yell ran off down the lane." -LotRVI

7
D

10/-

ART BY ANGUS McBRIDE

Challenge Deck - Bargain Between Friends



AMBUSHER

CREATURE

Men. Two strikes. Attacker chooses defending characters.

"...suddenly Wormtongue rose up, drawing a hidden knife, and then with a snarl like a dog he sprang on Saruman's back, jerked his head back, cut his throat, and with a yell ran off down the lane." —*LotRVI*

10/-

ART BY ANGUS McBRIDE

Challenge Deck - Bargain Between Friends

7

D

ASSASSIN

CREATURE

Men. Three attacks (of one strike each) all against the same character. Attacker chooses defending character. One or two of these attacks may be canceled by tapping one character (not the defending character) in the defender's company for each attack canceled.

11/-

ART BY ANGUS McBRIDE

Challenge Deck - Bargain Between Friends

10

D

BRIGANDS

CREATURE

Men. Two strikes. If any strike of *Brigands* wounds a character, the company must immediately discard one item (defender's choice).

"...some would join forces with the Easterlings, either out of greed for spoil, or in furtherance of feuds among their princes." —*LotR*

8/-

ART BY ANGUS McBRIDE

Challenge Deck - Bargain Between Friends

7

D

CORSAIRS OF UMBAR

CREATURE

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pūkel-land; and may also be played at Ruins & Lairs [■] and Shadow-holds [■] in these regions.

May also be played at any sites in Elven Shores, Eriadoran Coast, Andrast Coast, Bay

9/-

ART BY ANGELO MONTANNA

Challenge Deck - Bargain Between Friends

9

D

CORSAIRS OF UMBAR

CREATURE

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pūkel-land; and may also be played at Ruins & Lairs [■] and Shadow-holds [■] in these regions.

May also be played at any sites in Elven Shores, Eriadoran Coast, Andrast Coast, Bay

9/-

ART BY ANGELO MONTANNA

Challenge Deck - Bargain Between Friends

9

D

GHOSTS

CREATURE

Undead. Three strikes. After attack, each character wounded by the Ghosts makes a corruption check modified by -1.

"Many faces proud and fair, and weeds in their silver hair. But all foul, all rotting, all dead." —*LotRIV*

9/-

ART BY RON SPENCER

Challenge Deck - Bargain Between Friends

7

D

GHOSTS

CREATURE

Undead. Three strikes. After attack, each character wounded by the Ghosts makes a corruption check modified by -1.

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ART BY RON SPENCER

Challenge Deck - Bargain Between Friends

7

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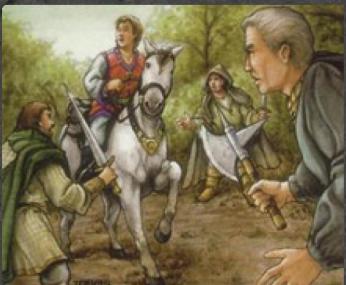
9/-

ART BY RON SPENCER

Challenge Deck - Bargain Between Friends

7

D

LAWLESS MEN

CREATURE

Men. Two strikes.

"...a most unsavory variety of brigands, rogues, and wanderers roam the Wilderland, wresting their livelihood from the trunks of unwary or unfortunate travellers of means." —*Kuduk Lore*

9/-

ART BY CHRIS TREVAS

Challenge Deck - Bargain Between Friends

2

D

1 LAWLESS MEN

CREATURE

Men. Two strikes.

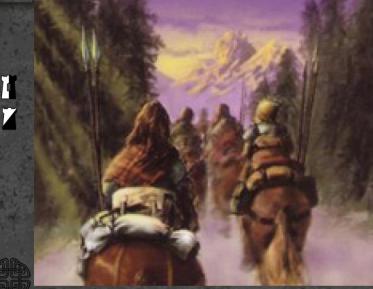
"...a most unsavory variety of brigands, rogues, and wanderers roam the Wilderlands, wresting their livelihood from the trunks of unwary or unfortunate travellers of means."

—Kuduk Lore

9/-

ART BY CHRIS TREVAS

Challenge Deck - Bargain Between Friends

**1 SELLSWORDS BETWEEN CHARTERS**

CREATURE

Men. Two strikes.

"The Silver Age of the Mercenaries is said to have begun when the remaining Raggars besieged the first Canotor to collect their back pay."

—Kuduk Lore



11/-

ART BY STEPHEN KING

Challenge Deck - Bargain Between Friends

**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

Challenge Deck - Bargain Between Friends



4

1 LAWLESS MEN

CREATURE

Men. Two strikes.

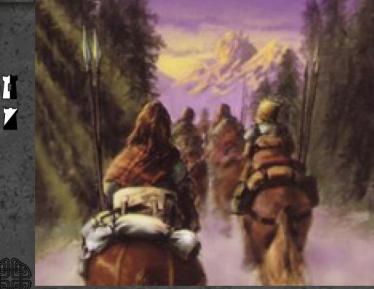
"...a most unsavory variety of brigands, rogues, and wanderers roam the Wilderlands, wresting their livelihood from the trunks of unwary or unfortunate travellers of means."

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9/-

ART BY CHRIS TREVAS

Challenge Deck - Bargain Between Friends

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CREATURE

Men. Two strikes.

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—Kuduk Lore

11/-

ART BY STEPHEN KING

Challenge Deck - Bargain Between Friends

**1 SELLSWORDS BETWEEN CHARTERS**

CREATURE

Men. Two strikes.

"The Silver Age of the Mercenaries is said to have begun when the remaining Raggars besieged the first Canotor to collect their back pay."

—Kuduk Lore

11/-

ART BY STEPHEN KING

Challenge Deck - Bargain Between Friends

**1* STOUT MEN OF GONDOR**

CREATURE

Men. Six strikes. Detainment against hero and covert companies. May be played keyed to Old Púkel-land, Old Púkel Gap, Andrast, Anfalas, Lamedon, Belfalas, Lebennin, Anórien, or Rohan; or at sites in these regions.

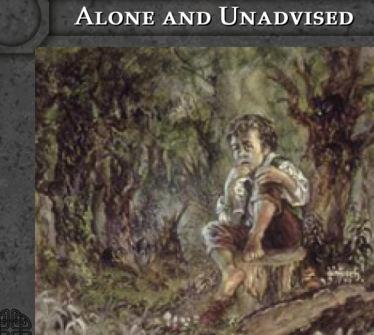
"But still we fight on, holding all the west shores of Anduin; and those who shelter behind us give us praise..."

—LotR II

7/-

ART BY RON WALOTSKY

Challenge Deck - Bargain Between Friends

**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.



Challenge Deck - Bargain Between Friends



4

RANK UPON RANK

PERMANENT-EVENT

All non-agent Man attacks receive +1 prowess and +1 strikes. If *Doors of Night* is in play, all Giant attacks also receive these bonuses. Discard this card when such an affected attack (automatic, hazard creature, or otherwise) is defeated. Cannot be duplicated.

"...rank upon rank...passing outwards in an endless stream."

—LotR IV

Challenge Deck - Bargain Between Friends

ART BY NICHOLAS JAINSCHIGG



7

RANK UPON RANK



PERMANENT-EVENT

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"...rank upon rank...passing outwards in an endless stream." —*LotRIV*

ART BY NICHOLAS JAINSCHEGG

Challenge Deck - Bargain Between Friends

7

D

RANK UPON RANK



PERMANENT-EVENT

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"...rank upon rank...passing outwards in an endless stream." —*LotRIV*

ART BY NICHOLAS JAINSCHEGG

Challenge Deck - Bargain Between Friends

7

D

SEIZED BY TERROR



SHORT-EVENT

Playable on a non-Wizard character moving in a Shadow-land [D] or Dark-domain [I]. Target character makes a roll (draws a #) and adds his mind. If the result is less than 12, that character splits off into a different company. This new company immediately returns to his original company's site of origin.

"Terror seized him. He shrank back, and for a moment he stood trembling in the hall." —*LotRI*

ART BY APRIL LEE

Challenge Deck - Bargain Between Friends

12

D

SEIZED BY TERROR



SHORT-EVENT

Playable on a non-Wizard character moving in a Shadow-land [D] or Dark-domain [I]. Target character makes a roll (draws a #) and adds his mind. If the result is less than 12, that character splits off into a different company. This new company immediately returns to his original company's site of origin.

"Terror seized him. He shrank back, and for a moment he stood trembling in the hall." —*LotRI*

ART BY APRIL LEE

Challenge Deck - Bargain Between Friends

12

D

THRICE OUTNUMBERED



PERMANENT-EVENT

Each player may take one Man hazard creature from his discard pile and shuffle it into his play deck at the end of each turn. Discard this card or a Man hazard creature from your hand at the end of opponent's long-event phase. Discard when any play deck is exhausted.

Cannot be duplicated.

ART BY ALAN LEE

Challenge Deck - Bargain Between Friends

5

D

TIDINGS OF BOLD SPIES



SHORT-EVENT

Playable on a company moving to a site with an automatic-attack. This card creates one or more attacks on the company, the total of which duplicates exactly (including modifications) all automatic-attacks at the site. These attacks must be faced immediately and are not considered automatic-attacks.

ART BY DAVID R. SSEELEY

Challenge Deck - Bargain Between Friends

10

D

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*

ART BY LORI DEITRICK

Challenge Deck - Bargain Between Friends

7

D

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.

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ART BY LORI DEITRICK

Challenge Deck - Bargain Between Friends

7

D

BEORNINGS



MAN FACTION

Unique. Playable at Beorn's House if the influence check is greater than 7. Standard Modifications: Men (+1).

"...if it were not for the Beornings, the passage from Dale to Rivendell would long ago have become impossible. They are valiant men..." —*LotRII*

ART BY ANGELO MONTANNI

Challenge Deck - Bargain Between Friends

7

D

D

2

BOW OF THE GALADHRIM



MAJOR ITEM

Unique. The following effect applies only if the bearer is an Elf Warrior. In company versus company combat, make a roll (draw a #) before strikes are assigned for each non-unique minion ally in the company the bearer is facing. If the result for an ally is greater than the ally's mind plus five, discard the ally.

7

D

1

ART BY REBECCA GUAY

Challenge Deck - Bargain Between Friends

4

EASTERLINGS



MAN FACTION

Unique. Playable at Easterling Camp if the influence check is greater than 9.
Standard Modifications: Dúnedain (-2).

6

D

-LotR

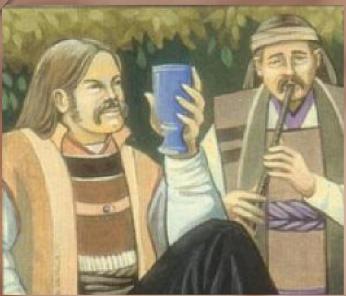
"The Wainriders were a people, or a confederacy of many peoples, that came from the East; but they were stronger and better armed than any that had appeared before."

ART BY HEATHER HUDSON

Challenge Deck - Bargain Between Friends

3

MEN OF DORWINION



MAN FACTION

Unique. Playable at Shrel-Kain if the influence check is greater than 6.
Standard Modifications: Men (+1).

9

D

"...but this wine, it would seem, was the heady vintage of the great gardens of Dorwinion, not meant for his soldiers or his servants..."

-Hob

ART BY LORI DEITRICK

Challenge Deck - Bargain Between Friends

1

NOBLE HOUND



ALLY

Playable at any tapped or untapped Border-hold [1]. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner).

3/6

ART BY OMAR RAYYAN

Challenge Deck - Bargain Between Friends

1

NOBLE STEED



ALLY

Playable at any tapped or untapped non-Haven site in Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor. If each character in a company controls a Noble Steed (or Bill the Pony or Shadowfax), the company may move up to two additional regions.

Tap to cancel a strike (not from an automatic-attack) against its bearer or itself.
"Then he must be a noble beast indeed..."

-LotRII

0/8

ART BY PASCAL YUNG

Challenge Deck - Bargain Between Friends

1

NOBLE STEED



ALLY

Playable at any tapped or untapped non-Haven site in Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor. If each character in a company controls a Noble Steed (or Bill the Pony or Shadowfax), the company may move up to two additional regions. Tap to cancel a strike (not from an automatic-attack) against its bearer or itself.
"Then he must be a noble beast indeed..."

-LotRII

0/8

ART BY PASCAL YUNG

Challenge Deck - Bargain Between Friends

4

IRON HILL DWARVES



DWARF FACTION

Unique. Playable at Iron Hill Dwarf-hold if the influence check is greater than 8.
Standard Modifications:

Elves (-2), Dwarves (+2).

-Hob

"Dáin...has at least five hundred grim dwarves with him—a good many of them have had experience in the dreadful dwarf and goblin wars..."

-Hob

ART BY ANGELO MONTANINI

Challenge Deck - Bargain Between Friends

1

NOBLE HOUND



ALLY

Playable at any tapped or untapped Border-hold [1]. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner).

3/6

ART BY OMAR RAYYAN

Challenge Deck - Bargain Between Friends

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"Then he must be a noble beast indeed..."

-LotRII

0/8

ART BY PASCAL YUNG

Challenge Deck - Bargain Between Friends

D

D

D

D

D

4

ORCRIST



GREATER ITEM

Unique. Weapon. +3 to prowess to a maximum of 9 (+4 prowess to a maximum of 10 against Orcs).

6

"They had called it Orcrist, Goblin-cleaver, but the goblins called it simply Biter. They hated it and hated worse any one that carried it."

-Hob

+3/-

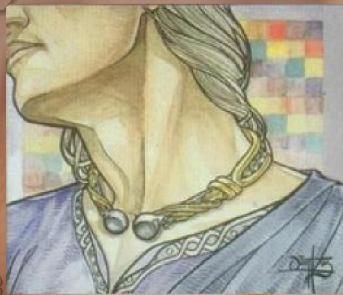
ART BY AUDREY CORMAN

Challenge Deck - Bargain Between Friends

2

2

TORQUE OF HUES



MAJOR ITEM

Unique. Tap Torque of Hues and its bearer to cancel an attack against his company. Bearer makes a corruption check.

10

"...and if he moved they shimmered and changed hue so that the eye was bewildered."

-LotRII

ART BY QUINTON HOOVER

Challenge Deck - Bargain Between Friends

2

3

WOOD-ELVES



ELF FACTION

Unique. Playable at Thranduil's Halls if the influence check is greater than 8. Standard Modifications: Men (-1), Elves (+1), Dwarves (-2).

9

"Their gleaming hair was twined with flowers; green and white gems glinted on their collars and their belts; and their faces and their songs were filled with mirth."

-Hob

ART BY LIZ DANFORTH

Challenge Deck - Bargain Between Friends

1

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

D

ART BY DONATO GIANCOLA

Challenge Deck - Bargain Between Friends



FLATTER A FOE



SHORT-EVENT

Flattery attempt. Playable on a character whose company is facing an attack of the type listed below. Character makes an influence check (modified by his unused direct influence and +2 if a diplomat). If successful, the attack is cancelled and the hazard limit for the character's company is decreased by two. This influence check is successful if the result is greater than: 10 against a Dragon; 11 against Men or Drakes; 12 against Trolls, Orcs, Elves and Giants.

6

D

ART BY HEATHER HUDSON

Challenge Deck - Bargain Between Friends

FLATTER A FOE



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6

D

ART BY HEATHER HUDSON

Challenge Deck - Bargain Between Friends

FOREWARNED IS FOREARMED



PERMANENT-EVENT

Any non-Dragon Lair site with more than one automatic-attack is reduced to having one automatic-attack of the hazard player's choice (this attack cannot be cancelled). Any creature or other hazard with more than one attack is reduced to one attack of the hazard player's choice (this attack cannot be cancelled). Discard when such an isolated attack is defeated. Cannot be duplicated.

5

D

ART BY DANIEL FRAZIER

Challenge Deck - Bargain Between Friends

1

MARVELS TOLD



SHORT-EVENT

Ritual. Tap a sage to force the discard of a hazard non-environment permanent-event or long-event. Sage makes a corruption check modified by -2.

"He tarried there from errancy,
and melodies they taught to him,
and sages old him marvels told..." —*LotRII*

7

D

ART BY FRANK KELLEY FREAS
Challenge Deck - Bargain Between Friends

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"He tarried there from errancy,
and melodies they taught to him,
and sages old him marvels told..." —*LotRII*

7

D

ART BY FRANK KELLEY FREAS
Challenge Deck - Bargain Between Friends

MUSTER



SHORT-EVENT

Warrior only. An influence check against a faction is modified by adding the warrior's prowess to a maximum modifier of +5.

"...more than a hundred sturdy hobbits were assembled with axes, and heavy hammers, and long knives, and stout staves; and a few had hunting-bows." —*LotRVII*

3

D

ART BY DAVID DEITRICK
Challenge Deck - Bargain Between Friends

NEW FRIENDSHIP



SHORT-EVENT

Diplomat only. +3 to any one influence check or +2 to a corruption check made by a character in the same company.

"You may meet a friend of mine on the Road; a Man, lean, dark, tall, by some called Strider. He knows our business and will help you." —*LotRI*

8

D

ART BY DONATO GIANCOLA
Challenge Deck - Bargain Between Friends

NEW FRIENDSHIP



SHORT-EVENT

Diplomat only. +3 to any one influence check or +2 to a corruption check made by a character in the same company.

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D

ART BY DONATO GIANCOLA
Challenge Deck - Bargain Between Friends

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8

D

ART BY DONATO GIANCOLA
Challenge Deck - Bargain Between Friends

RISKY BLOW



SHORT-EVENT

Warrior only against one strike. +3 to prowess and -1 to body.

"Fewer were they but they clove through the Southrons like a fire-bolt in a forest." —*LotRV*

10

D

ART BY ANGUS McBRIDE
Challenge Deck - Bargain Between Friends

RISKY BLOW



SHORT-EVENT

Warrior only against one strike. +3 to prowess and -1 to body.

"Fewer were they but they clove through the Southrons like a fire-bolt in a forest." —*LotRV*

10

D

ART BY ANGUS McBRIDE
Challenge Deck - Bargain Between Friends

RISKY BLOW



SHORT-EVENT

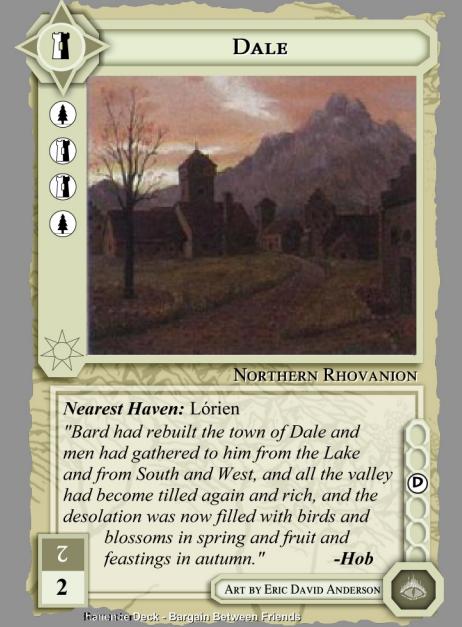
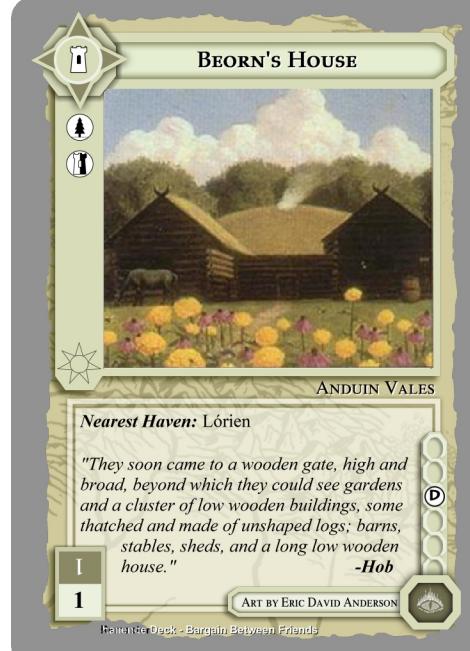
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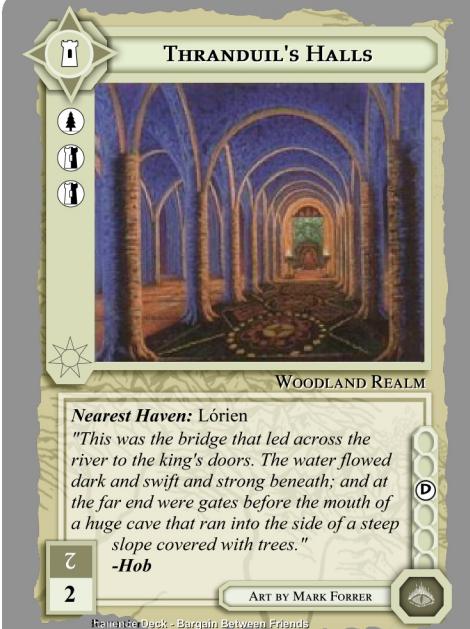
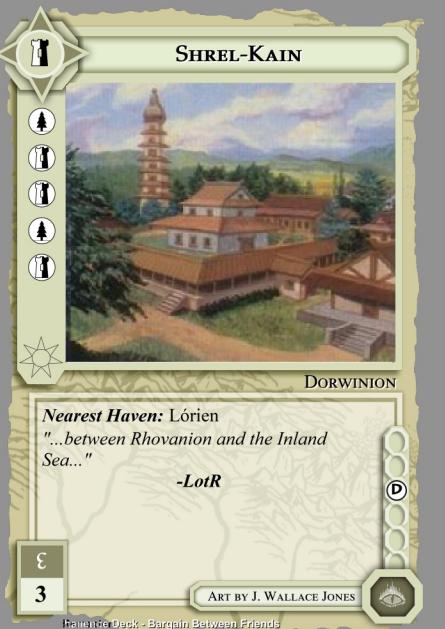
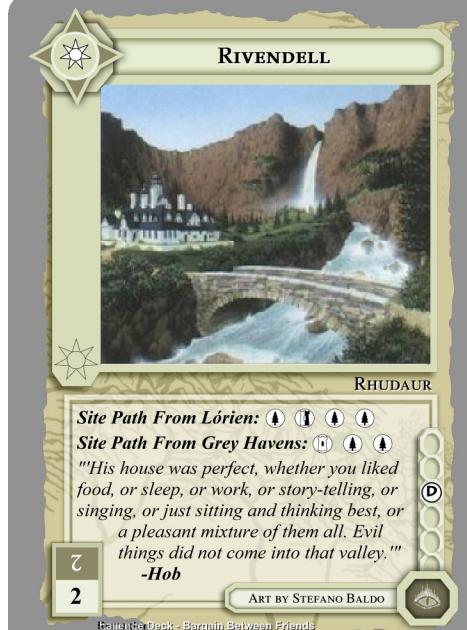
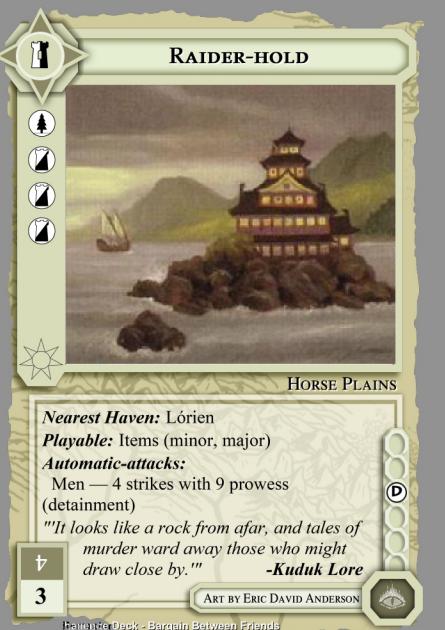
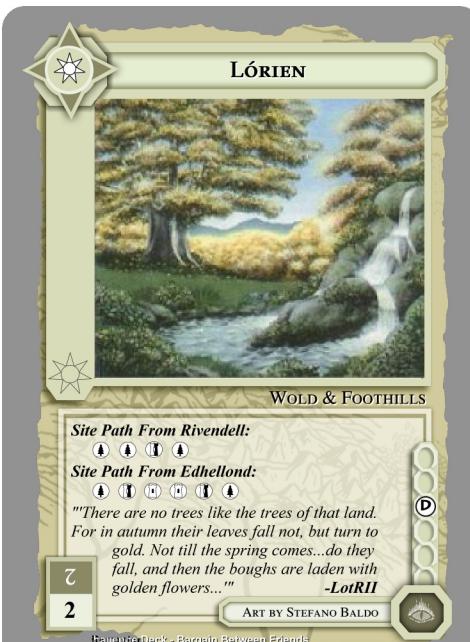
"Fewer were they but they clove through the Southrons like a fire-bolt in a forest." —*LotRV*

10

D

ART BY ANGUS McBRIDE
Challenge Deck - Bargain Between Friends





Sideboard



GLAMOUR OF SURPASSING EXCELLENCE

SHORT-EVENT

Playable on a company at a Border-hold [1] or Free-hold [1]. Make a roll (draw a #) for each hazard permanent-event on characters in the company. Discard each hazard whose roll is greater than the number normally needed to remove it as printed on the card (ignoring all modifiers and conditions). If no number is given, the permanent-event is discarded if its result is greater than 8.

ART BY COURTNEY SKINNER
Challenge Deck - Bargain Between Friends

9 **D**

2 GREAT-SHIELD OF ROHAN

MAJOR ITEM

Unique. Shield. +2 to body to a maximum of 9. Warrior only: tap Great Shield of Rohan to remain untapped against one strike (unless the bearer is wounded by the strike).

"His golden shield was uncovered, and lo! it shone like an image of the Sun, and the grass flamed into green about the white feet of his steed." —*LotRV*

-/+2 **ART BY AUDREY CORMAN**
Challenge Deck - Bargain Between Friends

11 **D**

MARVELS TOLD

SHORT-EVENT

Ritual. Tap a sage to force the discard of a hazard non-environment permanent-event or long-event. Sage makes a corruption check modified by -2.

"He tarried there from errantry, and melodies they taught to him, and sages old him marvels told..." —*LotRII*

7 **D**

ART BY FRANK KELLEY FREAS
Challenge Deck - Bargain Between Friends

2 MEN OF DALE

MAN FACTION

Unique. Playable at Dale if the influence check is greater than 7.
Standard Modifications:
Men (+2), Dwarves (+1).
"Most of the Men of the northern regions of the West-lands were descended from the Edain of the First Age, or from their close kin... Of this kind were...the Men of the Long Lake and of Dale." —*LotR*

ART BY ERIC DAVID ANDERSON
Challenge Deck - Bargain Between Friends

9 **D**

PROMPTINGS OF WISDOM

PERMANENT-EVENT

Light Enchantment. Playable during the organization phase on a ranger. Target ranger may tap to cancel all hazard effects for the rest of the turn that: force his company to return to its site of origin or that tap his company's current site or new site. If so tapped, target ranger makes a corruption check. Cannot be duplicated in a given company.

ART BY CORTNEY SKINNER
Challenge Deck - Bargain Between Friends

8 **D**

PROMPTINGS OF WISDOM

PERMANENT-EVENT

Light Enchantment. Playable during the organization phase on a ranger. Target ranger may tap to cancel all hazard effects for the rest of the turn that: force his company to return to its site of origin or that tap his company's current site or new site. If so tapped, target ranger makes a corruption check. Cannot be duplicated in a given company.

ART BY CORTNEY SKINNER
Challenge Deck - Bargain Between Friends

8 **D**

3 WAIN-EASTERLINGS

MAN FACTION

Unique. Manifestation of minion Wain-easterlings. Playable at Easterling Camp if the influence check is greater than 8.
Standard Modifications:
Wizards (-5), Dúnedain (-2).
"Their homes, their wain-borne palaces made of tapestries, everything moves according to the seasons or fortunes on the battlefield." —*Kuduk Lore*

ART BY VAL MAYTREK
Challenge Deck - Bargain Between Friends

11 **D**

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...'" —*LotRII*

4 **D**

ART BY EDWARD BEARD, JR.
Challenge Deck - Bargain Between Friends

1 CORSAIRS OF UMBAR

CREATURE

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Ednedwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs [1] and Shadow-holds [2] in these regions.

May also be played at any sites in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belegaer.

9 **D**

ART BY ANGELO MONTANNA
Challenge Deck - Bargain Between Friends

2*

HORSE-LORDS



CREATURE

Men. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Rohan, Wold & Foothills, Gap of Isen, and Anórien; and may also be played at non-Haven sites in these regions. May not be played against a company containing a character with Edoras as a home site.

10/6

ART BY BRAD WILLIAMS

Challenge Deck - Bargain Between Friends

8



6

ITANGAST AHUNT



LONG-EVENT

Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) — 4 strikes at 16/7.

If *Doors of Night* is in play, this attack also affects: Southern Rhovanion, Dorwinion, Heart of Mirkwood, and Woodland Realm.

16/7

ART BY LIZ DANFORTH

Challenge Deck - Bargain Between Friends

10



3

SCORBA AHUNT



LONG-EVENT

Unique. Any company moving in Forochel, Angmar, and/or Gundabad immediately faces one Dragon attack (considered a hazard creature attack) — 4 strikes at 10/7 (attacker chooses defending characters).

If *Doors of Night* is in play, this attack also affects: Númeriador, Arthedain, and Rhudaur.

10/7

ART BY RON CHRONNA

Challenge Deck - Bargain Between Friends

10



SEIZED BY TERROR



SHORT-EVENT

Playable on a non-Wizard character moving in a Shadow-land [D] or Dark-domain [D].
Target character makes a roll (draws a #) and adds his mind. If the result is less than 12, that character splits off into a different company. This new company immediately returns to his original company's site of origin.

"Terror seized him. He shrank back, and for a moment he stood trembling in the hall."

—*LoTR*

ART BY APRIL LEE

Challenge Deck - Bargain Between Friends

12



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*

ART BY LORI DEIRICK

Challenge Deck - Bargain Between Friends

7

