



Challenge Deck A - Stewards of Gondor

US Letter - Deck Compendium

Characters	Hazards (30)	Resources (30)	Sites (15)	Sideboard (20)
Starting Characters <ul style="list-style-type: none">Adraza (with Horn of Anor)AnbornFatty Bolger (with Cram)Glorfindel IISam Gamgee Other Characters (8) <ul style="list-style-type: none">3x SarumanBalinHaldirIorethPeathThéoden	Creatures <ul style="list-style-type: none">Bert3x HobgoblinsLittle SnufflerOrc-guard3x Orc-lieutenant2x Orc-warband3x Orc-watchTomWilliam Events <ul style="list-style-type: none">2x Alone and Unadvised2x An Unexpected OutpostChoking Shadows3x Doors of Night3x Minions Stir2x TwilightTwo or Three Tribes Present	MP Resources <ul style="list-style-type: none">Glamdring2x Hauberk of Bright MailKnights of Dol AmrothMen of AnfalasMen of AnórienMen of LebenninPalantir of OrthancRangers of IthilienSapling of the White TreeScroll of IsildurTreebeard Supporting Resources <ul style="list-style-type: none">And Forth He Hastened3x Concealment2x Dark Quarrels2x DodgeGreat Ship2x Halfling Strength3x Marvels ToldSmoke Rings3x Stealth	Dol Amroth Edhellond Edoras Glittering Caves Henneth Annûn Isengard Isle of the Ulond Lond Galen Lórien Minas Tirith Moria Pelargir Rivendell Tolfalas Wellinghall	Resources <ul style="list-style-type: none">AlatarAlign PalantirMany Turns and Doublings2x Promptings of WisdomRebuild the TownRiders of RohanThe White TreeVanishmentWizard's LaughterWizard Uncloaked Hazards <ul style="list-style-type: none">Call of HomeEäcaraxë AhuntIncite Defenders3x Muster Disperses2x Rebel-talkTwilight

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 Adraza from the second company. Fatty has Cram and Adraza 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, Adraza and the Hobbits need find themselves in Gondor so that Adraza 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. Adraza 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

Remastered 2018 - Stewards of Gondor



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



ART BY ANGELO MONTANINI

Remastered 2018 - Stewards of Gondor

1



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*

8

A

1/8

Home Site: Bag End

ART BY CHRISTINA WALD

+1

Remastered 2018 - Stewards of Gondor



CRAM

2



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

A



ART BY AUDREY CORMAN

Remastered 2018 - Stewards of Gondor

1



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.

8

A

1/9

Home Site: Bag End

ART BY ANGELO MONTANINI

+3

Remastered 2018 - Stewards of Gondor

SARUMAN

10



SCOUT/RANGER/SAGE/DIPLOMAT WIZARD

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*

12

A



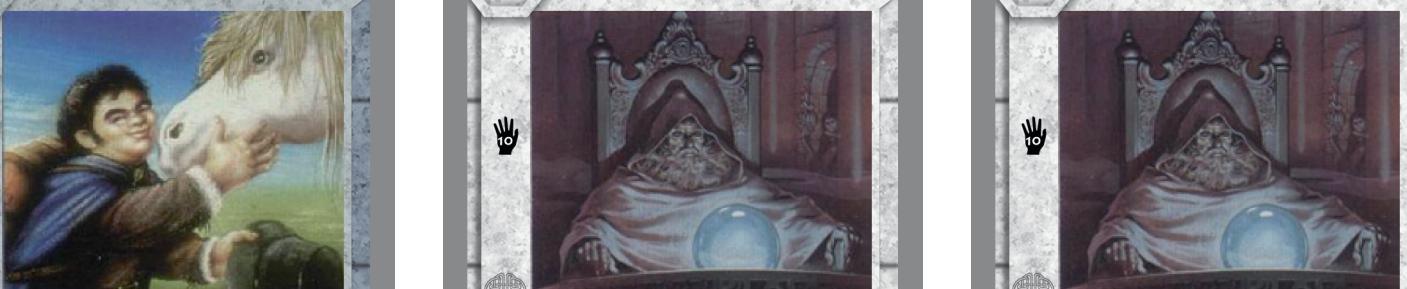
ART BY ANGUS MCBRIDE

Remastered 2018 - Stewards of Gondor

1



6/9



SCOUT/RANGER/SAGE/DIPLOMAT WIZARD

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*

12

A



ART BY ANGUS MCBRIDE

Remastered 2018 - Stewards of Gondor

SARUMAN

SCOUT/RANGER/SAGE/DIPLOMAT WIZARD

Unique. May tap to use a Palantír.
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*

Home Site: Isengard

ART BY ANGUS McBRIDE

Remastered 2018 - Stewards of Gondor

6/9

BALIN

WARRIOR/SAGE DWARF

Unique. +2 prowess against Orcs, +1 direct influence against Dwarves and Dwarf factions.

"Well, it is the first time that even a mouse has crept along carefully and quietly under my very nose and not been spotted," said Balin, "and I take off my hood to you. 'Which he did.'" —*Hob*

Home Site: Blue Mountain Dwarf-hold

ART BY ANGELO MONTANNI

Remastered 2018 - Stewards of Gondor

4/7

HALDIR

WARRIOR ELF

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

"...there are some of us still who go abroad for the gathering of news and the watching of our enemies, and they speak the languages of other lands. I am one. Haldir is my name..." —*LotRII*

Home Site: Lórien

ART BY LORI DEITRICK

Remastered 2018 - Stewards of Gondor

4/8

IORETH

Unique. Healing cards affect all characters in her company.
"...an old wife, Ioreth, the eldest of the women who served in that house..." —*LotRV*

Home Site: Minas Tirith

ART BY CHRISTINA WALD

Remastered 2018 - Stewards of Gondor

0/7

PEATH

RANGER/DIPLOMAT MAN

Unique. +4 direct influence against the Dunlending faction. Against Nazgûl, +5 to her prowess, his body is halved (round up).

"...a Dunlending conjurer...given to strange beliefs; yet she was comely, wise and fair...possessed of a proud untameable spirit." —*Kuduk Lore*

Home Site: Dunnish Clan-hold

ART BY STEFANO BALDO

Remastered 2018 - Stewards of Gondor

4/7

THÉODEN

WARRIOR/DIPLOMAT MAN

Unique. +2 direct influence against the Riders of Rohan faction.

"At that sound the bent shape of the king sprang suddenly erect. Tall and proud he seemed again; and rising in his stirrups he cried in a loud voice, more clear than any they had ever heard a mortal man achieve before..." —*LotRV*

Home Site: Edoras

ART BY ANGUS McBRIDE

Remastered 2018 - Stewards of Gondor

5/6

"BERT" (BÚRAT)

CREATURE

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

12/-

ART BY LIZ DANFORTH

Remastered 2018 - Stewards of Gondor

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*

10/-

ART BY RON CHIRRONA

Remastered 2018 - Stewards of Gondor

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*

10/-

ART BY RON CHIRRONA

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



9



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

4

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

Remastered 2018 - Stewards of Gondor

4

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



ART BY JOHN HOWE

Remastered 2018 - Stewards of Gondor

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



ART BY JOHN HOWE

Remastered 2018 - Stewards of Gondor

CHOKING SHADOWS



SHORT-EVENT

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.*

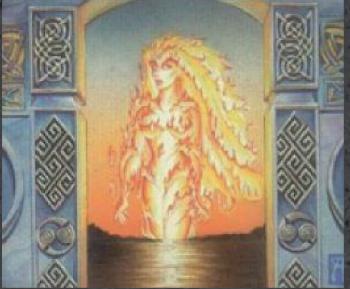
Cannot be duplicated.



ART BY GAIL MCINTOSH

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

7
A

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

Remastered 2018 - Stewards of Gondor

7
A

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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

6
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

Remastered 2018 - Stewards of Gondor

6
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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

9
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

Remastered 2018 - Stewards of Gondor

9
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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

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

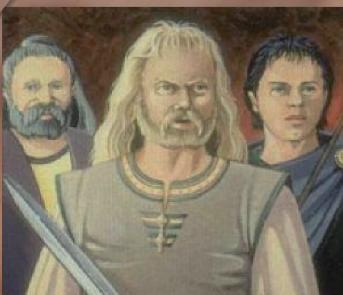
A

ART BY ANGELO MONTANINI

Remastered 2018 - Stewards of Gondor

2

MEN OF LEBENNIN



MAN FACTION

Unique. Playable at Pelargir

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

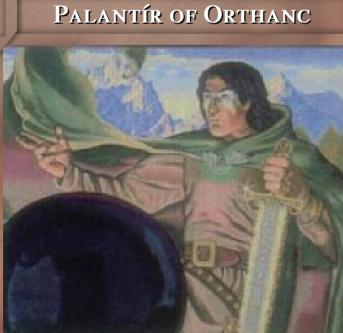
"...or further south in fair Lebennin with its five swift streams. There dwelt a hardy folk between the mountains and the sea." -LotRV

7

A

ART BY LORI DEITRICK

Remastered 2018 - Stewards of Gondor



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

Remastered 2018 - Stewards of Gondor

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

MEN OF ANÓRIEN



MAN FACTION

Unique. Playable at Minas Tirith

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

"...many rills rippling through the green from the highlands down to Anduin. Yet the herdsmen and husbandmen that dwelt there were not many..." -LotRV

10

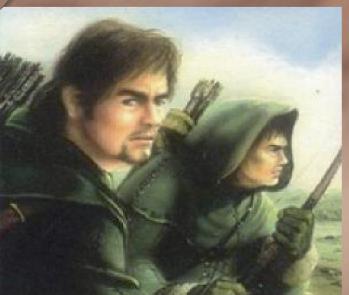
A

ART BY DAVID DEITRICK

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

1

6

A

"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."

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.

ART BY RON ROUSSELLE II

Remastered 2018 - Stewards of Gondor

3

8

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

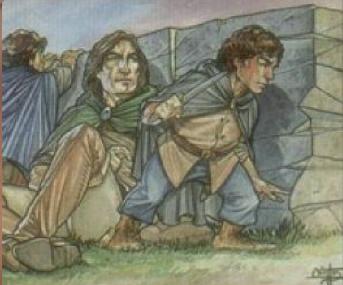
10

A

ART BY DONATO GIANCOLA

Remastered 2018 - Stewards of Gondor

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

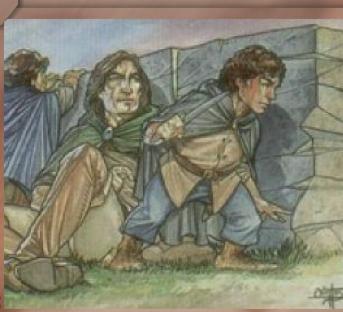
7

A

ART BY QUINTON HOOVER

Remastered 2018 - Stewards of Gondor

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

7

A

ART BY QUINTON HOOVER

Remastered 2018 - Stewards of Gondor

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.

8/9

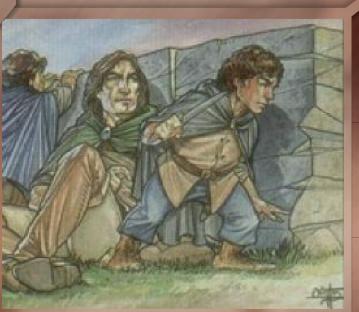
ART BY ANGUS McBRIDE

Remastered 2018 - Stewards of Gondor

10

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

7

A

ART BY QUINTON HOOVER

Remastered 2018 - Stewards of Gondor

CONCEALMENT



SHORT-EVENT

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

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

-LotRI

7

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.

"...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

Remastered 2018 - Stewards of Gondor

7

A

ART BY RANDY GALLEGOS

Remastered 2018 - Stewards of Gondor

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.

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

-LotRIII

7

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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

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

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

Remastered 2018 - Stewards of Gondor

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

Remastered 2018 - Stewards of Gondor

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

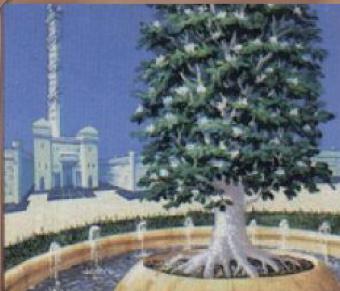
5

A

ART BY DONATO GIANCOLA

Remastered 2018 - Stewards of Gondor

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

10

A

ART BY KEVIN WARD

Remastered 2018 - Stewards of Gondor

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

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

6

A

ART BY EDWARD BEARD, JR.

Remastered 2018 - Stewards of Gondor

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

7

A

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

Remastered 2018 - Stewards of Gondor

7

A

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

Remastered 2018 - Stewards of Gondor

8

A

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

8

A

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."

-LoTRVI

ART BY STEFANO BALDO

Remastered 2018 - Stewards of Gondor

12

A

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."

-LotRVI

12

A

ART BY STEFANO BALDO

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."

-LotRVI

12

A

ART BY STEFANO BALDO

Remastered 2018 - Stewards of Gondor

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

A

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

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."

-LotRVI

9

A

ART BY LORI DETRICK

Remastered 2018 - Stewards of Gondor