THE LORD OF THE RINGS
THE CARD GAME
THE BLACK RIDERS™

"Of course, I have sometimes thought of going away, but I imagined that as a kind of holiday, a series of adventures like Bilbo's or better, ending in peace. But this would mean exile, a flight from danger into danger, drawing it after me. And I suppose I must go alone, if I am to do that and save the Shire. But I feel very small, and very uprooted, and well, desperate. The Enemy is so strong and terrible."

–Frodo Baggins, The Fellowship of the Ring

Welcome to *The Lord of the Rings: The Black Riders* Saga Expansion for *The Lord of the Rings: The Card Game*!

Unlike other *The Lord of the Rings: The Card Game* expansions which explore new adventures set in Middle-earth, the Saga Expansions give players the opportunity to directly participate in, or even recreate, the narrative events described in the classic novels written by J.R.R. Tolkien.

The Lord of the Rings: The Black Riders allows players to join Frodo Baggins and his companions as they begin their quest to destroy The One Ring and defeat Sauron. In this box, you will find three scenarios spanning the first half of *The Fellowship of the Ring*. Scenarios retelling the latter half of *The Fellowship of the Ring* will be found in the forthcoming *The Lord of the Rings: The Road Darkens* Saga Expansion. Together, the two Saga Expansions allow players to play through the first third of *The Lord of the Rings* storyline.

Component Overview

The Lord of the Rings: The Black Riders includes the following components:

• This rules insert

• 165 cards, consisting of:

    - 5 Hero Cards

    - 39 Player Cards

    - 110 Encounter Cards

    - 8 Quest Cards

    - 3 Campaign Cards

Web Resources

There is an online tutorial for the game available at http://www.fantasyflightgames.com/lotr-tutorial

You can enter and track your plays and scores of these scenarios and others online through *The Lord of the Rings: The Card Game* Quest Log at http://www.fantasyflightgames.com/lotr-questlog

Saga Expansion Player Cards

The Lord of the Rings: The Black Riders features new cards that players may use to customize their decks when playing the scenarios in *The Lord of the Rings* Saga Expansions. While most of the included player cards are fully compatible with all published *The Lord of the Rings: The Card Game* scenarios, a select few are only intended for use when playing the scenarios presented in *The Lord of the Rings* Saga Expansions. These are the ⊘ Fellowship sphere cards: Frodo Baggins and Frodo's Intuition, as well as the boon cards: Mr. Underhill, Gildor Inglorion, Tireless Ranger, Skilled Healer, Valiant Warrior, and Noble Hero.

New Rules

Setting Up the Game

When setting up any scenario in *The Black Riders* expansion, the first player must take control of a hero from the Fellowship sphere with the **Ring-bearer** trait at the beginning of each game and attach The One Ring to that hero. The rules for the Fellowship sphere and The One Ring can be found below.

The Fellowship Sphere

The Fellowship sphere, denoted by the ⊘ icon, is a new sphere of influence in *The Lord of the Rings: The Card Game* with its own set of rules. The Fellowship sphere emphasizes the sacrifice and determination of the valiant heroes who took up the burden of carrying The One Ring in the fight against Sauron.

Heroes belonging to the Fellowship sphere can only be used when playing the scenarios in *The Lord of the Rings* Saga Expansions. Also, only 1 hero from the Fellowship sphere can be played at a time. Therefore, it is not possible for there to be more than 1 hero belonging to the Fellowship sphere in play at any time.

Frodo Baggins

The Lord of the Rings: The Black Riders features Frodo Baggins, a hero who belongs to the Fellowship sphere. This new version of Frodo Baggins is the only hero with the **Ring-bearer** trait included in this box. Future Saga Expansions may include different heroes with the **Ring-bearer** trait, but for now the players must use Frodo Baggins when playing the scenarios in *The Lord of the Rings* Saga Expansions. When using this version, players cannot start with any other version(s) of Frodo Baggins as a starting hero or include any other version(s) of Frodo Baggins in their decks.

As a hero, this version of Frodo Baggins collects 1 resource during the resource phase. In addition to paying for cards that match the Fellowship sphere, resources from Frodo Baggins' pool may be spent to pay for neutral cards as well.

Because this version of Frodo Baggins belongs to the Fellowship sphere, he cannot be used as a hero when playing any scenario from a product other than *The Lord of the Rings* Saga Expansions.

The One Ring

The Lord of the Rings: The Black Riders features The One Ring, a new objective card that the players **must** use when playing the scenarios in this set. When setting up the scenarios in *The Black Riders* box, the first player must attach The One Ring to a ***Ring-bearer*** he controls.

While attached to a hero, The One Ring has the text: "Attached hero does not count against the hero limit." Therefore, it is possible for the first player to begin the game with up to 4 heroes under his control if one of those heroes is a ***Ring-bearer*** with The One Ring attached.

The One Ring also has the text: "If The One Ring leaves play, the players lose the game." Just like in the books, the players will need to carefully guard the ***Ring-bearer*** because if the attached hero leaves play, then The One Ring is also discarded and the players lose the game.

Multiplayer Rules - The One Ring

The One Ring also has the text: "The first player gains control of attached hero." When the first player token passes during the refresh phase, the first player gains control of the attached ***Ring-bearer***, all resources in that hero's resource pool, and all cards attached to that hero.

If the hero with The One Ring attached is the last hero under a player's control, and that hero leaves that player's control, then that player is immediately eliminated from the game.

New Staging Rules

When playing the scenarios in *The Lord of the Rings* Saga Expansions, players reveal encounter cards individually in player order during the Staging step of the Quest phase. Beginning with the first player, each player reveals 1 encounter card and resolves its staging before the next player reveals a card. If an encounter card has an effect that uses the word "you" then the encounter card is referring to the player who revealed the card. If the revealed encounter has the Surge keyword, the player who revealed that card reveals an additional encounter card. Encounter cards with the Doomed X keyword still affect each player.

Campaign Mode

Campaign mode is an exciting new way of playing *The Lord of the Rings: The Card Game* that combines all 18 of the scenarios from the six *The Lord of the Rings* Saga Expansions into one epic adventure! To play campaign mode, the players play through each scenario in order. Players only advance to the next scenario after they have defeated the current scenario. If the players lose a scenario, there is no penalty but they must play it again in order to defeat it before they can advance to the next scenario.

The Lord of the Rings saga expansions are designed to encourage campaign play, but if players still prefer to play the scenarios as stand alone adventures they may disregard the campaign mode section of this rules insert and skip to the Game Terms section on page 6.

The Campaign Log

The Campaign Log is used to track the course and development of the entire campaign.

At the end of each scenario, the players record their results by entering all of the relevant information in the Campaign Log (on pages 10-11).

When setting up a scenario in campaign mode, the players refer back to the Campaign Log to make sure they are using all of the correct cards. In this way the results of each scenario can affect the outcome of the next one, and the decisions players make in the first adventure may determine their success on future scenarios.

The Fellowship of Heroes

When playing campaign mode, players must record the names of their heroes in the Campaign Log at the beginning of the first scenario. If a hero is in a player's discard pile at the end of the game, that hero's name is added to the list of Fallen Heroes in the Campaign Log. A hero whose name appears on the list of Fallen Heroes cannot be used by any player when playing future scenarios in that campaign.

While playing campaign mode, players may change the cards in their decks between games, but they must use the same heroes for each scenario with two exceptions:

If a hero is in its controller's discard pile at the end of a scenario, that hero's name is added to the list of Fallen Heroes and its controller may choose a new hero when setting up the next game. The new hero is recorded in the Campaign Log and each player receives a permanent +1 starting threat penalty for the rest of the campaign.

If a player wishes to trade a hero he controls for a hero with a different name, he may replace 1 hero he controls with a new hero when setting up the game. The new hero is recorded in the Campaign Log and each player receives a permanent +1 starting threat penalty for the rest of the campaign.

Campaign Cards

The campaign card is a new card type that serves to place a scenario within the larger campaign. When setting up a scenario in campaign mode, the players must place the campaign card for that scenario next to the quest deck and follow any additional setup instructions on the card. After the players defeat that scenario, they turn over the campaign card and follow any resolution instructions, updating their Campaign Log accordingly.

Boons & Burdens

Boons and burdens are two new card sub-types for use only when playing campaign mode. These cards are special player cards and encounter cards that represent the consequences of player choices, both good and bad, and they have a unique set of rules.

The list of boons and burdens that the players earn as they play through *The Lord of the Rings* Saga Expansions in campaign mode is called the Campaign Pool. After the players defeat a scenario and record their results in the Campaign Log, they must add any boons and/or burdens earned to the Campaign Pool.

Boons are neutral player cards that must be earned by playing through a scenario in campaign mode in order to be used. Players are not allowed to include these cards in a game until after they are earned, unless a scenario directs them to do otherwise.

When the players earn a boon card, they enter that boon's title in the Campaign Pool found on page 11. If a boon card has the Permanent keyword, the players record which hero it is attached to in the Notes section on page 10.

When setting up future scenarios in the current campaign, the players may include any boon cards as recorded in the Campaign Pool in their decks. These cards do not count against their deck minimum. If a boon with the Permanent keyword was recorded as being attached to a specific hero, that boon must be attached to the specified hero at the start of the game. If a boon card has an encounter card back, that card must shuffled into the encounter deck when setting up the game.

Burdens are encounter cards that can be earned when playing through a scenario in campaign mode and subsequently included in the encounter deck. Instead of an encounter set icon, burdens have a "burden set icon" used to identify what burden set they belong to. Because burdens don't belong to an encounter set, they should not be included in an encounter deck until the players are instructed to include them (even if the burden set icon is the same as an encounter set icon used for the scenario).
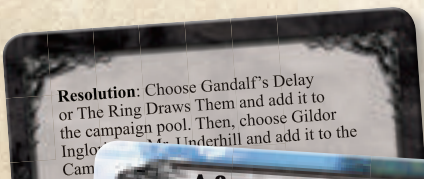
When a player earns a burden card, he enters that burden's title in the Campaign Pool found on page 11. If a burden card has the Permanent keyword, the players record which hero it is attached to in the Notes section on page 10.

When setting up a scenario in the current campaign, the players must refer to their Campaign Log and include each burden card listed in the Campaign Pool in the encounter deck. If a player has earned a burden card with a player card back, that card is shuffled into his deck after he has drawn his starting hand.
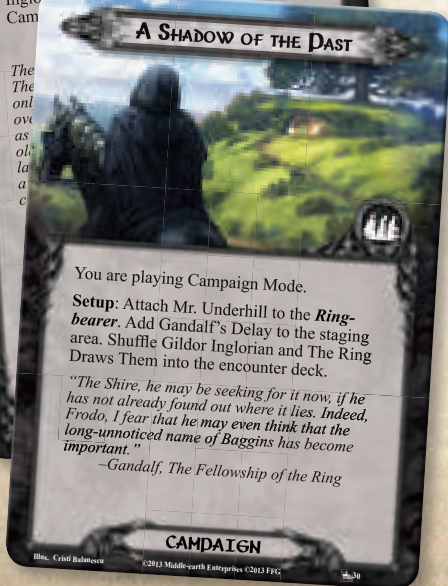
If a hero is added to the list of fallen heroes, then all boons and burdens with the permanent keyword attached to that hero are removed from the Campaign Pool.

CAMPAIGN CARD

⚔ VALIANT WARRIOR

0

BOON

Title.

Setup. Permanent. Attach to a hero.

Attached hero gets +1 ⚔ and gains the *Warrior* trait.

"Three of the servants of Sauron were upon the Bridge, but they withdrew and I pursued them westward."
—Glorfindel, The Fellowship of the Ring

ATTACHMENT

Illus. Magali Villeneuve   ©2013 Middle-earth Enterprises ©2013 FFG   20

back

Resolution: Choose Gandalf's Delay or The Ring Draws Them and add it to the campaign pool. Then, choose Gildor Inglo___ ___ Mr. Underhill and add it to the Cam___

front

A SHADOW OF THE PAST

You are playing Campaign Mode.

Setup: Attach Mr. Underhill to the *Ring-bearer*. Add Gandalf's Delay to the staging area. Shuffle Gildor Inglorian and The Ring Draws Them into the encounter deck.

"The Shire, he may be seeking for it now, if he has not already found out where it lies. Indeed, Frodo, I fear that he may even think that the long-unnoticed name of Baggins has become important."
—Gandalf, The Fellowship of the Ring

CAMPAIGN

Illus. Cristi Balanescu   ©2013 Middle-earth Enterprises ©2013 FFG   30

WEIGHT OF THE RING

BURDEN

Surge.

When Revealed: Attach to the *Ring-bearer*. (Counts as a *Condition* attachment with the text: "**Forced**: At the beginning of each quest phase, either exhaust The One Ring or reveal an additional encounter card this phase.")

Once more the desire to slip on the Ring came over Frodo... —The Fellowship of the Ring

TREACHERY

Illus. Mike Nash   ©2013 Middle-earth Enterprises ©2013 FFG   80

Game Terms

Immune to Player Card Effects

Cards with the text "Immune to player card effects" ignore the effects of all player cards. Additionally, cards that are immune to player card effects cannot be chosen as targets of player card effects.

Peril

Peril is a new keyword in *The Lord of the Rings* Saga Expansion. When a player reveals an encounter card with the Peril keyword, he must resolve the staging of that card on his own without conferring with the other players. The other players cannot take any actions or trigger any responses during the resolution of that card's staging.

Permanent

Permanent is a new keyword found on some boons and burdens. Once a boon or burden with the permanent keyword is earned, it is attached to a hero and that choice is recorded in the Campaign Log. A card with the permanent keyword can only be attached to one hero for the duration of a campaign. Attachments with the permanent keyword cannot be discarded from the attached hero while that hero is in play. If a hero leaves play, attachments with the permanent keyword attached to that hero are removed from the game.

New Setup Instructions

Setup instructions appear on some player cards and encounter cards in *The Lord of the Rings: The Black Riders*. If a player card with **Setup** instructions is in a player's deck at the beginning of a game, that player searches his deck for that card and follows its instructions before drawing his first hand. Similarly, if an encounter card with **Setup** is in the encounter deck at the beginning of a game, search the encounter deck for that card and follow its instructions before resolving the **Setup** instructions on the quest.

A Shadow of the Past

Before leaving the Shire, Bilbo Baggins left his entire estate at Bag End to his nephew, Frodo, including the magic ring he discovered on his adventure. After his uncle's departure, Frodo was visited by the wizard, Gandalf, who suspected that Bilbo's ring was in fact The Master Ring forged by the Dark Lord Sauron for the dominion of Middle-earth. When Gandalf threw the ring into Frodo's fireplace, ancient runes appeared on the band that confirmed it was indeed The One Ring, an ancient and indestructible evil.

Knowing that servants of the Enemy would be searching for the Ring, Gandalf told Frodo he must leave the Shire and take the Ring to Elrond in Rivendell. He advised Frodo to sell Bag End and act as if he were moving to Buckland to avoid drawing suspicion before the wizard himself left to seek help.

Gandalf promised to return, but danger has arrived sooner than he expected: Black Riders have appeared in the Shire looking for "Baggins" and the Grey Wizard has yet to be seen. Frodo knows he can't wait any longer. He must move quickly and quietly if he hopes to make it to Buckland alive...

"A Shadow of the Past" is played with an encounter deck built with all the cards from the following encounter sets: A Shadow of the Past, Hunted, The Ring, and The Black Riders. These sets are indicated by the following icons:

Hide X

Hide X is a new keyword in this scenario. When an encounter card with the Hide X keyword is revealed, the player who revealed the card must make a Hide test. If the encounter card with the Hide X keyword also has a "When Revealed" or "Forced" effect, the Hide test must be resolved before resolving the rest of the card.

Hide Tests

When a player is instructed to make a Hide test, that player may exhaust any number of characters he controls to commit those characters to the Hide test. Then, that player discards the top X cards of the encounter deck where X is equal to the Hide X value. Add the total 🦉 of the discarded cards and compare it to the total 🌀 of the characters committed to the Hide test. If the total 🦉 of the discarded cards is greater than the total 🌀 of all characters committed to the Hide test, then that player fails the Hide test. If the total 🌀 of the characters committed to the Hide test is greater than or equal to the total 🦉 of the discarded cards, then the Hide test is successful. After the Hide test resolves, characters are no longer committed to the test.

Player Actions During Hide Tests

Hide tests interrupt the regular turn sequence and create a new action window. After the total 🦉 of the discarded cards has been determined, players are allowed to take actions. Once the Hide test is resolved, play continues as normal and player actions are restricted to regular action windows.

For example: *While questing for the first time at stage 1B, Three is Company, Tristan reveals Crawling Towards Him which reads: "Peril. Hide 2. **When Revealed**: If you have failed a Hide test this phase, remove each character you control from the quest." He exhausts Merry to commit him to the Hide test for a total of 2 🌀. Then, he discards the top 2 cards of the encounter deck: Hunting for the Ring and The Marish for a total of 3 🦉. At that moment he is about fail the hide test because the total 🦉 of the discarded cards is greater than the total 🌀 of the characters committed to the test. If he fails the test, the "When Revealed" effect on Crawling Towards Him will force him to remove his committed characters from the quest. Furthermore, there is a Black Rider in the staging area which reads: "**Forced**: After engaged player fails a Hide test, Black Rider makes an immediate attack." At first Tristan isn't concerned, but then he reads the text on stage 1B: "When a player fails a Hide test, each **Nazgûl** enemy in the staging area engages that player." This effect will cause the Black Rider to engage him, and then its "Forced" effect will trigger an attack. Tristan doesn't want that to happen, so he plays Halfling Determination from his hand to give Merry a +2 🌀 for a total of 4 🌀. As a result, the total 🌀 committed to the test is greater than the total 🦉 and Tristan succeeds at the hide test.*

A Knife in the Dark

Having narrowly escaped from the Nazgûl in the Shire, Frodo and his hobbit companions arrive at the town of Bree and find lodging at The Prancing Pony. The innkeeper is a friendly man, but the Enemy is already at work in the little crossroads town: Black Riders have been seen lurking about, and some of the locals are in their service.

The hobbits don't know who to trust, when a mysterious ranger named Strider offers to lead them to Rivendell. Strider is in fact Gandalf's friend, Aragorn, and he leads Frodo out of Bree into the wild to throw off pursuit. But the servants of the Enemy are waiting for them at the tall hill called Weathertop...

"A Knife in the Dark" is played with an encounter deck built with all the cards from the following encounter sets: A Knife in the Dark, Hunted, The Ring, and The Nazgûl. These sets are indicated by the following icons:

Flight to the Ford

Frodo was gravely injured during the fight at Weathertop before the Nazgûl retreated. Strider cannot understand the Enemy's withdrawal until he examines Frodo's wound: the tip of the blade has broken off and is working its way toward his heart.

Knowing that Frodo will eventually fade into the world of the Ringwraiths if he doesn't get to Rivendell in time, Strider leads the hobbits toward the hidden valley as fast as he can. But Frodo's wound slows them, and the Nazgûl are in close pursuit. In the end, a race to the Ford of Bruinen will decide the fate of the Ring...

"Flight to the Ford" is played with an encounter deck built with all the cards from the following encounter sets: Flight to the Ford, Hunted, The Black Riders, and The Nazgûl. These sets are indicated by the following icons:

The Burden Deck

When setting up Flight to the Ford, players are instructed to create a "Burden deck." To do this, take each of the burden cards with the *Flight to the Ford* burden set icon and shuffle them into a deck, then set that deck next to the quest deck.

When a burden card is discarded from play, place it into the encounter deck discard pile. After the players defeat the scenario, any burden cards in the encounter deck and encounter deck discard pile are added to the players' campaign pool.

The Ring-bearer's Life

When setting up Flight to the Ford, players are instructed to set the *Ring-bearer's* life at 15. To do this, the players place a threat tracker by the quest deck and set it at 15. This threat tracker is now a "life tracker" and is used to track the *Ring-bearer's* life.

When the players are instructed to reduce the *Ring-bearer's* life by any amount, they reduce the number on the life tracker by that amount. Cards that remove damage from characters cannot increase the number on the *Ring-bearer's* life tracker. If the *Ring-bearer's* life reaches 0, the players lose the game.

Game Modes

The Lord of the Rings: The Card Game is intended for both casual players and dedicated enthusiasts. To accommodate different play styles, three modes of play are available: Easy, Standard, and Nightmare.

Easy Mode

Easy mode is ideal for new players and for players who prefer the narrative and cooperative aspects of the game with less challenge. To play a scenario in Easy mode, simply take the following steps during setup of any scenario:

1) Add one resource to each hero's resource pool.

2) Remove any card with the "difficulty" indicator around its encounter set icon (a gold border) from the current scenario's encounter deck.

Some older scenarios (including those in early printings of the core game) do not have the "difficulty" indicator icon on relevant cards their encounter decks. Please visit www.fantasyflightgames.com to see which cards should be removed in those scenarios.

Standard Mode

To play a scenario in Standard mode, simply follow the normal setup instructions for that scenario.

Nightmare Mode

Players who desire a truly difficult challenge, should consider using the supplemental "Nightmare Decks" (sold separately) for each scenario. More information about Nightmare Decks for The Lord of the Rings: The Card Game can be found at www.fantasyflightgames.com.

Campaign Log

Heroes

Player	Player	Player	Player
Player Name:	Player Name:	Player Name::	Player Name:

Fallen Heroes	Threat Penalty

Notes

Scenarios Completed

Campaign Pool

Scenario Title	Score
Campaign Total	

Boons

Burdens

Credits

Original Game Design: Nate French

Expansion Design: Caleb Grace

Graphic Design: Mercedes Opheim

Managing Graphic Designer: Brian Schomburg

Art Direction: Zoë Robinson

Managing Art Director: Andrew Navaro

Rules Text: Caleb Grace

Licensing Coordinator: Deb Beck

Editing: Richard A. Edwards

Cover Art: Chris Rahn

Producer: Caleb Grace

Developer: Matthew Newman

Production Manager: Eric Knight

Executive Game Designer: Corey Konieczka

Executive Game Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: *Nate French, Lukas Litzsinger, Josh Grace, Jason Walden, Sean Foster, David Phillips, Anthony Fanchi, Jared Hunter, Tristan Hall, Jim Fraser, Dennis Beard, Tom Howard, Zach Smith, Jamie Browning, Justin Henningson, James Hill, Dan Roberts, Chad Dahlman, Chad Clasemann, Michael Strunk, Ariel Dominelli, Jason Svee, and Karl Kaliher.*

Expansion Symbol

The cards in *The Lord of the Rings: The Black Riders* Saga Expansion can be identified by this symbol before their collector number:

Decklist

The scenarios in *The Lord of the Rings: The Black Riders* represent the first part of Frodo's perilous journey from Bag End to Mount Doom. Because these scenarios are meant to capture the theme of desperation and heroism from the novels, they can at times be challenging. To help you on your adventure, we've provided a list of cards for a ***Hobbit*** themed deck that can be built using the contents of *The Lord of the Rings: The Card Game* core set and *The Black Riders* box.

Heroes

Sam Gamgee

Merry

Pippin

Allies

Gandalf x3

Beorn x1

Faramir x1

Farmer Maggot x2

Barliman Butterbur x2

Bill the Pony x2

Gléowine x2

Erebor Hammersmith x2

Guard of the Citadel x2

Henamarth Riversong x1

Snowbourn Scout x3

Events

Grim Resolve x1

Take No Notice x3

Frodo's Intuition x3

Halfling Determination x3

Feint x2

Secret Paths x2

Sneak Attack x2

Radagast's Cunning x2

Attachments

Hobbit Cloak x2

Dagger of Westernesse x2

Elf-stone x2

Protector of Lorien x2

Horn of Gondor x1

Steward of Gondor x2