

THE LORD OF THE RINGS™ THE CARD GAME

THE GREY HAVENS™

...when Ar-Pharazôn set foot upon the shores of Aman the Blessed, the Valar laid down their Guardianship and called upon the One, and the world was changed. Númenor was thrown down and swallowed in the Sea, and the Undying Lands were removed for ever from the circles of the world. So ended the glory of Númenor.

—The Return of the King

Welcome to *The Grey Havens*, an expansion to *The Lord of the Rings: The Card Game*. This expansion explores the vast oceans of Middle-earth, the ruins of ages past, and those Elves and Men who brave the high seas. Three original scenarios take players on a journey from the Elven refuge of the Grey Havens to the ancient ruins of Númenor, and back.

Component Overview

The Lord of the Rings: The Card Game – The Grey Havens expansion includes the following components:

- This rules insert
- 165 cards, consisting of:
 - 2 Hero Cards
 - 39 Player Cards
 - 113 Encounter Cards (13 are double-sided)
 - 10 Quest Cards
 - 1 Heading Card

Web Resources

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

Expansion Symbol

The cards in *The Grey Havens* expansion can be identified by this symbol before each card's collector number.



New Scenario Rules

Many of the new rules introduced in each of the scenarios in *The Grey Havens* only pertain to a single scenario in this expansion, and are therefore addressed under the heading for that scenario. However, many of these rules will pertain to various scenarios within the upcoming “*Dream-chaser*” cycle, as well.

Rules & New 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.

"Last Player"

Some cards refer to the "last player." The last player is considered to be the player sitting directly to the right of the first player. If there is only one player in the game, then that player is considered to be both the first and last player.

Archery X

While a card with the archery keyword is in play, players must deal damage to character cards in play equal to the specified archery value at the beginning of each combat phase. This damage can be dealt to characters under any player's control, and it can be divided among the players as they see fit. If there is disagreement as to where to assign archery damage, the first player makes the final decision. If multiple cards with the archery keyword are in play, the effects are cumulative. Remember that ♠ does not block archery damage.



Voyage Across Belegaer

Difficulty level = 5.

The road west to the Grey Havens was as peaceful and uneventful as the company of adventurers could have hoped. The horrors they faced in the dread realm were far behind them, and with spring blooming, they were free to enjoy their travels for the first time in what seemed like ages. It wasn't long before they passed the Tower Hills, and arrived at the gates of the Havens.

They were greeted warmly by Círdan the Shipwright, the Master of the Grey Havens, leading a group of Elves. "Thank you for all responding to my letter so quickly. Allow me to welcome you to Mithlond, the last port of the Elves east of the great sea of Belegaer," he said to the heroes with a smile. The wisdom of ages past shone in Círdan's eyes. "Follow me, and I shall bring you to our meeting chambers. There, you shall discover the reason why you have traveled many leagues from Rivendell."

Eager to assist in whatever manner they could, the company followed the Elves through the gates and were escorted to a tall white tower overlooking the Gulf of Lune. Elegant Elven ships were docked in the harbors, tall and white with the star of Eärendil shining upon their sails. They were as much works of art as they were sailing vessels, beautiful examples of the exceptional craftsmanship of the Elves. Strangely, there were also two Gondorian vessels docked in the port, the White Tree of Gondor emblazoned upon their sails.

The tower's circular meeting chamber was beautifully decorated. Open arched windows facing the west allowed for a steady breeze of sea-wind that kept the company cool as they waited. Soon after their arrival, a wiry middle-aged man entered the room. He had long black hair, a thinning beard, and high cheekbones. "This is Lord Calphon of Dol Amroth," Círdan introduced the man, "and he has come a long way by sea to seek our assistance." Lord Calphon stood and smiled, shaking their hands one by one. His eyes were equal parts relief and worry.

"It would be easier if I started at the beginning," Calphon explained as he sat down at the table, worriedly fidgeting with his clasped hands. Círdan made a gesture to the nobleman as if to give him the floor, and Calphon told his tale. "It started but a few

months ago: I had a peculiar dream, the most vivid dream I've ever had. In this dream, I saw a beautiful island in the wide ocean, and I longed with all my heart to go there. I saw ruins of ancient Númenor that sprawled across the island, reaching even deeper below the waves. The moment I awoke, I knew that it was not a simple dream. But that was not the only dream I had.

"I continued to dream of the island and its secrets for months. To this very day, I have visions of its temples and ruins. I did not believe the island could exist, because we in Gondor are taught that Númenor sank beneath the ocean in its entirety. I'd heard of the wisdom and foresight of the Elf-lord Círdan, and thought that if any should know of the great ocean of Belegaer, it would be the Elves who sail its seas. So I took my ship, the Dawn Star, and the fastest ship from the fleet of Dol Amroth, the Silver Wing, and ventured here in the hope Círdan could lend his wisdom." He nodded to Círdan, who turned to address the heroes.

"I have been assisting Calphon in interpreting his dreams, and have come to the conclusion that the island in his visions is but a sunken peak of Númenor. That land indeed drowned beneath the waves when the Valar unleashed their wrath upon the Númenoreans. But I believe its highest peaks may have survived its Downfall. It cannot be coincidence that Calphon, one of Númenorean blood, dreams of his ancient homeland."

The heroes listened to Calphon's story and the wisdom of Círdan with great interest. Once Círdan had finished speaking, one of the heroes stood and politely asked, "Even knowing of the island's origin, finding it in the open ocean would be quite an undertaking. Of what assistance can we be on this venture?"

Círdan walked to the chamber's open windows and looked out to the Gulf of Lune and the harbor of Mithlond. "This will be a long journey, and while I cannot see what dangers Calphon should face, I sense that great peril follows in his wake. I have not the power to command you, but should you desire to assist, I would ask that you sail with him and help him reach the island from his visions. I sense the utmost importance in this quest."

The heroes looked among themselves for a time, but there was no argument or debate. The urgency in Círdan's voice and his fabled foresight were all the heroes needed. They nodded to one another in agreement. "We shall accompany Lord Calphon on his voyage,"

one of the heroes stepped forward and spoke. "But, we have not a vessel of our own."

Círdan smiled and his eyes shone bright, as though he knew the heroes would accept. He bid the heroes follow him, and exited the chambers with eager steps, the company following close behind. They accompanied the Shipwright down many flights and through white archways, until they came at last to the docks of the Havens. Sunlight danced on the water's surface, and seagulls sang over the Lune. "Behold!" said Círdan, motioning to the nearest dock.

A beautiful Elven ship lay anchored in port. It was white, with folded wings on its sides, and on its prow was carved a majestic swan. "I envisioned this vessel long before Calphon reached out to us," the Elf-lord said, placing his hand upon the side of the ship with care. "It was built for a voyage of paramount importance, but has never yet left the Gulf of Lune. I believe this is the journey for which it was built. From here on, this ship shall be known as Olorotarë, the 'Dream-chaser.' I give this ship and its crew to you, the champions of Gandalf and Elrond, to keep you safe in your journey. There is another vessel docked in this port, the Nárelenya, which you may also find useful, should you need it. These ships, and those of Lord Calphon, shall be your fleet."

The Dream-chaser's strength and beauty were second to none. The heroes thanked Círdan with all their hearts, humbled by the greatness of the Shipwright's gifts. "We shall not fail in our quest," spoke one of the heroes, bowing low. "Nor shall we fail to keep safe the gifts of the Havens."

"I do not doubt it," Círdan replied, smiling. And with that, preparations were made for their long voyage...

The Voyage Across Belegaer encounter deck is built with all the cards from the following encounter sets: Voyage Across Belegaer, Vast Oceans, Stormy Weather, Umbar Fleet, Corsair Pirates, and The Dream-chaser's Fleet. These sets are indicated by the following icons:



Ships

Ships are a new card type in *The Grey Havens* expansion. There are two kinds of ship cards: Ship-Enemies and Ship-Objectives. Both ship-enemies and ship-objectives count as ship cards, but have different rules associated with them.

Ship-Enemies

Ship-enemies function in the same way as enemies and are considered to be enemies for all purposes, with the following exceptions:

- **Attacks made by ship-enemies can only be defended by ship-objectives.** Non-ship cards cannot defend against a ship-enemy.
- If an attack made by a ship-enemy is left undefended, damage from that attack must be assigned to a ship-objective you control, instead of to a hero you control.

Ship-Objectives

The Grey Havens expansion includes four unique ship-objectives, which can be found in *The Dream-chaser's* Fleet encounter set. Ship-objectives function in the same way as objective-allies and are considered to be allies (and characters) for all purposes, with the following exceptions:

- **Ship-objectives can only attack ship-enemies.** Non-ship enemies cannot be attacked by a ship-objective.
- **Ship-objectives can only defend against attacks made by ship-enemies.** Ship-objectives cannot defend against attacks made by non-ship enemies.

*Important: Generally, ships can only attack or defend against other ships. The **only** exception is that ship-enemies can be attacked by both your ship-objectives and your non-ship characters.*

Ship-Objective



Ship-Enemy



The Corsair Deck

The Corsair Deck is a separate deck made up of only non-ship enemies, and represents the sailors, pirates and raiders players may encounter on Corsair ships in the encounter deck.

When ships are included in a scenario's encounter deck, that scenario's Setup will instruct the players to "prepare the Corsair Deck." This is done by removing all non-ship enemies from the encounter deck, placing them in a separate pile, and shuffling it. This pile is referred to as the Corsair Deck. Ship-enemies remain in the standard encounter deck.

The enemies in the Corsair Deck are only revealed through card abilities, such as the Boarding keyword (see below).

The Corsair Deck has its own discard pile. Whenever a non-ship enemy would be placed in the discard pile, place it in the Corsair discard pile instead. When the Corsair Deck runs out of cards, immediately shuffle the Corsair discard pile back into the Corsair Deck.

Boarding X

Boarding is a new keyword that appears on many ship-enemies. When a ship-enemy with the Boarding keyword engages a player from the staging area, reveal the top X cards from the Corsair Deck and put the revealed enemies into play, engaged with that player. Note that the Boarding keyword does

not resolve if the ship-enemy engages a player from another player's play area, or from the encounter deck or discard pile.

Preparing Your Fleet

When ships are included in a scenario's encounter deck, that scenario's Setup will instruct the players to "prepare their fleet." To prepare their fleet, each player chooses and takes control of one of the four unique ship-objectives included in The *Dream-chaser's* Fleet encounter set: the Dream-chaser, the Dawn Star, the Närelenya, or the Silver Wing. **One of the players *must* choose the Dream-chaser.** In a game with only one player, that player takes control of the Dream-chaser **and** one other ship-objective of his or her choice. Each ship-objective that is not used is then removed from the game.

Finally, the player who controls the Dream-chaser attaches the Heading card to the Dream-chaser and sets it to ☀.

Heading

The Heading card attached to the Dream-chaser represents the fleet's current ability to navigate their ships with the wind and through the many hazards that may appear at sea. A bad heading represents sailing poorly, into hazards such as enemies or foul weather.

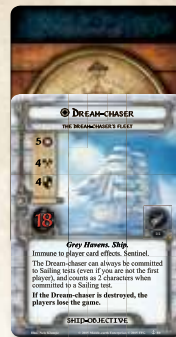
The symbol shown on the Heading card is called "your current heading." All players share the same heading. Some cards will have additional or different effects depending on the current heading. The possible headings are described below:

☀: This is the only heading that is considered to be "on-course," and is the best possible setting. Your heading cannot shift any further on-course than this. You are traveling windward, with maximum maneuverability.

☁ / 🌪: These headings are considered "off-course." You are struggling against the elements and are not navigating properly.

☁: This heading is considered "off-course," and is the worst possible setting. Your heading cannot shift any further off-course than this. You are traveling against the wind, and are completely at the mercy of the sea.

If you are instructed to shift your heading off-course, you must rotate the Heading card 90° counterclockwise so that your current Heading is *one step closer* to the worst setting (☁). If it is already at the worst setting (☁), it cannot shift off-course.



If you are instructed to shift your heading on-course, you must rotate the Heading card 90° clockwise so that your current Heading is *one step closer* to on-course (☀). If it is already at on-course (☀), it cannot shift on-course.

Note: When you are instructed to shift your heading on-course, it does not shift all the way to the on-course (☀) setting; it only shifts *one step closer* to the on-course (☀) setting.



Sailing

Sailing is a new keyword that appears on some quest stages in *The Grey Havens* expansion, and represents that the players are currently traveling across the sea on their ships. At the beginning of each quest phase (before committing characters to the quest), if the main quest has the Sailing keyword, the first player must perform a Sailing test.

Sailing Tests

Sailing tests represent the players' ability to change their course or alter their sails and riggings in such a way as to adapt to the changing winds.

In order to perform a Sailing test, you must first shift your heading off-course. This represents the shifting of the winds, and the difficulty of navigating at sea. (If it is already at ⚡, it does not change.)

Then, the player performing the Sailing test exhausts any number of characters he controls, committing them to the Sailing test. After choosing which characters to commit to the Sailing test, that player looks at a number of cards from the top of the encounter deck equal to the total number of characters committed to the Sailing test. If the encounter deck does not contain enough cards to look at, shuffle the encounter discard pile back into the encounter deck first.

Some encounter cards have a ⚓ symbol on the bottom left corner of their text box. This symbol represents a success when performing a Sailing test. For *each* ⚓ symbol found on the looked at encounter cards, you may shift your heading on-course. If no ⚓ symbols are found, your heading stays the same. Then, discard all of the looked at cards.

⚓ symbols have no effect other than representing success during a Sailing test.

Players have the opportunity to use **Action** effects before and after a Sailing test, but not during.

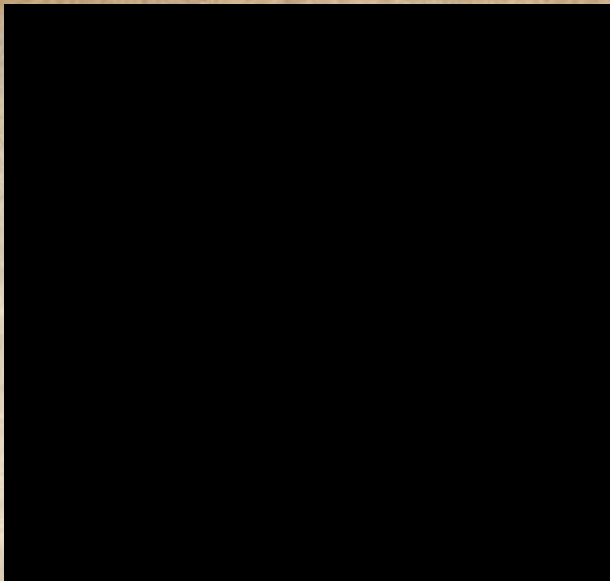
Example: Brandon and Brian are playing a scenario and the main quest has the Sailing keyword. Their heading is not looking too good (⚡), but a good Sailing test could get it back on-course (⚓).

1. At the beginning of the quest phase, the first player, Brandon, must perform a Sailing test. First, he shifts his heading off-course by rotating the Heading card 90 degrees counter-clockwise. This sets their heading to ⚡.

2. He then commits Círdan the Shipwright and 2 Sailors of Lune to the Sailing test. Since he committed 3 characters to the Sailing test, he looks at the top 3 cards of the encounter deck and counts the number of ⚓ symbols found on those cards.

3. Brandon spots no ⚓ symbols on the first card, but one on each of the other two cards. He therefore shifts his heading two steps towards on-course by rotating the Heading card 90 degrees clockwise twice. This puts the fleet back on-course (⚓)!

**DO NOT READ
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HEROES HAVE WON THIS QUEST.**



The Fate of Númenor

Difficulty level = 5.

The sky was bathed in a beautiful sunrise, the bright orange sun rising over the peak of the mountain just as Calphon had described. "Land ho!" a sailor shouted, and the fleet buzzed with activity. The island was large, dominated in its center by the peak of what must have once been a tall mountain. Deep in the island's dense jungle were broken towers and ancient ruins.

"So, it does exist," Calphon whispered as he reached the bow of the ship, looking out to the island with great relief. "I'm glad I did not lead us to the middle of the Belegaer for naught." The heroes shared Calphon's relief, but had always suspected the island was real, as the wise Cirdan would otherwise not have sent them on such a dangerous voyage. The ships were anchored off the western coast of the island, and the crews lowered small canoes onto the surface of the ocean. The company prepared to disembark and make their way to the shore, arming themselves in case the island proved dangerous, and making sure to take enough rations for several days.

"You should stay here," one of the heroes told Calphon as they prepared to leave. "You've done your part in helping us find the island. Now is the time for us to do ours." Calphon shook his head and refused, determined.

"No, I must go with you," he explained. "I may not be able to lead us once we are on the island, but I've spent the better part of a year envisioning this day. I need to set foot upon that shore and see the ruins of Númenor for myself."

The heroes looked amongst themselves with worry, but none could bring themselves to refuse Calphon's request. "We know not what secrets or dangers the island may hold," one of them said. "But if this be your will, we shall honor it and protect you." Calphon nodded without deliberation.

The company boarded the smaller vessels and set forth, rowing in the direction of the uncharted shore.

The Fate of Númenor encounter deck is built with all the cards from the following encounter sets: The Fate of Númenor, Drowned Dead, and Ruins of Númenor. These sets are indicated by the following icons:



Uncharted

Uncharted is a new keyword that appears on some locations in *The Grey Havens* expansion. Uncharted locations represent unknown areas of Middle-earth, untouched and unexplored during this age of the world. As such, the players do not know what to expect when traveling to them.

These locations are double-sided. One side is called "Lost Island," and has the Uncharted keyword. Uncharted locations are always added to the staging area with the "Lost Island" side faceup, without looking at the other side of the card. Locations with the Uncharted keyword do not have quest points and cannot be explored by placing progress on them, although progress may still be placed on them (in order to trigger their **Action** ability).

Each copy of Lost Island has the following text: “**Forced:** After Lost Island becomes the active location, flip it over.” Thus, by traveling to an Uncharted location, the players can discover what kind of location it really is, flipping it over to its other side. **Flipping over an Uncharted location removes all progress from it.** Once flipped, it functions as a normal location, with the following exceptions: Double-sided locations cannot enter the encounter deck. If a double-sided location would enter the discard pile, it is instead shuffled back into the Uncharted deck, Lost Island side faceup.

Each copy of Lost Island also has the following text: “**Action:** Remove 4 progress from Lost Island to look at its facedown side.” Thus, by placing progress on a Lost Island card in the staging area, the players may look at its facedown side in order to gain information about where to travel.

Many locations on the other side of an Uncharted location have **Forced** effects that trigger after they are flipped. After flipping an Uncharted location, make sure to check the newly flipped location for any such effects. Note that “looking” at the facedown side of an Uncharted location does not trigger any of these effects.

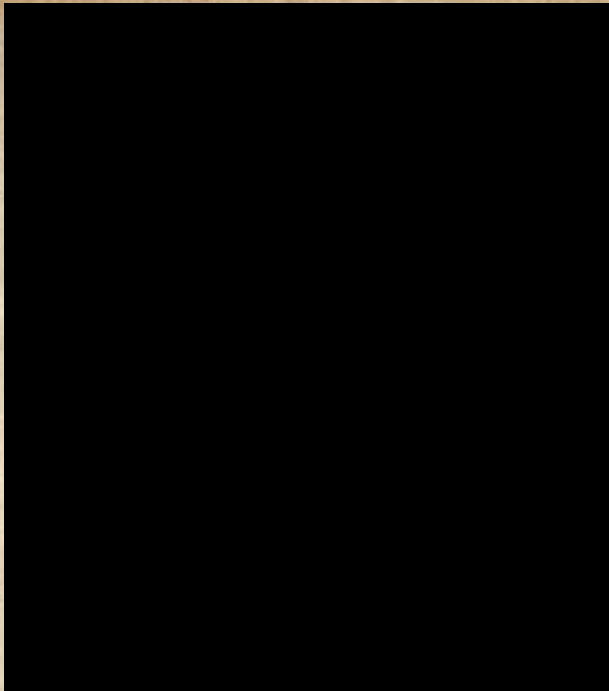


Note that all copies of Lost Island have the Ruins of Númenor encounter set icon on their Lost Island side, even though some of these cards may actually belong to different encounter sets.

Preparing the Uncharted Deck

When Uncharted locations are included in a scenario’s encounter deck, that scenario’s Setup may instruct the players to “prepare the Uncharted deck.” This is done by shuffling all of the double-sided locations with the Uncharted keyword into a separate pile. This pile is referred to as the Uncharted deck. When preparing the Uncharted deck, each card in that deck should be Lost Island side faceup, so that players do not know which location is on the facedown side.

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Raid on the Grey Havens

Difficulty level = 6.

The voyage back to the Grey Havens was long, but not nearly as perilous as the adventure to find the island from Calphon's dream. Despite the fleet's distance from familiar stars, without Corsairs hounding their every move, it was a relatively simple matter to head northeast until they reached the coast of Middle-earth, following it north to the Gulf of Lune. The heroes were constantly on the lookout for black sails, but none were seen along their journey. Finally, they reached the safety of the Grey Havens, and were welcomed by the ringing of bells and elves singing over the gulf.

On the evening of their arrival, they were brought to the meeting hall once more, and they celebrated, for their quest had been accomplished. The Elves bid them tell of their

journey, and the company obliged, although Calphon remained silent for much of the tale.

Círdan took great interest in the company's story, as they told of their voyage to find the island, and of their exploration of the ancient ruins of Númenor. "I'm not sure how I knew where to look," Calphon said of his discovery in the shrine to Morgoth. "T'was as if... as if I was remembering something from my past, from a long time ago." He reached into his doublet and pulled out the mysterious black key, which he'd placed on a thin chain around his neck, and set it onto the large table in the center of the council. "This strange key is all we found on the island. We thought that perhaps the wise Elves of the Havens would know what significance it holds."

The Elves examined the key closely for some time, and Círdan stroked his beard in contemplation. Finally, Galdor, one of the wisest in Círdan's council, broke the silence. "It is surely Númenorean in design, and yet there is something odd about it. I know not what lock it might open." Calphon sighed, feeling hopeless. Galdor handed the key to Círdan, and as soon as he took it in his hands, a shudder coursed through his body.

"There is an unwholesome quality to this key," he said, turning the black key over in his hands and staring at it as though attempting to look through it. Before he could examine it further, they heard a commotion on the watch towers. "The sea-watchers!" Galdor shouted. The heroes rushed to the tall windows overlooking the gulf. To their dismay, they could see Corsair ships advancing from the west, their black sails difficult to see under the cover of night. Arrows red with fire began to fill the sky, and skiffs rushed toward the docks.

The chamber erupted into chaos. "Corsairs! Corsair raiders are upon us!" Elves and Men shouted outside the tower, and the sounds of battle boomed like a storm around them. The smell of burning wood wafted in from outside. Círdan ordered Calphon and the other Elves to make their way to safety before turning to the heroes and asking for assistance. "They're burning the ships in the harbor!" he exclaimed, distraught. "We must prevent them from destroying the fleet!" Nodding in agreement, the heroes drew their blades and ran to join the fray.

The Raid on the Grey Havens encounter deck is built with all the cards from the following encounter sets: Raid on the Grey Havens, Corsair Raiders, and The *Stormcaller* Elite. These sets are indicated by the following icons:



Aflame X

Many of the locations in this scenario have the Aflame X keyword. This represents ships in the Elven fleet and piers in the Grey Havens which are under attack by Corsairs and are being set on fire.

At the end of each round, the players must place 1 damage token on each Aflame location in the staging area. Many encounter card effects can also cause damage tokens to be placed on Aflame locations.

If at any point an Aflame location has damage tokens on it equal to its Aflame X value, it is destroyed, and must be placed facedown underneath The Havens Burn objective card. Cards facedown underneath The Havens Burn are considered to be out of play.

If an Aflame location is explored, it is placed in the discard pile as normal, and all damage tokens on it are also discarded.

The Stormcaller Elite

The *Stormcaller* Elite is an encounter set consisting of two double-sided cards: Captain Sahir and Na'asiyah. Each of these cards has an enemy side and an objective ally side. When this encounter set is included in a scenario, the scenario will instruct the players which of these two sides should be used in that scenario. (None of the scenarios in *The Grey Havens* expansion use the



objective ally sides, so you may ignore those sides for the time being.)

Because these cards do not have encounter card backs, they can never be added to or shuffled into the encounter deck or discard pile. If one of them leaves play as an enemy, it is added to the victory display. If one of them leaves play as an objective ally, it is simply removed from the game.

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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.



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