

THE LORD OF THE RINGS

THE CARD GAME

EASY MODE RULES

Easy Mode

Easy Mode is an alternative mode of play, 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:

During step 2 of Setup, "Place Heroes and Set Initial Threat Levels", add one resource to each hero's resource pool.

When building the encounter deck, 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 above mentioned "difficulty" indicator icon on relevant cards in their encounter decks. The following is a list of which cards should be removed from each encounter set when playing Easy Mode.

For example: William is playing the "Conflict at the Carrock" scenario in Easy Mode. The "Conflict at the Carrock" encounter deck consists of the Journey Down the Anduin, Wilderlands, and Conflict at the Carrock encounter sets. First, William adds 1 resource to each of his heroes' resource pools. Then, William removes the following cards from the encounter deck: 1 copy of Massing at Night, 2 copies of Gladden Fields, 1 copy of Hill Troll, 1 copy of Marsh Adder, 2 copies of Despair, 2 copies of Muck Adder, 2 copies of River Langflood, 2 copies of A Frightened Beast, 1 copy of Sacked! and 2 copies of Roasted Slowly. Then, William follows the setup instructions on Stage 1A of Conflict at the Carrock, and begins playing!



Lord of the Rings Core Set

Dol Guldur Orcs

1x Chieftain Uthak
1x Dol Guldur Beastmaster
1x Necromancer's Pass
2x The Necromancer's Reach

Sauron's Reach

2x Eastern Crows
1x Evil Storm

Spiders of Mirkwood

2x Caught in a Web
1x Eyes of the Forest
1x Hummerhorns

Wilderlands

1x Hill Troll
1x Marsh Adder
2x Despair

Passage Through Mirkwood

None

Journey Down the Anduin

1x Massing at Night
2x Gladden Fields

Escape from Dol Guldur

2x Dungeon Jailor

Shadows of Mirkwood

The Hunt for Gollum

2x The Old Ford
1x Goblintown Scavengers
3x Hunters From Mordor
2x Old Wives' Tales

Conflict at the Carrock

2x Muck Adder
2x River Langflood
2x A Frightened Beast
1x Sacked
2x Roasted Slowly

A Journey to Rhosgobel

3x Exhaustion
3x Swarming Insects
1x Festering Wounds

The Hills of Eryn Mui

2x The East Wall of Rohan
2x Impassable Chasm
2x Rockslide
1x Orc Horse Thieves

The Dead Marshes

2x A Wisp of Pale Sheen
2x The Lights of the Dead
2x Giant Marsh Worm
2x Impassable Bog
2x The Heart of the Marshes

Return to Mirkwood

2x The Spider's Ring
1x Gollum's Anguish
1x Gollum's Bite
1x Wasted Provisions
2x Mirkwood Bats
3x Attercop, Attercop

Khazad-dûm

Deepes of Moria

2x Great Cave-troll
1x Orc Drummer
2x Massing in the Deep

Hazards of the Pit

2x Crumbling Ruin
1x Dark and Dreadful
1x Sudden Pitfall
1x Dreadful Gap

Misty Mountains

1x Mountain Warg
1x Turbulent Waters

Goblins of the Deep

3x Watchful Eyes

Plundering Goblins

1x Chieftain of the Pit
2x Undisturbed Bones

Twists and Turns

2x Branching Paths
2x Zigil Mineshaft
1x Lightless Passage

Into the Pit

1x Patrol Leader
3x Signs of Conflict

The Seventh Level

1x Cave-troll
1x Orc Horn Blower

Flight from Moria

2x Shadow of Fear
3x A Foe Beyond

Dwarrowdelf

The Redhorn Gate

2x Rocky Crags
2x Freezing Cold
1x Avalanche
2x Mountain Troll

Road to Rivendell

2x Sleeping Sentry
2x Followed by Night
2x Orc Ambush

The Watcher in the Water

2x Stagnant Creek
1x Ill Purpose
2x Wrapped!
1x Grasping Tentacle
1x Thrashing Tentacle
1x Striking Tentacle

The Long Dark

3x Foul Air
1x Gathering Ground
1x Vast and Intricate
1x Goblin Warlord

Foundations of Stone

2x Lost and Alone
2x Nameless Thing
2x Elder Nameless Thing

Shadow and Flame

2x Fires in the Deep
2x Counter-Spell
2x Leaping Flame

Heirs of Númenor

Streets of Gondor

1x Lost in the City
1x Local Trouble

Brigands

1x Umbar Assassin

Brooding Forest

2x Overgrown Trail
2x Lost Companion

Creatures of the Forest

2x Watcher in the Wood
2x Morgul Spider

Southrons

2x Southron Support
1x Mûmak

Ravaging Orcs

3x Orc Rabble

Mordor Elite

2x The Master's Malice
2x Orc War Camp
2x Orc Vanguard

Peril in Pelargir

2x Pelargir Docks

Into Ithilien

2x Blocking Wargs

The Siege of Cair Andros

1x Siege Raft
1x Battering Ram
1x Orc Scramblers

Against the Shadow

The Steward's Fear

1x Houses of the Dead
2x Knife in the Back

The Drúadan Forest

2x Glade of Cleansing
2x Drúadan Drummer
2x Drúadan Hunter
1x Ancestral Clearing

Encounter at Amon Dîn

2x Craven Eagle
2x Burnt Homestead

Assault on Osgiliath

2x Uruk Lieutenant
2x Southron Commander
1x West Quarter
1x East Quarter
1x Counter-attack

The Blood of Gondor

2x Conflict at the Crossroads
2x Orc Ambusher
2x Brutal Uruk

The Morgul Vale

1x The Dead City Looms
2x Impenetrable Fog

Over Hill and Under Hill

Western Lands

2x No Campfire
1x Wind-whipped Rain
1x Dreary Hills

Misty Mountain Goblins

2x Goblin Runners
3x Grip, grab! Pinch, nab!
1x The Goblins' Caves

The Great Goblin

1x Front Porch
2x Chaos in the Cavern

We Must Away, Ere Break of Day

2x Troll Camp
2x Lots or None at All
3x Hungry Troll
1x Roast 'Em or Boil 'Em?

Over the Misty Mountains Grim

2x Stone-giant
3x Galloping Boulders

Dungeons Deep and Caverns Dim

1x Great Gray Wolf
1x Hiding in the Trees
1x Come down little bird

On the Doorstep

Wilderland

2x Fighting Among Friends
1x Weighed Down

Flies and Spiders

1x Giant Web
2x Old Tomnoddy
1x Fat Spider
2x Lazy Lob
1x Crazy Cob
2x Poisoned by Spiders

The Lonely Mountain

3x Great Hall
3x Pretending to Sleep
2x Dragon-Spell

The Battle of Five Armies

1x Vanguard of Bolg
2x Ravenous Warg
1x Hatred Rekindled
2x Goblins are Upon You!
1x Northern Slopes



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