THE LORD OF THE RINGS
THE CARD GAME
THE FLAME OF THE WEST ™

"We must press our Enemy, and no longer wait upon him for the move. See my friends, when I had mastered the Stone, I learned many things. A grave peril I saw coming unlooked-for upon Gondor from the South that will draw off great strength from the defense of Minas Tirith. If it is not countered swiftly, I deem that the City will be lost ere ten days be gone."

—Aragorn*, The Return of the King*

Welcome to *The Lord of the Rings: The Flame of the West* 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 Flame of the West allows players to join Aragorn and his companions as they race across Gondor to stop the army of Minas Morgul from destroying Minas Tirith. In this follow up to *The Land of Shadow*, you will find three scenarios spanning the first half of *The Return of the King*. The adventure continues in *The Lord of the Rings: The Mountain of Fire* Saga Expansion with scenarios that bring to life the events from the second half of *The Return of the King*.

Component Overview

The Lord of the Rings: The Flame of the West includes the following components:

• This rules insert
• 165 cards, consisting of:
    - 3 Hero Cards
    - 32 Player Cards
    - 118 Encounter Cards
    - 9 Quest Cards
    - 3 Campaign Cards

Expansion Symbol

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

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

Campaign Mode

Included in *The Flame of the West* are new campaign cards, boons and burdens that allow players to play the 3 scenarios included in this box in campaign mode as part of *The Lord of the Rings* campaign they began in *The Black Riders* Saga Expansion. The scenarios in *The Flame of the West* are played after completing *The Land of Shadow*.

The Lord of the Rings Saga Expansions are designed to encourage campaign play, but players can still play the scenarios as standalone adventures if they choose. To read the rules for how to play the scenarios in *The Flame of the West* outside a campaign, skip to page 4. Pages 2-3 include card diagrams for the campaign cards, boons and burdens.

The complete rules for campaign mode can be found in *The Lord of the Rings: The Black Riders,* which is required to play campaign mode.

Campaign Cards

The campaign card 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 front of the card. After the players defeat that scenario, turn over the campaign card and follow any resolution instructions, updating their Campaign Log accordingly.

CAMPAIGN CARD

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Resolution: Add each copy of Overcome by Fear attached to a player's threat dial to the campaign pool and record the name of each player who it was attached to. If Army of the Dead is in the victory display, add the Army of the Dead boon to the campaign pool. Each card added to the campaign pool has been earned by the players.

Then Aragorn said: "The hour is come at last. Now I go to Pelargir upon Anduin, and ye shall come after me. And when all this land is clean of the servants of Sauron, I will hold the oath fulfilled, and ye shall have peace and depart for ever. For I am Elessar, Isildur's heir of Gondor." —The Return of the King

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THE PASSING OF THE GREY COMPANY

THE LORD OF THE RINGS - PART 13

Setup: Each player may change heroes without incurring the +1 threat penalty. The first player may raise each player's threat by 1 to search his deck for Andúril and add it to his hand. Remove each burden with the following burden set icons from the encounter deck:

"...there is only one way through the mountains that will bring me to the coastlands before all is lost. That is the Paths of the Dead." —Aragorn, The Return of the King

CAMPAIGN

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Boons & Burdens

Boons and burdens are two 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.

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.

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 which burden set they belong to. Burdens do not belong to an encounter set and 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).

BOON CARD

ESQUIRE OF GONDOR

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BOON

Title.

Permanent.

Setup: Attach to a hero.

Attached hero gains the *Gondor* trait.

Attached hero gets +1 🌣 while questing with another *Gondor* character.

"Here do I swear fealty and service to Gondor, and to the Lord and Steward of the realm..."
—Pippin, The Return of the King

ATTACHMENT

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BURDEN CARD

OVERCOME BY FEAR

THE PASSING OF THE GREY COMPANY

BURDEN

Fear.

Setup: Attach to your threat dial. Limit 1 per threat dial.

Your threat cannot be reduced.

Forced: At the end of the round, raise your threat by 1. Then, you may spend 1 ⬮ resource to detach Overcome by Fear and set it aside, out of play.

OBJECTIVE

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Saga Expansion Player Cards

The Lord of the Rings: The Flame of the West 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: Aragorn and Banner of Elendil, as well as the boon cards: Esquire of Rohan and Esquire of Gondor.

New Rules

Setting Up the Game

When setting up any scenario in *The Flame of the West* expansion, the first player must take control of the Fellowship sphere Aragorn included with this expansion.

The Fellowship Sphere

The Fellowship sphere, denoted by the ⦸ icon, is a 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 quest to destroy The One Ring and bring an end to the menace of 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 one hero from the Fellowship sphere can be played at a time. Therefore, it is not possible for there to be more than one hero belonging to the Fellowship sphere in play at any time.

Aragorn

The Lord of the Rings: The Flame of the West features Aragorn, a hero who belongs to the Fellowship sphere. When using this version of Aragorn, players cannot start with any other version(s) of Aragorn as a starting hero or include any other version(s) of Aragorn in their decks.

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

Aragorn also has the text: "If Aragorn leaves play, the players lose the game." This text cannot be modified by player card effects or encounter card effects.

Because this version of Aragorn 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.

Multiplayer Rules – Aragorn

Aragorn has the text: "The first player gains control of Aragorn." When the first player token passes during the refresh phase, the first player gains control of Aragorn, all resources in Aragorn's resource pool, and all cards attached to Aragorn.

If Aragorn is the last hero under a player's control, and he leaves that player's control, then that player is immediately eliminated from the game.

Campaign Mode Rules - Aragorn

When setting up a scenario in campaign mode, if a player had previously recorded Aragorn as one of his heroes in the campaign log, that player loses control of that version of Aragorn. That player may choose a different hero to replace Aragorn without incurring the +1 threat penalty. Record the new hero in the campaign log. Any cards with the permanent keyword that were attached to the previous version of Aragorn are transferred to the Fellowship sphere Aragorn.

If Aragorn had previously been added to the list of fallen heroes, remove his name from the list and each player incurs a permanent +1 threat penalty.

Campaign Mode Rules - Frodo

When playing the scenarios in *The Flame of the West* in campaign mode, players cannot use any card titled "Frodo Baggins."

Campaign 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 before play proceeds to the next player. Encounter cards with the Doomed X keyword still affect each player.

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.

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 a 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.

> **For example:** *Sean and David are playing the scenario "The Battle of the Pelennor Fields," and there are two copies of Orc of the Eye in play. Orc of the Eye has the keyword archery 1. This gives a cumulative archery total of 2. At the beginning of the combat phase, the players decide to deal 1 of that damage to Sean's ally, Prince Imrahil, and the remaining 1 damage to David's hero, Beregond.*

Peril

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.

The Passing of the Grey Company

While Frodo, Sam and Gollum journeyed through the glades of Ithilien, Aragorn and his companions fought the battle of Helm's Deep and rode to the wreck of Isengard to deal with the traitor, Saruman. During their parley, the Wizard's servant, Grima, hurled a Palantir from a high balcony, narrowly missing them. Aragorn left Saruman and his servant in the care of the Ents who guarded the tower of Orthanc, but the orb he took with him back to Helm's Deep, and in the high tower of the Hornburg he looked into the Seeing Stone and learned much of the Enemy's movements.

In the Palantir he saw a fleet of Corsairs drawing near to the coast of Gondor just as the army of Minas Morgul marched to war against Minas Tirith. Seeing how the White City would fall if help could not reach the coast in time, the Heir of Isildur resolved to take the most direct route through the mountains to Pelargir: The Paths of the Dead.

A name of dread among those who dwell near to its entrance, The Paths of the Dead were said to be haunted by the ghosts of men from the second age of Middle-earth; Oathbreakers who refused to join Isildur when he summoned them to war against Mordor. Isildur cursed them for their unfaithfulness and doomed them to linger in the shadowy hills until their oath was fulfilled.

It was uncertain whether they would help or hinder Isildur's Heir, but Aragorn was determined to reach the coast by the speediest way...

"The Passing of the Grey Company" is played with an encounter deck built with all the cards from the following encounter set: The Passing of the Grey Company. This set is indicated by the following icon:

Phantom Keyword

Phantom is a new keyword that appears on the *Undead* enemies in *The Passing of the Grey Company*. The Phantom keyword represents the mysterious and terrifying nature of the Undead oathbreakers that the Grey Company encountered on their journey through the Paths of the Dead.

During the 'determine combat damage' step of an attack made by an enemy with Phantom, if any damage would be dealt by the attack it is canceled and the defending player raises his threat by an equal amount instead.

> **For example:** *Matt is engaged with Shadow Host, a 4* ⚔ *enemy with the Phantom keyword. During the combat phase, he chooses to defend Shadow Host's attack with Gimli, who has a* 🛡 *of 2. The attack would deal 2 damage to Gimli, but the damage is canceled and Matt raises his threat by 2 instead.*

Army of the Dead

Army of the Dead is a double-sided card with an enemy version on one side and an objective-ally version on the other side. When playing *The Passing of the Grey Company*, the Army of the Dead enemy is added to the staging area when the players advance to stage 3A. The Army of the Dead objective-ally is a boon card that can only be earned by defeating the Army of the Dead enemy while playing in campaign mode.

The Siege of Gondor

After a harrowing journey under Dwimorberg, Aragorn and his companions emerged on the southern end of the Haunted Mountain and rode to The Stone of Erech. There the Heir of Isildur summoned the Dead Men of Dunharrow to fulfill their oaths and follow him to Pelargir where the fleet of Umbar drew nigh.

To the astonishment of his companions, the Army of the Dead obeyed Aragorn and heeded his commands, but it was still a hard ride to reach Pelargir in time. The hardship the companions endured was beyond the strength of most mortals, but need drove them and the will of Aragorn held them together.

In five days' time, they raced more than ninety leagues to reach the port of Pelargir. At the ford of Gilrain they came upon the men of Lamedon as they fought with Corsair raiders who had sailed up the river. Friend and foe alike fled at their coming for the fear of the dead, but when they reached Pelargir, the Corsairs turned to give battle.

There upon Anduin, the main strength of the Umbar fleet was gathered for the sack of Gondor. A great army of Corsairs stood before them, and the Grey Company was already tired from the long journey, but Aragorn ordered the Army of the Dead to attack and led his companions into battle once more...

"The Siege of Gondor" is played with an encounter deck built with all the cards from the following encounter set: The Siege of Gondor. This set is indicated by the following icon:

The Battle of the Pelennor Fields

As Aragorn and his companions raced toward the port of Pelargir on Anduin, Sauron at last ordered the great assault that he had long prepared for the destruction of Gondor and the utter defeat of the West. Orcs issuing from The Black Gate overran the island fortress of Cair Andros, and the main host of Mordor marched forth from Minas Morgul led by The Black Captain, The Witch-king of Angmar.

Denethor, Steward of Gondor, sent messengers to King Theoden in Dunharrow to ask for all his strength to ride to Minas Tirith, and the beacon fires were lit between Gondor and Rohan. Meanwhile, men from the outland fiefs of Gondor marched in to Minas Tirith to bolster the city's garrison. Yet, they sent less strength than hoped for because of the Corsair threat to the coastlands.

So it was that The Witch-king found the men of Gondor not wholly unprepared for the assault, but still greatly overmatched by the host of Mordor. On the eve of the attack Mount Doom belched fire, black clouds darkened the sky, and night fell on Minas Tirith. Unless help beyond hope could reach the White City in time, Gondor would surely fall...

"The Battle of the Pelennor Fields" is played with an encounter deck built with all the cards from the following encounter set: The Battle of the Pelennor Fields. This set is indicated by the following icon:

Minas Tirith

Minas Tirith is an objective that is put into play when the players reach stage 3A. The objective represents the White City as it comes under attack during *The Battle of the Pelennor Fields*. If Minas Tirith has damage equal to its hit points at the end of a round, the White City has fallen and the players lose the game.

Several encounter card effects target Minas Tirith. If these effects trigger at stage 2B, while Minas Tirith is not in play, the players must resolve the effects as fully as possible.

> **For example:** *Mark is at stage 2B when he reveals the treachery card Spells of Ruin. It reads: "**When Revealed**: Either deal 1 damage to each exhausted character, or deal 5 damage to Minas Tirith." Since Minas Tirith is not in play, Mark must deal 1 damage to each exhausted character in play.*

Assault

Assault is a new keyword that appears on stage 3B of *The Battle of the Pelennor Fields*. It represents the army of Mordor's relentless attack on the city of Minas Tirith. While stage 3B is in play, progress cannot be placed on that stage by player card effects or by questing successfully. However, progress can still be placed on the active location as normal.

When the players quest unsuccessfully, each player does not raise his threat. Instead, the players must deal X damage to Minas Tirith. X is the amount by which the total threat in the staging area was greater than the total willpower of each character committed to the quest. (This damage is only calculated once for the group, not per player.)

> **For example:** *Luke and Craig have committed a total of 20 ✪ to the quest at stage 3B. At the end of the staging step there is a total of 25 � in the staging area. Instead of each player raising his threat by 5, they deal a total of 5 damage to Minas Tirith as a group, reducing Minas Tirith from 50 hit points to 45.*

Strategy Tip

When playing *The Battle of the Pelennor Fields* there are several triggered effects that need to be observed each round. In order to provide players with the most rewarding adventure, and avoid bogging down the game, these effects were all made to trigger at either the beginning of the quest phase or at the end of the round. For the best play experience, we recommend that the players check for triggered effects at the beginning of each quest phase, and again at the end of the round.

Cards to look for in particular are:

- Minas Tirith
- The Witch-king
- Grond
- Wraith on Wings
- The Corsair Fleet (campaign mode only)

Decklists

The scenarios in *The Flame of the West* represent Aragorn's desperate quest to reach Minas Tirith before it is overrun by the army of Mordor. These scenarios are meant to capture the theme of desperation and heroism from the novels, so they can at times be challenging. To help you on your adventure through *The Flame of the West*, we have provided a list of cards for two decks that can be built using the contents of *The Lord of the Rings: The Card Game* core set, *The Black Riders* box, *The Road Darkens* box, *The Treason of Saruman* box, *The Land of Shadow box, and The Flame of the West* box. Because *The Lord of the Rings: The Card Game* is a cooperative card game, these decks are designed to complement each other and work best when played together.

Leadership & Lore Deck

Heroes
Faramir
Denethor
Pippin

Allies
Gandalf x2
Gimli x1
Anborn x1
Halbarad x2
Galadriel x1
Elrond x2
Quickbeam x2
Mablung x2
Gleowine x2
Ghân-buri-ghân x2
Erebor Hammersmith x2
Guard of the Citadel x3
Henamarth Riversong x1
Snowbourn Scout x3

Events
The Three Hunters x1
Take No Notice x2
In the Shadows x2
For Gondor! x2
Secret Paths x2
Sneak Attack x2
Taste it Again! x2

Attachments
Banner of Elendil x1
Steward of Gondor x2
Celebrain's Stone x1
Roheryn x1
Ambush x2
Elf-stone x2
Protector of Lórien x2

Tactics & Spirit Deck

Heroes
Théoden
Éowyn (tactics)
Merry

Allies
Gandalf x2
Legolas x2
Boromir x2
Prince Imrahil x1
Grimbold x2
Háma x2
Gamling x1
Skinbark x1
Farmer Maggot x1
Horseback Archer x2
Bilbo Baggins x2
Gondorian Spearman x3
Veteran Axehand x2
Wandering Took x2

Events
The Three Hunters x1
The Galadhrim's Greeting x1
Feint x2
A Test of Will x2
Desperate Defense x2
Quick Strike x2
Sterner than Steel x2
Stand and Fight x2

Attachments
Banner of Elendil x1
Herugrim x1
Unexpected Courage x1
Snowmane x2
Horn of Gondor x1
Golden Shield x1
Dagger of Westernesse x3
Livery of the Tower x1

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 in 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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