THE LORD OF THE RINGS
THE CARD GAME
THE TREASON OF SARUMAN™

"Nothing that we have endured of late has seemed so grievous as the treason of Isengard. Even reckoned as a lord and captain Saruman has grown very strong. He threatens the Men of Rohan and draws off their help from Minas Tirith, even as the main blow is approaching from the East. Yet a treacherous weapon is ever a danger to the hand. Saruman also had a mind to capture the Ring, for himself, or at least to snare some hobbits for his evil purposes."
—Gandalf*, The Two Towers*

Welcome to *The Lord of the Rings: The Treason of Saruman* 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 Treason of Saruman allows players to join Aragorn and his companions as they race across Rohan in order to combat the treachery of Saruman. In this follow-up to *The Road Darkens*, you will find three scenarios spanning the first half of *The Two Towers*. The adventure continues in *The Lord of the Rings: The Land of Shadow* Saga Expansion with scenarios that bring to life the events from the second half of *The Two Towers*.

Component Overview

The Lord of the Rings: The Treason of Saruman includes the following components:

• This rules insert
• 165 cards, consisting of:
  - 3 Hero Cards
  - 39 Player Cards
  - 110 Encounter Cards
  - 10 Quest Cards
  - 3 Campaign Cards

Expansion Symbol

The cards in *The Lord of the Rings: The Treason of Saruman* 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:
fantasyflightgames.com/lotr-questlog

Campaign Mode

New campaign cards, boons, and burdens are included in *The Treason of Saruman*. These cards allow the 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 Treason of Saruman* are played after completing *The Road Darkens*.

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 Treason of Saruman*, 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.
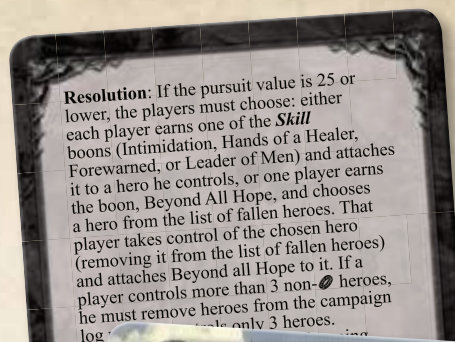
Campaign Cards

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, they turn over the campaign card and follow any resolution instructions, updating their campaign log accordingly.

back

Resolution: If the pursuit value is 25 or lower, the players must choose: either each player earns one of the *Skill* boons (Intimidation, Hands of a Healer, Forewarned, or Leader of Men) and attaches it to a hero he controls, or one player earns the boon, Beyond All Hope, and chooses a hero from the list of fallen heroes. That player takes control of the chosen hero (removing it from the list of fallen heroes) and attaches Beyond all Hope to it. If a player controls more than 3 non-⬡ heroes, he must remove heroes from the campaign log ⬡

front

THE URUK-HAI

THE LORD OF THE RINGS PART 7

You are playing campaign mode.

Setup: Remove Gildor Inglorion and Mr. Underhill from the campaign pool. Remove each burden with the following burden set icons from the encounter deck:

They followed their enemies now by the clear light of day. It seemed that the Orcs had pressed on with all possible speed. —The Two Towers

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. Because burdens do not 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).

BOON CARD

BEYOND ALL HOPE

0

BOON

Favor.

Permanent.

Setup: Attach to a hero.

Attached hero gets +1 ✨, +1 ⚔, +1 🛡 and cannot have treachery card attachments.

"Beyond all hope you return to us in our need!"
—Aragorn, The Two Towers

ATTACHMENT

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BURDEN CARD

SARUMAN'S VOICE

1

1/29

BURDEN

Enchantment.

Peril. Doomed 2.

When Revealed: Remove a hero from the quest and attach Saruman's Voice to that hero. (Counts as a *Condition* attachment with the text: "**Forced**: After attached hero commits to the quest, is declared as an attacker or defender, or triggers its ability, its controller must discard 1 card from his hand.")

TREACHERY

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Saga Expansion Player Cards

The Lord of the Rings: The Treason of Saruman 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 The Three Hunters, as well as the boon cards: Intimidation, Hands of a Healer, Forewarned, Leader of Men, Beyond All Hope, and Palantír of Orthanc.

New Rules

Setting Up the Game

When setting up any scenario in *The Treason of Saruman* 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 Treason of Saruman features Aragorn, a hero who belongs to the Fellowship sphere. When using this version, 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 transfered 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 Treason of Saruman* in campaign mode, players cannot use any card titled "Frodo Baggins."

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

Saruman & Gríma

When playing the scenarios in *The Treason of Saruman*, the players cannot use any ally or hero card with the title "Saruman" or "Gríma."

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 "Helm's Deep," and there are two copies of Soldier of Isengard in play. Soldier of Isengard 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, Hama, and the remaining 1 damage to David's hero, Théoden.*

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.

Indestructible

An enemy with the indestructible keyword cannot be destroyed by damage, even when it has damage on it equal to its hit points.

Toughness X

An enemy with the toughness keyword reduces the amount of damage it takes by X each time it is assigned any amount of damage.

For example: *After Ian plays the Gandalf ally from his hand, he chooses to deal 4 damage to Soldier of Isengard. Soldier of Isengard has toughness 1, so it reduces the damage that it is dealt from 4 to 3.*

Permanent

Permanent is a 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.

Setup Instructions

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 a burden 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.

The Uruk-hai

Following a fateful confrontation upon Amon Hen, the Fellowship of the Ring was broken. Large Orcs bearing the White Hand of Saruman attacked the company, and in the confusion members of the company were captured, others killed.

In the aftermath of the attack, Aragorn and the remainder of the company discovered that Frodo had escaped to the east side of the Anduin in one of the elven boats. Their choice, it seemed, was either to follow the Ring-bearer to Mordor, or attempt to rescue their captive friends.

Unwilling to abandon the captured members of their fellowship to torment and death, Aragorn decided to pursue the Orcs. The trail made by the Orc company was easy for the skilled Ranger to follow, and it quickly became clear that the Orcs were taking their captives to Isengard, the fortress of Saruman.

The fate of the captives would be decided by a footrace across the plains of Rohan...

"The Uruk-hai" is played with an encounter deck built with all the cards from the following encounter sets: The Uruk-hai, Orcs of the White Hand, and Snaga Orcs. These sets are indicated by the following icons:

Pursuit Value & Pursuit Tracker

When setting up The Uruk-hai, players are instructed to set the pursuit value to 10. This is done by taking an extra threat tracker and setting it next to the quest deck. That threat tracker is now the pursuit tracker, and it tracks the pursuit value. The pursuit value represents the Uruk-hai's progress as they race towards Isengard with their prisoners. As the pursuit value increases, so does the amount of progress that the players must place on the current quest in order to defeat that stage. At the end of the round, if the pursuit value is 30, then the Uruk-hai have reached Isengard and delivered their prisoners to Saruman. If this happens, the players have failed to rescue their companions and they lose the game.

Helm's Deep

In an unanticipated turn of events, it was the Riders of Rohan who intervened to prevent the Orcs of Saruman from delivering their captives to Isengard. However, when the Riders overtook Aragorn and his fellow hunters on the plains, they could tell him no news of his captured friends.

For a tense moment it seemed that the Riders might mistake the mysterious Ranger for a spy from Isengard, but the heir of Elendil chose that moment to reveal himself and his lineage to them. In response, the Third Marshal of the Riddermark, Éomer, decided to aid Aragorn and his companions in their quest by loaning them horses. Grateful for their aid, Aragorn promised to return the horses to Edoras, the capital city of Rohan, upon learning the fate of his friends.

After Éomer and the men of his Éored departed, Aragorn searched for his friends at the site of the battle near the borders of Fangorn Forest. He found tracks leading into Fangorn, but before he could follow them deeper into the forest, he and his companions were stopped by Gandalf.

The Wizard told them of Saruman's plot to destroy Rohan and urged them to ride with him at once to Edoras. Content with Gandalf's assurance that his friends were safe in Fangorn, Aragorn rode with all speed to the Golden Hall of Meduseld in Edoras to help King Théoden prepare for war...

"Helm's Deep" is played with an encounter deck built with all the cards from the following encounter sets: Helm's Deep and Orcs of the White Hand. These sets are indicated by the following icons:

Defense

Defense is a new keyword that appears on several of the quest stages in the Helm's Deep scenario. This represents the army of Saruman laying siege to Helm's Deep and their efforts to capture the fortress. While the current quest has the defense keyword, players cannot place progress on the quest (or active location) by questing successfully. Instead, the encounter deck tries to place progress on the current quest. If the encounter deck defeats stage 4B, the army of Saruman captures Helm's Deep, and the players lose the game.

During quest resolution, if the total ♖ in the staging area is greater than the total ✺ of characters committed to the quest, players do not raise their threat by the difference. Instead, the first player places progress on the current quest equal to the difference.

The active location still acts as a buffer to the quest, so progress made by the encounter deck or encounter card effect must be placed on the active location first before it is placed on the quest (unless a card effect bypasses the active location). When a quest has progress equal to its quest points, that stage is defeated and the players should advance to the next stage as usual.

The Road to Isengard

The brave men of Rohan paid a high price at the battle of Helm's Deep, but with the aid of Gandalf and Aragorn, the warriors of Théoden won a great victory over the forces of Isengard. The army of Saruman was utterly defeated and it was time to deal with the treacherous Wizard himself. So it was that Gandalf led Aragorn, Théoden, and the riders of his house to Isengard to parlay with Saruman.

Believing Isengard to be beyond the strength of his enemies to assault, Saruman had committed nearly all of his forces to the attack on Rohan. Yet, there was an ancient power that the Wizard had failed to account for in his schemes. The trees of Fangorn Forest had suffered much from the axes of Isengard Orcs, and the slow burning anger of the Ents was almost ready to explode.

The coming of Aragorn's lost companions to Fangorn Forest with news of Saruman's treachery was just the spark the Ents needed to rouse them from their inaction. After hearing about Saruman's part in the great events unfolding in the world around them, the leader of the Ents, Treebeard, called an Entmoot to urge his compatriots to war.

In their anger, the Ents had the strength to tear down the walls of Isengard and destroy Saruman's war machines. Still, Saruman was a cunning Wizard. Even when caught off guard, he had many dangerous powers at his command, especially his voice, which could daunt all but the most strong-willed individuals. All of these dangers would have to be faced if the treason of Isengard was to be thwarted...

"The Road to Isengard" is played with an encounter deck built with all the cards from the following encounter sets: The Road to Isengard and Snaga Orcs. These sets are indicated by the following icons:

Wizardry

Wizardry is a new timing trigger in The Road to Isengard scenario that represents the various spells and machinations that Saruman used to defend Isengard from attack. When a location with the **Wizardry** trigger leaves play as an explored location, trigger its **Wizardry** effect (even if it is not the active location).

Decklists

To help you on your adventure through *The Treason of Saruman*, 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, and *The Treason of Saruman* 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 & Spirit Deck

Heroes
Gandalf
Théoden
Théodred

Allies
Faramir x2
Gimli x2
Galadriel x2
Northern Tracker x2
Silverlode Archer x2
Bill the Pony x2
Hama x2
Guard of the Citadel x2
Bilbo Baggins x2
Wandering Took x2
Snowbourne Scout x3

Events
Grim Resolve x1
The Three Hunters x2
Helm! Helm! x1
Ever Vigilant x2
Flame of Anor x3
A Test of Will x2
Hasty Stroke x2
Stand and Fight x1
The Galadhrim's Greetings x2

Attachments
Shadowfax x2
Gandalf's Staff x2
Steward of Gondor x2
Celebrían Stone x1
Herugrim x1
Wizard Pipe x2
Unexpected Courage x1

Tactics & Lore Deck

Heroes
Merry
Pippin
Treebeard

Allies
Beorn x1
Boromir x1
Legolas x2
Farmer Maggot x1
Elrond x3
Daughter of the Nimrodel x2
Gondorian Spearman x3
Quickbeam x3
Gléowine x2
Barliman Butterbur x1
Erebor Hammersmith x2
Miner of the Iron Hills x2
Henamarth Riversong x1

Events
Frodo's Intuition x3
Radagast's Cunning x2
Halfling Determination x2
Secret Paths x2
Feint x2
Entmoot x2

Attachments
Horn of Gondor x1
Arod x1
Elfstone x3
Dagger of Westernesse x2
Protector of Lórien x2
Ent Draught x3
Self Preservation 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.

Credits

Original Game Design: Nate French

Expansion Design: Caleb Grace

Graphic Design: Mercedes Opheim

Managing Graphic Designer: Brian Schomburg

Art Direction: Deb Freytag

Managing Art Director: Andy Christensen

Rules Text: Caleb Grace

Licensing Coordinator: Amanda Greenhart

Editing: Richard A. Edwards

Cover Art: Chris Rahn

Producer: Caleb Grace
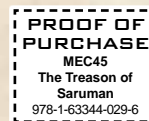
Developer: Matthew Newman

Production Manager: Eric Knight

Executive Game Designer: Corey Konieczka

Executive Game Producer: Michael Hurley
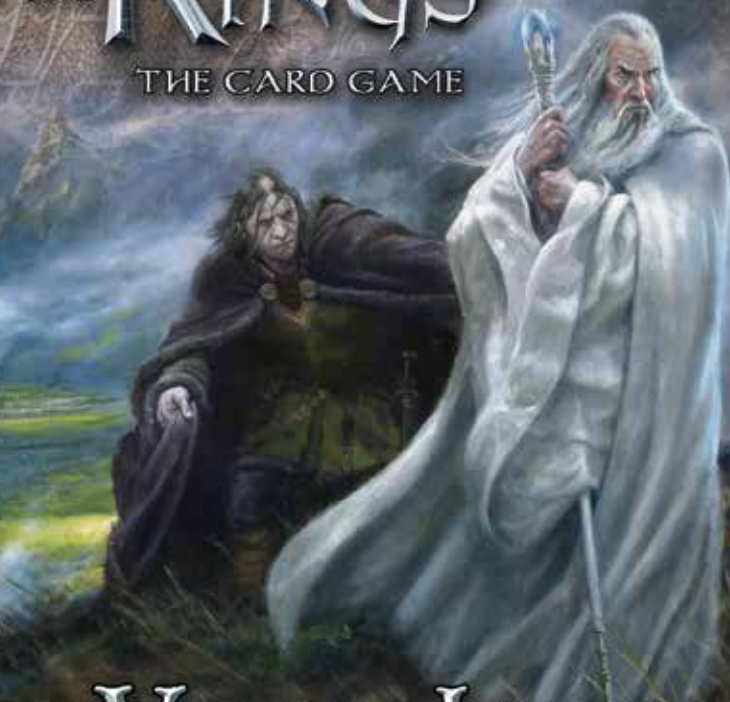
Publisher: Christian T. Petersen

Playtesters: *Michael Strunk, Mark Anderson, Tony Fanchi, Teague Murphy, Craig Bergman, Jeremy Zwirn, Luke Eddy, Justin Engelking, Jeffery Holland, Ian Martin, Dan Poage, Matthew Dempsey, Jean-Francois JET, Tom Howard, Brian Schwebach, and Jason Lyle Garrett.*

THE LORD OF THE RINGS
THE CARD GAME

THE VOICE OF ISENGARD

"Saruman has long studied the arts of the Enemy himself, and thus we have often been able to forestall him. It was by the devices of Saruman that we drove him from Dol Guldur."
–Gandalf, *The Fellowship of the Ring*

Middle-earth's heroes heed the White Wizard's guidance in *The Voice of Isengard*, the third deluxe expansion for *The Lord of the Rings: The Card Game*. Its 156 cards transport players to Isengard where you'll find a wealth of new player cards, two new heroes, and three new scenarios in which your heroes will hope to use the Enemy's arts against him!

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