THE LORD OF THE RINGS
THE CARD GAME
THE SANDS OF HARAD

"Tis said that there were dealings of old between Gondor and the kingdoms of the Harad in the Far South; though there was never friendship. In those days our bounds were away south beyond the mouths of Anduin, and Umbar, the nearest of their realms, acknowledged our sway. But that is long since. 'Tis many lives of Men since any passed to or fro between us. Now of late we have learned that the Enemy has been among them, and they are gone over to Him..."

–Damrod, The Two Towers

Welcome to *The Sands of Harad*, an expansion to *The Lord of the Rings: The Card Game*. This expansion explores the desert land of Harad in the distant south and the Haradrim who live there. Three original scenarios allow the players to journey alongside the heroes of Middle-earth as they escape the city of Umbar, cross a perilous desert, and discover a village at the edge of the great jungle.

Component Overview

The Lord of the Rings: The Card Game – The Sands of Harad expansion includes the following components:

• This rules insert

• 156 cards, consisting of:

> • 2 Hero Cards
> • 33 Player Cards
> • 112 Encounter Cards
> • 9 Quest Cards

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 Sands of Harad* expansion can be identified by this symbol before each card's collector number.

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.

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:** *Zoë and Dan are playing the scenario "Escape from Umbar," and there are two copies of Southron Archer in play. Southron Archer has the keyword archery 2. This gives a cumulative archery total of 4. At the beginning of the combat phase, the players decide to deal 2 of that damage to Zoë's ally, Erebor Guard, and the remaining 2 damage to Dan's hero, Gimli.*

"Limit 1 copy in the victory display"

The player side quest, The Storm Comes, has the text: "Limit 1 copy of The Storm Comes in the victory display." This text prevents more than 1 copy of The Storm Comes from entering the victory display. If the players defeat The Storm Comes, and there is already a copy of that side quest in the victory display, then the copy that was just defeated is placed in its owner's discard pile.

Side Quests

Side quests represent secondary adventures that the heroes may undertake while pursuing the main goals of the quest deck. There are two kinds of side quests: those with encounter card backs and those with player card backs. Side quests are never considered to be a part of the quest deck. The top card of the quest deck is called the "main quest."

Encounter Side Quests

A side quest with an encounter card back is called an "encounter side quest." An encounter side quest is both a quest card and an encounter card. Each encounter side quest is part of an encounter set and it is shuffled into the encounter deck when setting up a scenario that uses its encounter set. When an encounter side quest is revealed from the encounter deck, it is added to the staging area. Because side quests are quest cards as well as encounter cards, **the "when revealed" effects of side quests cannot be canceled by player card effects.** If a side quest is dealt to an enemy as a shadow card, it functions as any other encounter card without shadow text.

Player Side Quests

A side quest with a player card back is called a "player side quest." A player side quest is both a quest card and a player card, and can be included in player decks. A player side quest can be played from a player's hand during the planning phase by paying its cost. When a player side quest is played or enters play, it is placed in the staging area.

Side Quests in Play

While any side quest is in the staging area, it functions like a quest card with the following exception: when a side quest is defeated, the players do not advance to the next stage of the quest deck. Instead, the side quest is added the victory display.

At the beginning of each quest phase, if there are one or more side quests in the staging area, the first player may choose one to be the "current quest" until the end of the phase instead of the quest card that is currently active via the quest deck. While a side quest is the current quest, any progress that the players make is placed onto that side quest and any card effects that target the "current quest" target that side quest. Progress must still be placed on the active location before it can be placed on a side quest. Any progress that is made beyond the current quest's total quest points is discarded; do not place progress on any other quest card in play.

Anatomy of Side Quests

1. Card Title: The name of the side quest.

2. Encounter Set Icon / Sphere of Influence Icon: Each encounter side quest has an encounter set icon that indicates to which set of encounter cards it belongs. This is used in conjunction with the "Encounter Information" icons on side A of the quest cards of any scenario to determine which encounter sets are used to build the encounter deck.

Each player card side quest has a sphere of influence icon that indicates to which sphere it belongs. If a player card side quest has a grey template and no sphere of influence icon (such as The Storm Comes), then it is a neutral card.

3. Cost: Only player side quests have a cost. This is the number of resources a player must spend from the appropriate resource pool(s) to play a player card side quest.

4. Game Text: The special abilities and italicized flavor text unique to the side quest while it is in play.

5. Set Information: The encounter side quest's unique identification number within its encounter set.

6. Quest Points: The number of progress tokens that must be placed on the side quest in order to defeat it.

7. Victory Points: Each side quest has a victory point value to indicate that it should be added to the victory display when it is defeated.

FIND WATER

6

1/10

Your companions grow weary from thirst. They need water to drink.
Characters cannot be readied by player card effects.
Response: When this stage is defeated, each player readies 1 hero he controls.

VICTORY 10

0

THE STORM COMES

5

"For behold! the storm comes, and now all friends should gather together, lest each singly be destroyed." —Gandalf, The Two Towers
Limit 1 copy of The Storm Comes in the victory display.
While this quest is in the victory display, the first ally played by each player each round does not require a resource match.

VICTORY 1

Escape from Umbar

Difficulty level = 5

The heroes stood atop the high sea-wall of Umbar looking down at the waves that crashed below. Their ship had been wrecked in the bay, and they survived by swimming to shore.

"Thus ends the voyage of the Dream-chaser *and Lord Calphon's quest," said one of the heroes. Looking up towards the city he said, "Come! We must leave this place, and swiftly. All of Umbar will soon be astir."*

"Where can we go?" said another, his eyes still downcast. He leaned heavily on his battle-axe as he spoke, "Even if we escape the city, this land is a barren desert and we will find no help."

The first hero, their leader, placed his hand on his friend's shoulder and replied, "Then we must help each other."

The downcast hero lifted his eyes to meet his leader's and a fire was rekindled in his spirit. "Yes," he said. "If these Southrons want our lives, they will pay a steep price."

A bell rang from a high watchtower, and in the streets below it was echoed by the harsh shouts of Haradrim warriors.

"They are coming!" shouted a third hero. She bent her bow to fit a new string and said, "There are too many to fight. We must flee."

"We will not escape this city without a fight," said the leader grimly. "But let us speak no more of selling our lives. Let us find a way out of this trap!"

With that, the party lifted their weapons and started to run.

"Escape from Umbar" is played with an encounter deck built with all the cards from the following encounter sets: Escape from Umbar, Harad Soldiers, and Harad Territory. *These sets are indicated by the following icons:*

Do Not Read the following until the heroes have won this quest.

The people of Umbar were no friends to the West, and they chased the heroes through the streets. The companions ran like hunted animals. Arrows whistled past them and rattled off the stones they raced on. When they reached the city gate, the guards scattered in panic, so fierce were the heroes in their desperation to escape.

The harsh cries of the Haradrim chased them into the desert, yet their pursuers did not. Too weary and afraid to wonder at this, the heroes ran up and down the rolling dunes well into the night.

Desert Crossing

Difficulty level = 6

The Harad sun beat down upon the heroes as they trudged across the burning desert sands. After they escaped from the Southrons in Umbar, the companions fled into the desert. A desperate will to live had overtaken them, and they ran without thinking. Like hunted animals they fled deeper and deeper into the desert. Forgetting themselves and their weariness, the heroes ran and ran until at last their bodies collapsed from exhaustion. Months at sea, many fierce battles, and the shipwreck finally caught up with them, and the companions passed out on the sands as night deepened.

When morning came, the harsh light of the sun wakened the heroes from their sleep, and they dragged their aching bodies to their feet. All around them was a vast desert. Sand dunes rolled away in every direction, like an endless arid sea.

"Which way do we go?" asked the woman with the bow strapped to her back.

"East," replied their leader as he sheltered his eyes against the sun rising in that direction.

"But our nearest ally lies to the north, in Gondor," said another hero in surprise, "Should we not take the speediest way there?"

"The speediest way would be to the west and the sea, but our ship has sunk and the Southrons still wait for us there," said the leader. "North lies our destination, yet uncounted miles of harsh desert lie between us and there, and we have not the means to make such a journey. Our only hope is to travel the Harad Road, which lies to the east and runs north to Ithilien."

"Will not the Southrons seek us there as well?" asked the woman.

"The Southrons must believe that the desert will defeat us, or they would have pursued us during the night while we slept. They clearly do not expect us to reach the other side."

"That may prove true enough," said the third hero gruffly. "We have precious few supplies and little water."

"Then we will have to find more and be careful with what we have," answered the leader, and with that he shouldered his gear and began walking east. The others followed after him.

"Desert Crossing" is played with an encounter deck built with all the cards from the following encounter sets: Desert Crossing, Desert Creatures, and Desert Sands. *These sets are indicated by the following icons:*

Heat Tracker

When setting up *Desert Crossing*, the players are instructed to "place the heat tracker next to the quest deck and set the temperature to 10." To do this, take an unused threat tracker and place it next to the quest deck. For the rest of the game, that threat tracker is the heat tracker and the value it displays is the "temperature." **If the temperature reaches 60, the players lose the game.**

Do not read
the following until the
heroes have won this quest.

Crossing the Harad desert was a harrowing ordeal. In addition to the blistering sun and dangerous heat, the heroes were attacked by enormous were-worms. It took every last ounce of their strength to fight off the ferocious beasts.

The scaled forms of the desert worms slithered and struck at the companions, yet the heroes' tenacity proved stronger and the creatures retreated back into the desert sands, leaving the heroes with barely enough energy to finish their journey.

When they finally reached the Harad Road, the party was so exhausted that they collapsed on its sandy embankment. As they lay there, on the edge of death, one of the heroes remarked bitterly, "What did we hope to find when we reached this road? There's naught here but more sand."

"The people of Gondor built this road at the height of their power, at a time when they held sway in Harad," replied the leader in a weak voice, his lips blistered and cracked. "It is the only thing friendly to us in all this land."

"Then I'm afraid we have no friends in Harad," said the woman gravely. She pointed north with her finger and her arm trembled from the effort. "Look what the road brings to us."

With great effort, the leader propped himself up and strained his eyes northward. A caravan of Haradrim was travelling south along the road, drawing nearer. When he realized what he saw, the hero's arms failed and he fell to the ground.

"I have not the strength to fight, nor even to lift my sword," he muttered in despair.

"None of us do," replied the woman, slumping onto the ground.

"Then have we come all this way only to end here?" growled the third hero with impotent anger.

"What will they do with us?" asked the woman.

"Either kill us or take us captive. Perhaps to take as thralls to Mordor," answered the leader with a raspy voice.

"An inglorious end to our long adventure together," grumbled the third.

Nobody made a reply. The heroes were each too weak to speak anymore. There was nothing for them to do but wait for the Haradrim coming toward them.

The Long Arm of Mordor

Difficulty level = 7

The leader of the heroes awoke alone inside a large hut. The walls were made of dried mud and the roof was thatched straw, but it was no crude hovel he found himself in. A thick, woven curtain covered the doorway, and a beautifully crafted rug covered the dirt floor. From outside, he could hear the bleating of goats and the laughter of children.

On a wooden table by the hero's bed was a loaf of bread and a cup of water. He tried to sit up to reach the water, but a wave of dizziness washed over him, and he slumped back down clutching his head.

A tall, dark-skinned man dressed in red and gold pulled aside the curtain and entered the room; a Haradrim warrior holding a long, broad-headed spear.

The warrior leaned the spear against the wall by the door and held up his palm in a sign of peace. To the hero's surprise, the Harad man spoke in the common tongue, "You are awake. Good. My son was afraid that you would die."

"Who are you?" asked the hero.

"I am Kahliel," he answered with a deep voice, "And this is my village. We brought you here after we found you in the desert."

"Then I am your prisoner," said the hero warily.

Kahliel laughed, "It is not my custom to keep prisoners in my home, or give them my son's bed to sleep in! I am chieftain of this tribe. You are my guest."

The hero was confused. He was confident they would find no help in all Harad, and yet this man had rescued him from certain death.

"Where are my friends?" the tired hero asked, forcing himself upright in the bed.

Kahliel handed him the cup of water and said, "They are safe. Each of your friends is with a member of my tribe as you are here with me. They are resting as you are."

The hero accepted the drink, and after he had taken a little, he asked, "Why are you helping us?"

Kahliel pulled a chair next to the bed, sat down, and let out a long breath. When he looked at the hero the warmth in his eyes was gone and his face was grave.

"We were returning from Mordor when we found you," he said.

The hero's hand clenched the cup tight at the naming of Mordor, but he said nothing and Kahliel continued:

"Every year we pay tribute to the Dark Tower. Food and lumber that we must carry from our village here in the great forest, across the wide desert, to the fortress of Cirith Gurat in the Mountains of Shadow. It is a long journey and a heavy burden for my people. But if we refuse, the Dark Lord will send his Orcs and destroy us."

"Then the Haradrim serve Mordor only out of fear?" asked the hero, amazed by this revelation.

"This is true for my tribe, but many others are eager to serve. Some worship the Dark Lord and seek his favor. They even turn against their own people and sell their children to Mordor," he said with disgust.

"Then you have taken a great risk by helping us, Kahliel. For we are enemies of Mordor," replied the hero with both wonder and concern.

"I have done more than that already," said Kahliel, his head bowed as under a great weight. "I have defied the Orcs and endangered my people."

The hero watched him with great interest, wondering what he had done. When Kahliel looked up, pain and anger were written in his furled brow.

"They wanted my son," he growled. "Those filthy mongrels demanded I give them my child with our next tribute, but I refused! I drew my sword and swore to sever the hand that reaches for my child."

"Then they will come for all of you," said the hero in amazement.

"Yes," sighed Kahliel. "Very soon no place in all Harad will be safe for my tribe. That is why you are here. We need your help. For it is said among our people that Gondor still defies the Dark Lord, and keeps the lands behind them safe from his Orcs."

There was a look of desperation in his eyes as he spoke. "Is this true?" he asked.

"It is true," answered the hero. "The men of Gondor hold the passages of the great river against the Enemy, and the lands to the west have peace."

"Then I think we can help each other," said Kahliel with real hope returning to his face. He held out his hand as he continued, "If you will guide us to those lands, we will help you and your friends to return to your homes."

The hero clasped the Haradrim's hand and answered, "We will get there together."
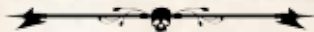
The heroes would not be ready to travel for several days, so Kahliel left them to rest while he and his people prepared for the journey. His village was built on the edge of the great southern jungle where the Mûmakil roamed and the hunters of Kahliel's tribe went at times to hunt.

It was into the jungle that Kahliel took his three closest companions, members of his tribe, to gather food on the eve of their departure. They were following a forest trail back to the village with enough meat to last for a long journey when they heard the howling of Wargs and the shouting of Orcs.

"They have come!" the chieftain shouted to his companions. "Hurry! Orcs are attacking our village!"

The hunters dropped their game, drew their weapons, and charged into the fray.

"The Long Arm of Mordor" is played with an encounter deck built with all the cards from the following encounter sets: The Long Arm of Mordor, Mordor Orcs, and Jungle Forest. *These sets are indicated by the following icons:*

Objective-Heroes

Objective-hero is a new card type in *The Long Arm of Mordor*. The four objective-heroes in this scenario represent the brave Haradrim of Kahliel's tribe who are fighting against Sauron's Orcs in order to save the heroes and escape from the oppressive rule of Mordor. An objective-hero is both an objective and a neutral hero. An objective-hero functions the same as a regular hero with the following exceptions: an objective-hero has no threat cost and does not count towards the hero limit of 3.

As a neutral hero, each objective-hero collects 1 resource at the beginning of the resource phase, and resources from its resource pool may be spent to pay for neutral player cards.

When setting up *The Long Arm of Mordor*, each player is instructed to take control of an objective-hero. Starting with the first player, each player should choose 1 of the available objective-heroes in turn order. Then, any unused objective-heroes are removed from the game.

Each objective-hero in *The Long Arm of Mordor* has the text: "**If (this hero) leaves play, you are eliminated from the game.**" This text cannot be modified in any way.

Heroes in the Staging Area

At the beginning of *The Long Arm of Mordor*, the heroes are still recovering from their difficult desert crossing. To represent this in the scenario, the players are instructed to place their heroes in the staging area during setup. Stage 1A reads: "For the remainder of the game, heroes in the staging area are in play but under no player's control, immune to player card effects, and their text boxes are considered to be blank." This creates a lasting effect that applies to heroes while they are in the staging area.

When an effect causes a player to take control of a hero in the staging area, that player moves that hero from the staging area to his play area. Once that hero is no longer in the staging area, the lasting effect created by stage 1A no longer applies to it.

While a hero is under no player's control, it does not collect resources during the resource phase.

When a card effect refers to ownership of a hero, the player who 'owns' that hero is the player who selected that hero as one of his starting heroes during the game's setup. If a hero in the staging area has its hit points reduced to 0, it is destroyed and placed in its owner's discard pile.

Guarded Heroes

When the players advance to stage 3A, they are instructed to attach each hero in the staging area to a different *Orc* enemy in the staging area. Each hero attached to an *Orc* enemy is guarded by that enemy. While a hero is guarded by an enemy, it is treated like a guarded objective.

Stage Number

When a card refers to the "stage number" of a quest card, it is referencing the numerical value of the sequence in the upper left hand corner of that quest card.

Do Not Read
THE FOLLOWING UNTIL THE HEROES HAVE WON THIS QUEST.

From deep in the forest, the heroes watched the village burn. Bright red flames leapt up into the night sky as thatched roofs collapsed into ruined huts. They could hear the Orcs laughing as the flames spread across the boma. It was a horrible reminder of what fate awaited the enemies of Mordor if the defenders of the West should fail as they had this night.

The heroes had not yet recovered from their desert crossing and were forced to flee into the dense jungle. The Haradrim survivors were gathered around them, but their chieftain sat apart. He had incited the wrath of Mordor by refusing to surrender his child, and now he was certain his son was dead. There were many who were not able to escape the village before it was overrun.

"What do we do now, Kahliel?" asked one of the fighters, Firyal was her name.

"Find a new chieftain," said Kahliel despondently, "I have shamed my fathers and brought ruin to our tribe."

"Mordor brought ruin to our tribe, not Kahliel," replied Yazan, another of his warriors. "You were right not to give them your son. How could you do otherwise?"

"Yazan is right," echoed Jubayr, Kahliel's trusted friend. "The Dark Lord would make us all his slaves whether we fight or not, so I say fight."

"Aye! And I say you are still our chieftain, Kahliel," said Firyal proudly. "I have hunted beside you many times, and you never led us after the wrong trail. Lead us now!"

Kahliel lifted his head and the distant fires were reflected in his eyes. His face was pained yet determined. "Very well," he said, "I will travel to Gondor with the northerners and any who will follow."

There followed a silence as the members of Kahliel's tribe considered the weight of their chieftain's choice. The fires that burned their village roared in the distance.

"I will go," said Yazan, "But how shall we make such a journey without the supplies we had packed in the village?"

"And how can we outrun the wolves of Mordor if they hunt for us on the road?" added Firyal.

"The leagues that lie between us and Gondor are many and barren," said Jubayr. "We cannot walk there."

Kahliel lifted his hand and his companions fell silent. "We will ride to Gondor," he said, "The Mûmakil dwell in this forest, along with the supplies we need. We will capture the beasts we need and ride them to Gondor."

To be continued in "The Mûmakil" the first Adventure Pack in "*The Haradrim*" cycle.

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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THE LORD OF THE RINGS
THE CARD GAME

THE FLAME OF THE WEST
∝ A SAGA EXPANSION ∝

Save the West from the armies of Mordor! *The Flame of the West* saga expansion for *The Lord of the Rings: The Card Game* recreates events from the first half of *The Return of the King* in three new scenarios. Join Aragorn and his companions as they brave the Paths of the Dead, fight the Corsairs at Pelargir, and battle the Witch-king at the gate of Minas Tirith! New heroes and player cards are also included to expand your deck-building options.

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