THE LORD OF THE RINGS
THE CARD GAME

HEIRS OF NÚMENOR™
EXPANSION

"Believe not that in the land of Gondor the blood of Númenor is spent, nor all its pride and dignity forgotten. By our valour the wild folk of the East are still restrained, and the terror of Morgul kept at bay; and thus alone are peace and freedom maintained in the lands behind us, bulwark of the West. But if the passages of the River should be won, what then?"

–Boromir, The Fellowship of the Ring

Welcome to *Heirs of Númenor*, an expansion to *The Lord of the Rings: The Card Game*. This expansion explores eastern Gondor in the years leading up to the War of the Ring. Three original scenarios allow players to embark upon urgent quests in this dangerous, battle-scarred setting.

Web Resources

An online tutorial, scenario tracker, and community forums can be found at:

www.fantasyflightgames.com

Component Overview

The Lord of the Rings: The Card Game - Heirs of Númenor expansion includes the following components:

• This rules insert

• 165 cards, consisting of:

> • 2 Hero Cards
>
> • 48 Player Cards
>
> • 103 Encounter Cards
>
> • 12 Quest Cards

Rules & New Terms

Unique Cards

If any player has a unique card in play, no player can play or put into play another card with the same title. So if a player uses a unique hero, then an ally with the same title cannot enter play. If a unique hero leaves play for any reason, players can play or put into play other cards that share the same title as that hero. That hero is then ineligible to re-enter play until there is no card with the same title in play.

New Keywords

Heirs of Númenor features 3 new keywords: "archery," "battle," and "siege." The effects of these keywords are explained below.

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.

> *For example: Tom and Kris are playing the scenario "Into Ithilien," and two copies of Southron Mercenaries are in play. Southron Mercenaries has the keyword archery X, where X is the number of players in the game. This gives a cumulative archery value of 4. At the beginning of the combat phase, the players decide to deal 2 damage to Kris' ally Gandalf, and 2 damage to Tom's hero Denethor.*

Battle

If a quest card has the battle keyword, when characters are committed to that quest, they count their total ⚔ instead of their total ☼ when resolving the quest. Enemies and locations in the staging area still use their 👑 in opposition to this quest attempt.

> *For example: Tom has committed the characters Gandalf and an Ithilien Tracker to the quest card Ambush in Ithilien (1B), which has the battle keyword. When resolving this quest, instead of using his characters' ☼, Tom counts their total ⚔. Gandalf has an ⚔ of 4, and the Ithilien Tracker has an ⚔ of 1, for a total ⚔ of 5. Tom compares this total against the 👑 in the staging area, which is currently a 3. Tom therefore quests successfully, and makes 2 progress on the quest.*

Siege

If a quest card has the siege keyword, when characters are committed to that quest, they count their total 🛡 instead of their total ☼ when resolving the quest. Enemies and locations in the staging area still use their 👑 in opposition to this quest attempt.

Peril in Pelargir

Difficulty level = 5.

The shadow of Sauron has risen with increasing violence against the kingdom of Gondor. Our heroes have travelled southeast by ship from the Grey Havens at the request of the White Council, ready to aid the descendants of Númenor in their defense against the forces of Mordor. Upon reaching the port of Pelargir, they are greeted by Lord Alcaron, a nobleman from the city of Minas Tirith. Lord Alcaron has urgent information for Faramir, but he is frightened that the Enemy is after him. He asks the heroes to deliver a scroll to Faramir. The heroes agree when a band of ruffians appear, intent on intercepting the message...

The Peril in Pelargir encounter deck is built with all the cards from the following encounter sets: Peril in Pelargir, Streets of Gondor, and Brigands. These sets are indicated by the following icons:

Into Ithilien

Difficulty level = 4.

Having reached the eaves of Ithilien, our heroes enter the green woodlands in search of Faramir, seeking to deliver to him the scroll of Lord Alcaron. There they are met by Celador, a ranger of Gondor, who informs the heroes that Faramir has taken his men to Cair Andros in anticipation of an assault against the island fortress. Celador offers to bring the heroes to Cair Andros by secret paths–after the rangers ambush a company of Southrons marching north on the Ithilien road. Grateful for Celador's offer and unable to stand by while his men do battle, our heroes volunteer to fight alongside his rangers...

The Into Ithilien encounter deck is built with all the cards from the following encounter sets: Into Ithilien, Brooding Forest, Creatures of the Forest, and Southrons. These sets are indicated by the following icons:

Ally Objective Cards

Players may encounter up to 3 ally objective cards in this scenario, Celador and the 2 copies of Ithilien Guardian. An ally objective card is considered to be both an objective and an ally. The text effects of each of these cards commits it to the quest when it is in the staging area. This means that these cards count their stats and assist the players when resolving a quest. Any card effect that affects characters committed to the quest can also affect these ally objective cards.

If an effect allows the players to take control of any of these objective ally cards, it is moved into the controlling player's play area. Once there, they can use it the same as any other ally. When this occurs, the card is no longer considered to be in the staging area, and is no longer committed to the quest (unless its controller commits it during the quest phase).

The Siege of Cair Andros

Difficulty level = 7.

The island fortress of Cair Andros guards Gondor's northernmost causeways over the Anduin. Our heroes reach the causeway and enter the fortress as skirmishers appear on the eastern shore. They find Faramir in the Citadel, and deliver to him the scroll of Lord Alcaron. Drums are heard, and horns, and the tramping of many feet. An army of Orcs and Southrons prepare a three-pronged assault, and the heroes gird themselves for battle. For if Cair Andros falls, the doom of Gondor is nigh...

The Siege of Cair Andros encounter deck is built with all the cards from the following encounter sets: The Siege of Cair Andros, Southrons, Mordor Elite, and Ravaging Orcs. These sets are indicated by the following icons:

Damage on Locations

Some effects in this scenario instruct players to place damage on specific locations. Such damage is separate from any progress placed on the location, and does not count toward the amount of progress necessary to explore the location. (Likewise, progress placed on a location is not considered damage.) The damage does nothing in and of itself, but is referenced by card effects. When quest stage 1, The Defense, is active, damage dealt to the lowest threat location from an undefended attack does not carry-over to the next **Battleground** location.

Removing Quest Stages

In this scenario, players may be instructed to remove a stage from the quest deck. This is done by taking the stage out of the quest deck and setting it aside, away from the play area. The removed stage is no longer considered a part of the scenario deck, and the players are that much closer to completing the scenario. If the players defeat a stage of the quest and the following stage has been removed, they advance to the next numerically sequential stage that remains in the quest deck.

For example: Tom and Kris have just defeated stage 2, Reinforcing the Banks. Stage 3, Breakthrough at the Approach, has previously been removed from the quest deck. Tom and Kris advance to stage 4, Breakthrough at the Citadel.

Expansion Symbol

The cards in the *Heirs of Númenor* expansion can be identified by this symbol before each card's collector number.

Cover art by Lucas Graciano