

THE LORD OF THE RINGS

THE CARD GAME

THE FELLOWSHIP OF THE RING

SAGA EXPANSION

"Of course, I have sometimes thought of going away, but I imagined that as a kind of holiday, a series of adventures like Bilbo's or better, ending in peace. But this would mean exile, a flight from danger into danger, drawing it after me. And I suppose I must go alone, if I am to do that and save the Shire. But I feel very small, and very uprooted, and well, desperate. The Enemy is so strong and terrible."

—Frodo Baggins, *The Fellowship of the Ring*

Welcome to *The Lord of the Rings: The Fellowship of the Ring* 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.

Join Frodo Baggins and his companions as they begin their legendary quest to destroy the One Ring and defeat Sauron. This expansion features six exciting scenarios spanning *The Fellowship of the Ring*, allowing players to play through the first third of the *The Lord of the Rings* storyline.

Component Overview

The Fellowship of the Ring saga expansion includes the following components:

- This rules booklet
- 329 cards, consisting of:
 - 7 Hero Cards
 - 57 Player Cards
 - 22 Quest Cards
 - 209 Encounter Cards
 - 6 Campaign Cards
 - 28 Boon and Burden Cards

Expansion Symbol

The cards in this expansion can be identified by this symbol before each card's collector number:



Saga Expansion Rules

The Fellowship of the Ring expansion features the pivotal events and conflicts that appear in *The Fellowship of the Ring* novel. As those events revolve around the heroic acts of Frodo and the One Ring, the quests in this expansion have additional rules that are used when playing the quests in a saga expansion.

Setting Up the Game

When setting up any scenario in this expansion, the first player must take control of a hero from the Fellowship sphere with the **Ring-bearer** trait at the beginning of each game and attach The One Ring to that hero.


Saga 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,” that card is referring to the player who revealed the card. If an encounter card 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 affect each player.

Saga Expansion Player Cards

The Fellowship of the Ring features new cards that players may use to customize their decks. 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 in the saga expansions.

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 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.

Frodo Baggins

The Fellowship of the Ring features two new versions of Frodo Baggins, a hero who belongs to the Fellowship sphere. Frodo Baggins is the only hero with the **Ring-bearer** trait included in this expansion. When using one of these versions of Frodo, players cannot start with any other version(s) of Frodo Baggins as a starting hero or include any other version(s) of Frodo Baggins in their decks.



As a hero, each of these versions of Frodo Baggins collect 1 resource during the resource phase. In addition to paying for cards of the Fellowship sphere, resources from Frodo Baggins' resource pool may be spent to pay for neutral cards.

Because these versions of Frodo Baggins belong to the Fellowship sphere, they cannot be used as a hero when playing any scenario from a product other than *The Lord of the Rings* saga expansions.

The One Ring

This expansion includes The One Ring, an objective card that the players **must** use when playing most of these scenarios. When setting up these scenarios, the first player must attach The One Ring to a **Ring-bearer** they control.

While attached to a hero, The One Ring has the text: “Attached hero does not count against the hero limit.” Therefore, it is possible for the first player to begin the game with 4 heroes under their control if one of those heroes is a **Ring-bearer** with The One Ring attached.

The One Ring also has the text: “If The One Ring leaves play, the players lose the game.” Just like in the novel, the players will need to carefully guard the **Ring-bearer** because if the attached hero leaves play, then The One Ring is also discarded and the players lose the game.



Multiplayer Rules - The One Ring

The One Ring also has the text: “The first player gains control of attached hero.” When the first player token passes during the refresh phase, the first player gains control of the attached **Ring-bearer**, all resources in that hero’s resource pool, and all cards attached to that hero.

If the hero with The One Ring attached is the only hero under a player’s control and that hero leaves that player’s control, then that player is immediately eliminated from the game.

Campaign Mode

Campaign mode is an exciting way of playing *The Lord of the Rings: The Card Game* that combines all 18 of the scenarios from the three *The Lord of the Rings* saga expansions into one epic adventure! To play campaign mode, the players play through each scenario in order.

Saga expansions are designed for campaign play, but players can still play the scenarios as standalone adventures if they choose. For full campaign mode rules, see pages 28–30 of the Learn to Play book included in the core set.

Rules & New Terms

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. ♠ does not block archery damage.

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.

Indestructible

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

Peril

When a player reveals an encounter card with the peril keyword, they must resolve the staging of that card on their 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.

Permanent

Permanent is a new 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 their deck for that card and follows its instructions before drawing their starting hand. Similarly, if an encounter 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.

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.

Scenario 1: A Shadow of the Past

Difficulty level = 6

Before leaving the Shire, Bilbo Baggins left his entire estate at Bag End to his nephew, Frodo, including the magic ring he discovered on his adventure. After his uncle's departure, Frodo was visited by the wizard, Gandalf, who suspected that Bilbo's ring was in fact the Master Ring forged by the Dark Lord Sauron for the dominion of Middle-earth. When Gandalf threw the ring into Frodo's fireplace, ancient runes appeared on the band that confirmed it was indeed the One Ring, an ancient and indestructible evil.

Knowing that servants of the Enemy would be searching for the Ring, Gandalf told Frodo he must leave the Shire and take the Ring to Elrond in Rivendell. He advised Frodo to sell Bag End and act as if he were moving to Buckland to avoid drawing suspicion before the wizard himself left to seek help.

Gandalf promised to return, but danger has arrived sooner than he expected: Black Riders have appeared in the Shire looking for "Baggins" and the Grey Wizard has yet to be seen. Frodo knows he can't wait any longer. He must move quickly and quietly if he hopes to make it to Buckland alive...

Setup

The "A Shadow of the Past" encounter deck is built with all the cards from the following encounter sets: A Shadow of the Past, Hunted, The Ring, and The Black Riders. These sets are indicated by the following icons:



Hide X

Hide X is a new keyword in this scenario. When an encounter card with the hide X keyword is revealed, the player who revealed the card must make a Hide test. If the encounter card with the hide X keyword also has a "When Revealed" or "Forced" effect, the Hide test is resolved before resolving the rest of the card.

Hide Tests

When a player makes a Hide test, that player may exhaust any number of characters they control to commit those characters to the Hide test. Then, that player discards the top X cards of the encounter deck. X is equal to the hide X value. **If the total ⚔ of the characters committed is greater than or equal to the total ♠ of the discarded cards, then the Hide test is successful. If the total ⚔ of the characters committed is less than the total ♠ of the discarded cards, then that player fails the Hide test.** After the test resolves, characters are no longer committed to it.

Hide tests interrupt the turn sequence and open a new action window. After the total ♠ of the discarded cards has been determined, players can initiate actions. Once the Hide test is resolved, play continues as normal.

For example: Tristan makes a Hide 3 test to travel to Bucklebury Ferry. He exhausts Merry to commit him to the Hide test for a total of 2 ⚔. Then, he discards the top 3 cards of the encounter deck: an enemy with 2 ♠, a location with 2 ♠, and a treachery (which has no ♠), for a total of 4 ♠. Since failing a Hide test may trigger multiple encounter card abilities, he takes an action to play Halfling Determination, which gives Merry +2 ⚔ for a total of 4 ⚔. As a result, the total ⚔ committed to the test is equal to the total ♠, and Tristan succeeds at the Hide test.



Scenario 2: A Knife in the Dark

Difficulty level = 7

Having narrowly escaped from the Nazgûl in the Shire, Frodo and his hobbit companions arrive at the town of Bree and find lodging at The Prancing Pony. The innkeeper is a friendly man, but the Enemy is already at work in the little crossroads town: Black Riders have been seen lurking about, and some of the locals are in their service.

The hobbits don't know who to trust, when a mysterious ranger named Strider offers to lead them to Rivendell. Strider is in fact Gandalf's friend, Aragorn, and he leads Frodo out of Bree into the wild to throw off pursuit. But the servants of the Enemy are waiting for them at the tall hill called Weathertop..

Setup

The “A Knife in the Dark” encounter deck is built with all the cards from the following encounter sets: A Knife in the Dark, Hunted, The Ring, and The Nazgûl. These sets are indicated by the following icons:



Scenario 3: Flight to the Ford

Difficulty level = 5

Frodo was gravely injured during the fight at Weathertop before the Nazgûl retreated. Strider cannot understand the Enemy's withdrawal until he examines Frodo's wound: the tip of the blade has broken off and is working its way toward his heart.

Knowing that Frodo will eventually fade into the world of the Ringwraiths if he doesn't get to Rivendell in time, Strider leads the hobbits toward the hidden valley as fast as he can. But Frodo's wound slows them, and the Nazgûl are in close pursuit. In the end, a race to the Ford of Bruinen will decide the fate of the Ring..

Setup

The “Flight to the Ford” encounter deck is built with all the cards from the following encounter sets: Flight to the Ford, Hunted, The Black Riders, and The Nazgûl. These sets are indicated by the following icons:



The Burden Deck

When setting up Flight to the Ford, players are instructed to create a “Burden deck.” To do this, take all 5 burden cards with the *Flight to the Ford* burden set icon (cards numbered 81-85) and shuffle them into a deck, then set that deck next to the quest deck.

When a burden card is discarded, place it into the encounter discard pile. After the players defeat the scenario, all burden cards in the encounter deck and discard pile are added to the players' Campaign Pool.

The Ringbearer's Life

When setting up Flight to the Ford, players are instructed to set the **Ring-bearer's** life at 15. To do this, the players place a threat tracker by the quest deck and set it at 15. This threat tracker is now a “life tracker” and is used to track the **Ring-bearer's** life.

When the players are instructed to reduce the **Ring-bearer's** life by any amount, they reduce the number on the life tracker by that amount. Cards that remove damage from characters cannot increase the number on the **Ring-bearer's** life tracker. If the **Ring-bearer's** life reaches 0, the players lose the game.

Scenario 4: The Ring Goes South

Difficulty level = 6

At the end of a tiring journey, Frodo and the Ring were nearly captured by the Nazgûl who had pursued him from the Shire all the way to the borders of Rivendell. At the Ford of Bruinen, the Lord of Rivendell caused the River Loudwater to flood and the servants of Sauron were swept away. Afterwards, the wound Frodo received at Weathertop was treated, and he and his companions were given a long respite in the House of Elrond.

Yet the threat of Mordor still remained and the Dark Lord's power continued to grow, and the question of what to do with the One Ring had to be addressed. So the Council of Elrond was summoned and the fate of Middle-earth was long debated.

In the end, it was decided that the only hope for the enemies of Sauron was to send the One Ring back to Mordor, to the mountain of fire where it was forged. Only there, at the Cracks of Doom, could the One Ring be unmade and the Dark Lord's power destroyed.

Frodo Baggins of the Shire was chosen to carry out this task, and Elrond appointed companions to accompany him on his quest. So it was that on a cold morning near the end of December, the Fellowship of the Ring departed Rivendell and began their perilous journey south along the western edge of the Misty Mountains...

Setup

“The Ring Goes South” encounter deck is built with all the cards from The Ring Goes South encounter set. This set is indicated by the following icon:



Stage 4

To defeat *The Ring Goes South*, the Company of the Ring must escape the Wargs that hunt them through Hollin by escaping into the Mines of Moria. Unfortunately, the entrance to the ancient dwarven stronghold is hidden by a magic spell and guarded by a dangerous creature that grabs hold of Frodo.

To help bring the Company's dilemma to life, stage 4A reads: “**When Revealed:** Make Doors of Durin the active location. Add Watcher in the Water to the staging area. Then, discard all tokens from the **Ring-bearer** and place it (and each card attached to it) facedown under Watcher in the Water.” While Frodo is facedown and under the Watcher, he and each card attached to him is still in play. However, no player controls Frodo or any cards attached to him while he is facedown.

Stage 4B reads: “There can be 2 active locations. During the travel phase, the players must travel to a location, if able.” This represents the Company's search for the Doors of Durin and their effort to gain entrance while fighting off the many tentacles of the Watcher in the Water.

Since there can be two active locations, if Doors of Durin is the only active location during the travel phase and there is at least 1 location in the staging area, the players must travel to a location. This is done by making the chosen location the active location in addition to Doors of Durin. Place the new active location next to Doors of Durin.

Because Doors of Durin is immune to player card effects, player card effects that target the active location can only target the other active location.



Scenario 5: Journey in the Dark

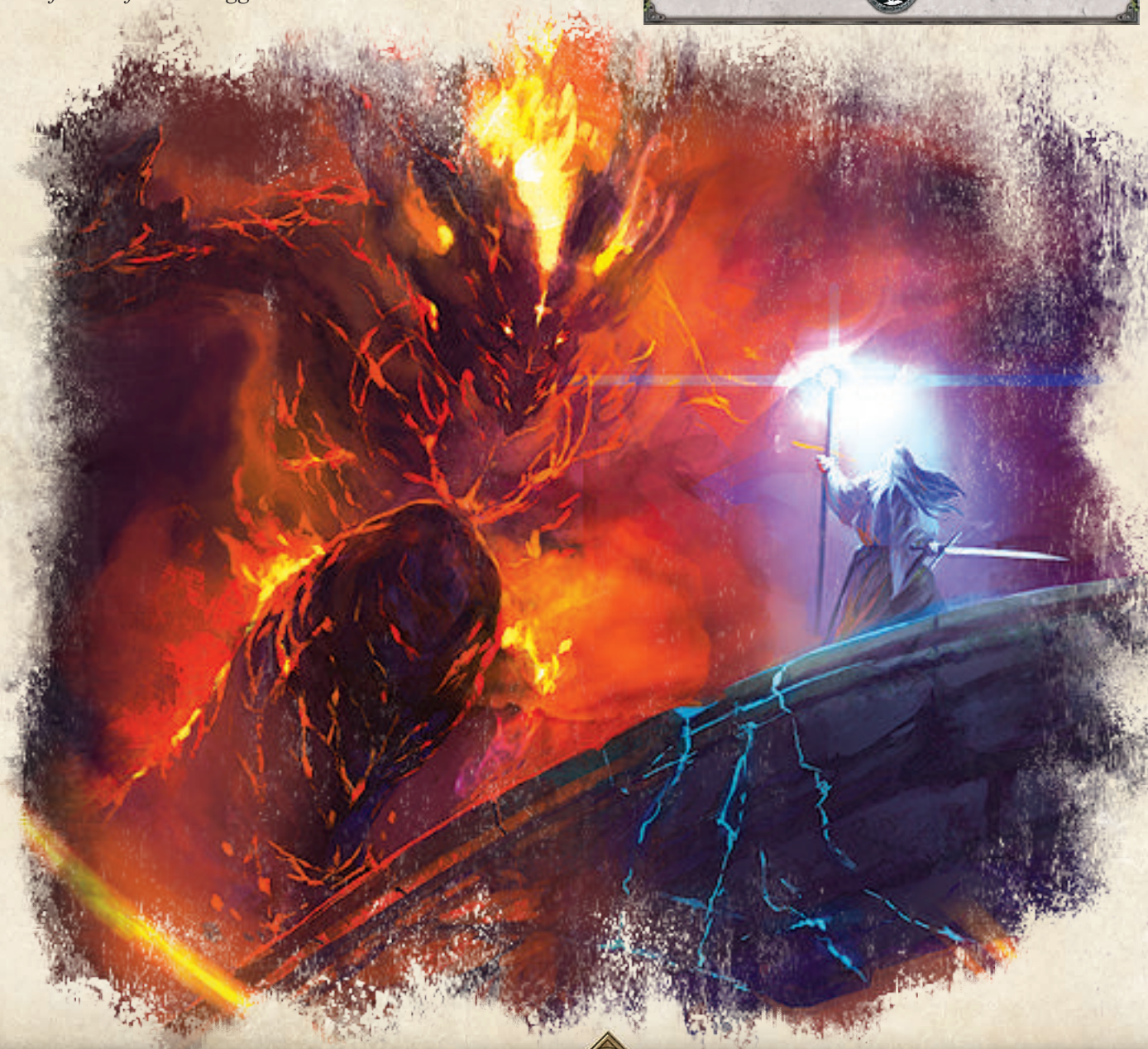
Difficulty level = 8

After their attempt to climb the Redhorn Pass over the Misty Mountains was thwarted by heavy snow, and their journey through Hollin hounded by evil Wargs, the Fellowship of the Ring was forced to seek passage under the mountains through the Mines of Moria. Once the greatest dwelling place of the Dwarves, Khazad-dûm was often plundered by Orcs and it had become a name of ill omen. Yet there was still some hope that Frodo and his companions might find the colony of Dwarves that had been led there years before by Balin son of Fundin, one of Thorin Oakenshield's renowned companions in the quest for the Lonely Mountain and a friend of Bilbo Baggins.

However, the Company of the Ring discovered no sign of Balin's colony upon entering Moria; instead they were surrounded by constant darkness and a growing dread. With the way behind them blocked by the Watcher in the Water, the Fellowship's only choice was to make the hazardous journey across the mines to the eastern door many twisting miles away. They hoped to make the crossing in secret but the presence of the One Ring would not go undetected by the evil things lurking in the deep dark...

Setup

The "Journey in the Dark" encounter deck is built with all the cards from the Journey in the Dark encounter set. This set is indicated by the following icon:



Scenario 6: Breaking of the Fellowship

Difficulty level = 7

After escaping the Mines of Moria at great personal cost, the Company of the Ring was pursued by Orcs to the eaves of Lothlórien, a closely guarded realm of secretive Elves. The border sentries of the Golden Wood rescued the Company from the Orcs and led them to Caras Galadhon, the city of the Galadhrim at the heart of the forest. There, on a wide flet set high among the tall mallorn trees of that land, Frodo and his companions were presented to Celeborn and Galadriel, the lord and lady of Lórien.

The Elves already knew of the Fellowship's quest, and the weary companions were sheltered in Lothlórien long enough to regain their strength. Celeborn furnished the Company with boats to take them down the River Anduin, and Galadriel blessed each member of the Fellowship with a unique gift before they said farewell to Lórien.

While the boats greatly aided their progress south, the Company was divided over which side of the river they should finally go to. Boromir urged them to keep to the west bank and continue south to the city of Minas Tirith where his people prepared for war with the Dark Lord. But in Frodo's heart he knew the path to Mount Doom lay on the eastern shore, under the shadow of Mordor. Yet none of them knew that Orcs already prowled both sides of the river, some bearing the Red Eye of Sauron, and others the White Hand of Saruman...

Setup

The “Breaking of the Fellowship” encounter deck is built with all the cards from the Breaking of the Fellowship encounter set. This set is indicated by the following icon:



Multiple Staging Areas

When playing the *Breaking of the Fellowship*, the players are instructed by stage 2B to create their own staging areas. To do this, each player sets aside an area in front of them to serve as their own staging area and places their quest stage 3 there. Players continue to resolve each phase of the game in player order, starting with the first player.

After a player commits characters to the quest at their stage, they reveal their encounter card. Then, they compare the total willpower of their characters committed to the total threat strength of encounter cards in their staging area. If the total willpower is greater, they place progress on their quest stage. If the total threat strength is greater, they raise their threat by the difference. Other players do not raise their threat when a different player quests unsuccessfully.

During the encounter phase, players only make engagement checks against enemies in their staging area. Effects that target enemies or locations “at this stage” do not affect encounter cards in another player's staging area. Archery damage is calculated separately at each stage, and only the player at that stage can assign that damage to characters they control.

Unlike previous scenarios with separate staging areas, players may continue to interact with each other through the normal rules of the game. However, cards that reference “the staging area” only apply to your staging area, and cards that reference “the quest” only apply to your quest stage.

If a player is eliminated from the game while at a separate stage, that stage is discarded along with all encounter cards at that stage.



Starter Decklists

To help you on your adventures, we have provided two starter decklists. These decks are ideal for players who wish to play as soon as possible. These decks can be built with this expansion and the core set, and can be played together or on their own.

Stealth and Steadfastness Decklist

The unassuming Hobbits of the Shire are sneaky, and this is represented by them having low threat costs. This deck has a starting threat cost of only 20, and many enemies won't notice you since they have an engagement cost higher than that. Therefore, try to optionally engage enemies with engagement costs higher than your threat as often as possible. Each time you do, you'll draw 1 card from Pippin and ready and boost Sam Gamgee.

Playing a Hobbit Cloak (or two) on Sam makes him a formidable defender, and Halfling Determination can give him a temporary +2 defense to help him survive most attacks. Feint can be used for the big attacks that Sam can't handle. Merry is very adept at attacking, and equipping him with two Daggers of Westernesse lets him destroy many enemies with a single attack.

This deck features several powerful allies with high resource costs, such as Gandalf, Beorn, Faramir, and Boromir. Elf-stone can get these allies into play at a big discount, and Erebor Hammersmith can then bring your Elf-stone back from your discard pile to do it again. Gandalf and Beorn also work extremely well with Sneak Attack.

When these two decks are played together, replace the three copies of Gandalf (973) with three copies of Elrond (219).

Heroes (3)

Sam Gamgee (23)
Merry (24)
Pippin (26)

Allies (21)

3x Bill the Pony (28)
2x Boromir (211)
2x Faramir (14)
2x Veteran Axehand (28)
2x Beorn (31)
3x Erebor Hammersmith (59)
2x Henamath Riversong (60)
2x Gléowine (62)
3x Gandalf (73)

Attachments (12)

3x Hobbit Cloak (210)
3x Dagger of Westernesse (213)
3x Elf-stone (220)
1x Steward of Gondor (26)
1x Celebrían's Stone (27)
1x Horn of Gondor (42)

Events (17)

2x Halfling Determination (214)
3x Frodo's Intuition (226)
2x Ever Vigilant (220)
2x Common Cause (221)
3x Sneak Attack (223)
3x Feint (234)
2x Quick Strike (235)

Wisdom and Wizardry Decklist

Gandalf the Wandering Wizard is renowned for his vast knowledge and powerful sorcery. The Servant of the Secret Fire can vanquish foes with ease. He's the heart and soul of this deck and is extremely proficient at questing, attacking, and defending.

Wizard Pipe, which can be found with Bilbo Baggins, is integral to getting the most out of Gandalf's ability to play the top card of your deck. Since Gandalf's ability can be used once per phase, putting an event on top of your deck allows you to use his amazing ability multiple times each round.

In addition to Wizard Pipe, Galadriel can find other important attachments you'll want to put on Gandalf, such as his Staff and all copies of Unexpected Courage. Wizard Pipe can set up powerful combinations, such as putting a card with a high cost (Grim Resolve) on top of your deck, then playing Flame of Anor to ready Gandalf and give him +5 attack for the phase. For each Unexpected Courage on him, he can ready and then attack for 8 damage!

Éowyn is a very efficient at questing, and is a great hero to play Celebrían's Stone on. This deck has several cards that you only need a single copy of in play, and Éowyn gives you a use for the extra copies by discarding them with her ability.

Heroes (3)

Gandalf (27)
Théodred (2)
Éowyn (7)

Allies (16)

3x Galadriel (29)
3x Bilbo Baggins (215)
1x Faramir (14)
3x Snowbourn Scout (16)
3x Wandering Took (43)
3x Northern Tracker (45)

Attachments (14)

3x Gandalf's Staff (222)
3x Wizard Pipe (223)
2x Fellowship of the Ring (225)

2x Steward of Gondor (26)

1x Celebrían's Stone (27)
3x Unexpected Courage (57)

Events (20)

3x Flame of Anor (224)
1x Ever Vigilant (220)
1x Common Cause (221)
2x Valiant Sacrifice (224)
1x Grim Resolve (225)
1x The Galadhrim's Greeting (246)
3x Hasty Stroke (248)
3x A Test of Will (250)
3x Stand and Fight (251)
2x Dwarven Tomb (263)

The **LORD OF THE RINGS** THE CARD GAME

SAGA CAMPAIGN LOG

Player 1

Player 2

Player 3

Player 4

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Heroes

Heroes

Boons

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Fallen Heroes

Threat Modifiers

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Burdens

Notes

Scenarios Completed

Score

A Shadow of the Past

A Knife in the Dark

Flight to the Ford

The Ring Goes South

Journey in the Dark

Breaking of the Fellowship

The Uruk-hai

Helm's Deep

The Road to Isengard

The Passage of the Marshes

Journey to the Cross-roads

Shelob's Lair

The Passing of the
Grey Company

The Siege of Gondor

The Battle of the
Pelennor Fields

The Tower of Cirith Ungol

The Black Gate Opens

Mount Doom

Campaign Total:

Credits

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Tristan Hall, Justin Henningsen, James Hill,
Tony Holley, Tom Howard, Jared Hunter, Jean-
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Svee, and Zach Varberg.



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