

THE LORD OF THE RINGS

THE CARD GAME

The Redhorn Gate

Difficulty Level = 6

Arwen wishes to visit her father Elrond, and Celeborn has bid the heroes to escort her over the Misty Mountains and safely to Rivendell. But the season grows late, and a sudden chill has descended on the three peaks that guard the Redhorn pass.

*“The Redhorn Gate” is played with an encounter deck built with all the cards from the following encounter sets: The Redhorn Gate, The Misty Mountains. (The Misty Mountains can be found in the **Khazad-dûm deluxe expansion to The Lord of the Rings: The Card Game.**)*



Setup

When setting up “The Redhorn Gate,” remove all copies of Snowstorm from the encounter deck, and set them aside, out of play. These cards are placed away from the playing area and do not interact with the game until instructed by the cards of the scenario.

Ally Objective: Arwen Undómíel

In this scenario, the players must guard an “ally objective” card, Arwen Undómíel. This card has a constant effect that reads, “The first player gains control of Arwen Undómíel, as an ally.” This means that the first player takes control of Arwen Undómíel, and can use her in the same manner he would use any ally he controls. Other copies of a card titled Arwen Undómíel cannot enter play by any means. At the end of each round, when the first player token passes to a new player, the new first player takes control of Arwen Undómíel.

If Arwen Undómíel leaves play for any reason, the players have lost the game. Additionally, if the player who controls Arwen Undómíel is eliminated, the players have lost the game.

Caradhras

Caradhras has the text, “Players cannot travel to Caradhras except by quest card effects.” This means that no card effect, other than one on a quest card, can make Caradhras the active location.

“Secrecy X” Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.



The Lord of the Rings: The Card Game - The Redhorn Gate © 2012 Fantasy Flight Publishing, Inc., all rights reserved. No part of this product may be reproduced without specific permission. Dwarrowdelf, Middle-earth, The Lord of the Rings, and the characters, items, events and places therein are trademarks or registered trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises and are used, under license, by Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. Living Card Game, LCG, and the LCG logo are registered trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Not suitable for children under 36 months due to small parts. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.



PROOF OF PURCHASE
The Redhorn Gate
MEC09
978-1-61661-256-6
1172DEC11