

THE LORD OF THE RINGS

THE CARD GAME

Conflict at the Carrock

Difficulty Level = 7

While searching for Gollum along the banks of the Anduin, the heroes hear rumours of a group of Trolls that have come to the Carrock, bringing chaos and strife to the valley. The Beornings, led by Grimbeorn the Old, are known as the peacekeepers in the area, so the heroes set out to find Grimbeorn and assist him in driving the intrusive Trolls back to the mountains from which they came.

*Conflict at the Carrock is played with an encounter deck built with all the cards from the following encounter sets: Conflict at the Carrock, Journey Down the Anduin, and Wilderlands. (Journey Down the Anduin and Wilderlands can both be found in the **The Lord of the Rings: The Card Game** core set.)*



Setup

When setting up Conflict at the Carrock, players are instructed to remove some cards 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.

After removing these cards, players are also instructed to immediately shuffle some of them back into the encounter deck. This may seem confusing at first; it is simply to ensure the proper number of cards are in the encounter deck for the number of players in the game.

After being instructed to remove 4 copies of the 'Sacked!' card from the encounter deck, players are asked to shuffle 1 copy of the 'Sacked!' card per player back into the deck. Since there are 5 total copies of 'Sacked!' in the deck, the end result of this is that the game begins with 1 more 'Sacked!' card in the encounter deck than the number of players in the game.

Immune to Player Card Effects

The Carrock, a location card in the encounter deck, has the text "Immune to player card effects." This text means that players cannot select The Carrock as the target of any card effect, and that The Carrock ignores the effect of any player card that would directly interact with it.

Ally Objective Card: Grimbeorn the Old

In this scenario, players may encounter an "ally objective" card, Grimbeorn the Old. If Grimbeorn is revealed from the encounter deck during the quest phase, he enters the staging area as an objective. If the players claim Grimbeorn the Old (as instructed by his card text), he becomes an ally under the control of the first player. The first player may then use Grimbeorn in the same manner he would use any ally he controls. If Grimbeorn the Old leaves play for any reason, the card is placed in the encounter discard pile.



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