

THE LORD OF THE RINGS™

THE CARD GAME

THE BLOOD OF GONDOR™

Difficulty Level = 6

In a great victory for Gondor, the city of Osgiliath has been retaken and the river Anduin is once more under the Steward's control. Alongside the Lords Boromir, Faramir, and Alcaron, the heroes fought bravely to recapture the ancient city.

With the defeated forces of orcs and evil men retreating eastward, Lord Alcaron had urged Boromir to pursue the scattered enemy. "Don't let a single one of them return to foul the Pelennor again!" Alcaron pleaded. "We should hunt them. Pursue them until their black bones break on the mountains." Flush with the confidence of victory and swayed by the nobleman's passion, Boromir agreed and asked his brother to take on this endeavor with his rangers. Faramir reluctantly consented.

By the request of Faramir, our heroes joined the incursion. The morning after the fall of Osgiliath, the company of rangers began their foray into the autumnal forests of Ithilien.

In the days that followed, the rangers managed to track and destroy a number of enemy mobs. Their carcasses were left to the elements: skeletal warnings to those of Mordor who would cross Ithilien again. It was late afternoon on the third day before the company came to the old crossroads near the foothills of the mountains.

Faramir walked at the head of the column, our heroes and Lord Alcaron close at heel. As they came to the crossroads, Faramir crossed to the old statue that stood sentinel over the silent junction facing west. Alcaron moved to follow, but Faramir waived him back.

The stone figure, which must have been an impressive sight to those traveling the roads long ago, depicted a king of old seated on a throne. The years had softened its features, moss and lichen growing in its crevices and cracks. Rude scrawls and rough carvings had been made by hostile hands, defiling its stonework. The head of the statue had been knocked off, replaced with a crudely hewn stone. A coarse drawing of a grinning face with a single eye had been painted in red on the stone. The crowned head of the old king that lay to the side was curiously unmarked. It seemed the grass was greener where the head had fallen.

As Faramir reached the statue, he gently touched the stone as if greeting an old friend. He then knelt by the

fallen face and sat for a moment. He rose slowly, carefully eying the road and surrounding terrain. No enemy had been seen since the evening before, a fact that troubled him. Above, grey clouds pressed close, and a light rain had begun to fall. In the late afternoon light, the forest seemed to have lost its color; ashen and sullen it seemed to watch their every movement in the exposed space.

Then a look of decision crossed Faramir's face, and he thoughtfully returned to the company. "We've taken this folly far enough," he said. "There is an unkind change in the forest." He paused a moment, glancing into the trees. "The lands so near to the Morgul Valley have been under His sway for too long. It's unsafe to proceed." Alcaron moved to protest, but Faramir would not abide. "My brother will have to be satisfied with the work done so far. We return to Osgiliath."

As the company turned westward for their return journey, the silence of the forest broke in the blast of a distant horn. The sound rose and fell like some wounded brass bird. A chilling drone that promised nothing good.

Suddenly, the woods all around the rangers came alive with the rushing black shapes and cruel blades of the enemy. An imposing robed figure led them, and the charging orcs gave him a wide berth. Though his face was mostly hidden by the cowl of his dark-grey robes, the man emanated terrible intent. This was no ordinary ambush.

Lord Alcaron screamed a brave challenge as he drew his sword. Faramir and his hard-eyed rangers simply pulled their blades in a steely whisper and waited for the onslaught to come.

The fight joined like a thunderclap..

"The Blood of Gondor" is played with an encounter deck built with all the cards from the following encounter sets: The Blood of Gondor and Ravaging Orcs. (Ravaging Orcs can be found in the **Heirs of Númenor deluxe expansion to **The Lord of the Rings: The Card Game**.)**



Hidden Cards

The Blood of Gondor is a two stage scenario that puts the players in the middle of an ambush at the Crossroads of Ithilien. Hidden cards are encounter cards placed facedown in a player's play area that represent the forces of Mordor waiting to attack the heroes. To this effect, both stage 1B and 2B have the same line of text: "At the beginning of the quest phase, each player takes 1 hidden card."

When a player is instructed to take 1 hidden card, he takes the top card of the encounter deck and places it facedown in his play area without looking at it. If there are no cards in the encounter deck when a player is instructed to take 1 hidden card, then he must shuffle the encounter discard pile back into the encounter deck and place the top card of the encounter deck facedown in his play area.

If a player is eliminated, any hidden cards in his play area are discarded.

Turning Hidden Cards Faceup

When a player is instructed to turn his hidden cards faceup, he turns each hidden card in his play area faceup one at a time. If a player turns a hidden card faceup and it is an enemy, he immediately engages that enemy. If a player turns a hidden card faceup and it is a treachery or a location, he immediately discards that card.



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