

# THE LORD OF THE RINGS™

## THE CARD GAME

### ACROSS THE ETTENMOORS™

#### Difficulty Level = 4

*The company had barely escaped from the dungeons of Mount Gram with their lives, thanks to the bravery of the Ranger Amarthiul and the skill and guile of the heroes who rescued their companions. Heading south from Mount Gram, they found the return to Rivendell fraught with peril at every turn. The need for haste forced the company to travel into the wild lands of the Ettenmoors, a decision they quickly regretted.*

*The Ettenmoors were an untamed and dreary land, overrun with Trolls and beasts that roamed the wilds, constantly searching for food. The heroes had recovered some of their belongings in the dungeons, but were exhausted from their imprisonment and in bad shape to be fighting such monsters.*

*The rolling hills were beset with horrid weather. The skies did not clear for even a moment, a torrent of rain constantly pelting their cloaks. The rain muddied the ground, soaked their clothes and chilled their bones. The clouds overhead were obsidian. At night, they blotted out the moon and the stars, and the occasional flash of lightning was the only light to guide them. Now and again, a roar of thunder crashed around them, setting their ears to ring.*

*There was little food to be found in the hills of the Troll-fells, and even less shelter. If they could find a haven - a small cave to hide in, or a patch of trees to give them cover - they could take a brief rest, safe from the Trolls and the rain. However, they would soon be forced to move again, for they would have to keep a steady pace to make it to Rivendell in time to help Iarion. At least, that was the reason they gave for their haste. They knew the Wraith Thaurdir was pursuing them still, and the thought of him catching up to them in this dreadful place brought terror to their hearts...*

“Across the Ettenmoors” is played with an encounter deck built with all the cards from the following encounter sets: Across the Ettenmoors, Eriador Wilds, and Foul Weather. (Eriador Wilds and Foul Weather can be found in **The Lost Realm** deluxe expansion to **The Lord of the Rings: The Card Game**.)



#### Valour

**Valour** is a new trigger that appears on some player cards in the Angmar Awakened cycle. **Actions** and **Responses** with the **Valour** trigger, presented as “**Valour Action**” or “**Valour Response**,” can only be triggered by a player whose threat is 40 or higher.

If an event card has two effects, one with the **Valour** trigger and one without, you may only choose one of these two effects to trigger when you play the card. You may still only choose the effect with the **Valour** trigger if your threat is 40 or higher.

#### 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 that quest. Enemies and locations in the staging area still use their ♠ in opposition to this quest attempt.

#### Objective-Locations

In this scenario, there are four objective-location cards: Patch of Woods, Secluded Cave, Abandoned Camp, and The Hoarwell. These cards are objectives that are also considered to be locations for all purposes, except they do not have ♠, and can have the guarded keyword, like other objectives.

While an objective-location is guarded by another encounter card (including side quests), it cannot be the active location. Like other guarded objectives, once the attached encounter is dealt with, the objective-location returns to the staging area. Only then may the players travel to it. (If an objective-location is guarded by a location, traveling to the location guarding the objective-location does not count as traveling to the objective-location.)

#### Safe

**Safe** is a new keyword in the Across the Ettenmoors scenario, representing havens in which the players can take refuge from the harsh weather and vicious Trolls of the Ettenmoors.

When players travel to a location with the safe keyword, immediately return all engaged enemies to the staging area.

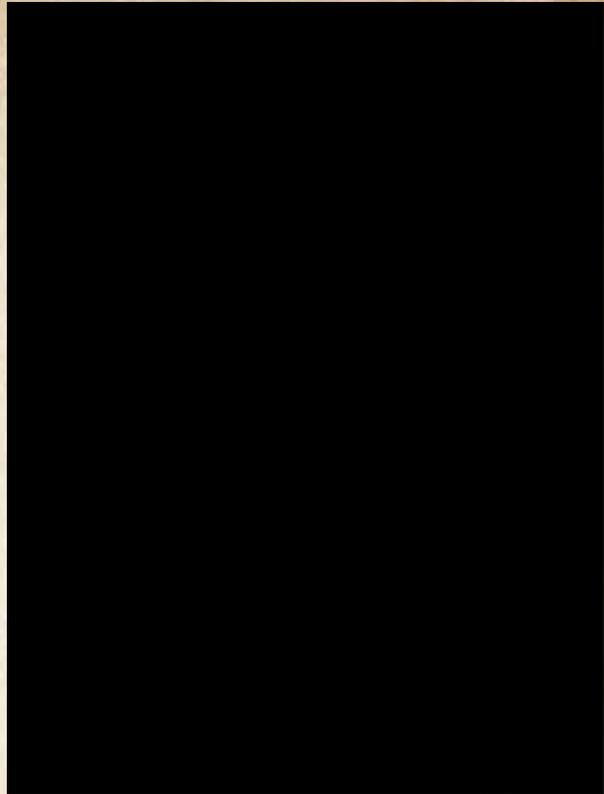
While a location with the safe keyword is the active location, ignore the “when revealed” effects of all treachery cards, treat the printed text box of all encounter side quests as if they were blank, and enemies do not make engagement checks. At the end of the quest phase, if a safe location is the active location, add it to the victory display.

## Amarthiúl

Amarthiúl is an objective-ally in this scenario. During setup, the first player takes control of Amarthiúl. Amarthiúl has the text: “**Response:** After an enemy engages a player, give control of Amarthiúl to that player.” This response is optional, and allows you to give control of Amarthiúl to another player after an enemy engages that player. Amarthiúl does not pass from one player to another when you pass the first player token.

Amarthiúl also has the text: “**If Amarthiúl leaves play, the players lose the game.**” This text cannot be modified by card effects.

**DO NOT READ  
THE FOLLOWING UNTIL THE  
HEROES HAVE WON THIS QUEST.**



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