

THE LORD OF THE RINGS™

THE CARD GAME

ENCOUNTER AT AMON DÎN™

Difficulty Level = 5

Having escaped from the Drúadan Forest and witnessed the demise of the conspirators by the arrows of the Woses, the heroes have begun their journey back to Minas Tirith. In the morning of the second day, they awoke to a grim sight. Dozens of columns of smoke were rising across the hilly farmlands of Anórien.

It seems death had crossed the Anduin after all.

As our heroes warily approached the nearest of the fires, they came upon two farmers hiding in the hedges. The frightened bondsmen told of roving bands of orcs scouring the countryside, bringing destruction to the defenseless herdsman and farmers of the surrounding lands. They told of a particularly cruel group that assaulted the nearby village during the night. They feared the villagers were dead.

Approaching the village, the heroes saw signs that the citizens may not have been completely helpless. Several orc bodies lay crumpled in the streets, and a crude barricade of horse carts and earth-covered hay bales protected the town's inner square. Only the buildings on the outskirts of the town seemed to be sacked and burning.

As the heroes approached the barricade, the villagers eyed them suspiciously, their expressions wavering between mistrust and hope of assistance. Smoke lay in a thick haze in the streets, reddening eyes and shortening tempers.

What appeared to be a nobleman and his escort of guardsmen were helping the villagers with the defenses and in caring for the wounded and burned. They seemed haggard and tired from the night's fighting. As the heroes approached, the sooty and weary nobleman squinted through the acrid haze at the newcomers, his hand moving to his sword. Then, as a faint gust of wind cleared the air for a moment, the nobleman broke into a wide grin of recognition. It was none other than Lord Alcaron.

"Out of the west comes hope unasked for," he called. "May I be the first to say that you are well met indeed!"

After a brief greeting, Lord Alcaron grimly told the heroes of the plight into which they had fallen, and how he had been sent northward about a month ago on the realm's business. Denethor had deemed it wise, in case

Cair Andros should fall, to raise the levy of Anórien and prepare for the evacuation of the northlands to the safer side of the Rammas Echor. Upon receiving news of the victory at Cair Andros, Alcaron disbanded the levy, and for the past week or so has been seeing to the Stewards' business in the region.

"Alas" he grimaced, "even as the the victory of Cair Andros held back the tide of Mordor, the defeat must have left a substantial number of the enemy trapped on the western side of the river." Alcaron sighed, "One would think those vile creatures would seek to return to their master by any means possible."

"No such luck. Instead they've come west to punish the local countryside, burning and murdering where they go". Alcaron went on to tell of how the roads of Anórien had quickly become far too dangerous for traveling. Even with an armed escort, Alcaron was forced to seek the tenuous security of the present village.

"A large group of the enemy has descended on the lands surrounding the Amon Dîn," he continued, gesturing at the great hill that dominated the northern skyline. "They're led by a particularly nasty captain who calls himself Ghulat." He spat out the ugly name and pointed at the barricades. "We barely held them here last night. I don't think they were expecting any resistance."

"The enemy will not make that mistake again." Alcaron wearily glanced at a group of tired villagers leaning against a nearby wagon, armed with harvesting scythes and hayforks. "I didn't like our chances of surviving another night."

He turned to the heroes, a wide smile breaking across his sooty face. "Now that you're here, I find cause for hope. Maybe we'll save this village yet. What do you say?"

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



“Villagers X” Keyword

Villagers is a new keyword found on location and quest cards in the Encounter at Amon Dîn scenario. The villagers keyword creates tokens that represent the people living near to Amon Dîn who need the heroes to rescue them.

When a location with the villagers keyword enters play, or a quest card with villagers is revealed, place resource tokens on it equal to the specified value. Resource tokens placed on a location or quest this way are villager tokens. Villager tokens do not count as resources.

Example: Burning Farmhouse is revealed from the encounter deck with Villager 4 so the first player adds it to the staging area with 4 resource tokens on it.

When a villager token is discarded, return that token to the token bank.

Rescued Villagers & Dead Villagers

When setting up the Encounter at Amon Dîn scenario, stage 1A instructs the players to put both the Rescued Villagers and Dead Villagers objective cards into the staging area. These cards represent the ultimate fate of the villagers being attacked by Ghulat and his orcs. During the game scenario effects will place villager tokens on Rescued Villagers and damage tokens on Dead Villagers. In order to win the game, the players will need to collect more villager tokens on Rescued Villagers than damage tokens on Dead Villagers.



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