

13

3

3

3

4

**GANDALF**

*Istari.*

You draw 5 additional cards in your setup hand.

*"Even the very wise cannot see all ends."  
-The Fellowship of the Ring*

HERO

Illus. Magali Villeneuve ©FFG ©Middle-earth 1

11

2

2

2

5

**GIMLI**

*Dwarf. Warrior. Noble.*

Sentinel.

**Response:** When an enemy engaged with you is destroyed by an attack that Gimli did not participate in, ready Gimli. He gets +2 until the end of the round.

*"Twenty-one!" said Gimli. "Good!" said Legolas. "But my count is now two dozen." -The Two Towers*

HERO

Illus. Adam Schumpert ©FFG ©Middle-earth 2

11

1

3

2

5

**BOROMIR**

*Gondor. Warrior. Noble.*

**Valour Action:** Boromir gets +2 and +5 hit points and does not exhaust to attack or defend until the end of the round. If he is still in play at the end of the round, add Boromir to the victory display. (Limit once per game.)

*"The fearless, the ruthless, these alone will achieve victory. What could not a warrior do in this hour, a great leader?" -The Fellowship of the Ring*

HERO Victory 1

Illus. Magali Villeneuve ©FFG ©Middle-earth 3

6

2

1

1

2

**PIPPIN**

*Hobbit.*

If each hero you control has the *Hobbit* trait, Pippin gains a resource icon.

If there are no progress tokens on the active location, Pippin gets +1.

*"Do you really mean to start before the break of day?" -The Fellowship of the Ring*

HERO

Illus. Magali Villeneuve ©FFG ©Middle-earth 3

7

2

2

1

2

**MERRY**

*Hobbit. Rohan.*

**Response:** After Merry quests successfully, ready another character committed to the quest.

*"Rise now, Meriadoc, esquire of Rohan of the household of Meduseld!" Théoden said. "Take your sword and bear it unto good fortune!" -The Return of the King*

HERO

Illus. Anna Steinbauer ©FFG ©Middle-earth 6

7

2

1

1

3

**SAM GAMGEE**

*Hobbit.*

**Response:** Exhaust or deal 1 damage to Sam Gamgee to reduce damage assigned to a *Hobbit* hero you control by Sam Gamgee's.

*It did not sound like the voice of the old Sam Gamgee that he thought he knew. But it looked like the old Sam Gamgee sitting there. Except that his face was unusually thoughtful. -The Two Towers*

HERO

Illus. Magali Villeneuve ©FFG ©Middle-earth 4

7

2

1

2

2

**FRODO BAGGINS**

*Hobbit. Ring-bearer.*

While Frodo Baggins is committed to a quest, he gains: **Response:** After a card has been revealed from the encounter deck, deal 1 damage to Frodo Baggins, remove him from the quest and raise your threat by that card's to shuffle that card back into the encounter deck. (Limit once per round.)

*Then a wild thought of escape came to him. He wondered if he put on the Ring, whether the Barrow-wight would miss him, and he might find some way out. -The Fellowship of the Ring*

HERO

Illus. Romana Kerdolec ©FFG ©Middle-earth 7

9

1

3

1

4

**LEGOLAS**

*Silvan. Ranger. Noble.*

Ranged.

While Legolas is committed to a quest, he gains: **Response:** After an enemy is revealed from the encounter deck, choose a player to draw a card.

*"Yes, they are elves," Legolas said, "and they say that you breathe so loud they could shoot you in the dark." -The Fellowship of the Ring*

HERO

Illus. Magali Villeneuve ©FFG ©Middle-earth 8

12

2

3

2

5

**ARAGORN**

*Noble. Dúnedain.*

Sentinel.

**Planning Action:** Put 1 *Artifact* attachment card into play from your hand, attached to Aragorn. (Limit once per round.)

*Renewed shall be Blade that was Broken, The crownless again shall be king. -The Fellowship of the Ring*

HERO

Illus. Magali Villeneuve ©FFG ©Middle-earth 9



