1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (File>Print or Ctrl/Cmd+P).

2. Click on Properties and set your Page Orientation to Landscape (11 x 8.5).

3. Under Print Range>Pages input the pages you would like to print. (See Table of Contents)

4. Under Page Handling>Page Scaling select Multiple pages per sheet.

5. Under Page Handling>Pages per sheet select Custom and enter 2 by 2.

6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to Print page border.

7. Click OK.
<table>
<thead>
<tr>
<th>Character</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain Lurtz</td>
<td>8</td>
</tr>
<tr>
<td>Esquire of Rohan</td>
<td>6</td>
</tr>
<tr>
<td>Guard of the Citadel</td>
<td>7</td>
</tr>
<tr>
<td>Olog Hai</td>
<td>9</td>
</tr>
<tr>
<td>Ringbearer</td>
<td>4</td>
</tr>
<tr>
<td>Sauron</td>
<td>11</td>
</tr>
<tr>
<td>Strider</td>
<td>5</td>
</tr>
<tr>
<td>Witch-King of Angmar</td>
<td>10</td>
</tr>
</tbody>
</table>
The Burden of Ringbearers All friendly characters with the Ringbearer keyword who are adjacent to Ringbearer at the beginning of your turn can use Willpower until your next turn.

Nothing But a Trail of Footprints When Ringbearer is given a move action, he breaks away automatically and ignores the effects of characters on movement.

RING-WEARER (Super Senses)

FULL OF SURPRISES (Combat Reflexes)

SEE INTO THE SHADOW WORLD (Outwit)

STING (Exploit Weakness)

POINT VALUE: 49

NAMES AND TITLES: Frodo Baggins

BACKGROUND: Entrusted with the Ring of Power found deep beneath the Misty Mountains by his uncle Bilbo, Frodo Baggins volunteered to carry the Ring to the only place it could be destroyed, the fires of Mount Doom. Though Frodo wore the Ring on a chain around his neck during his perilous journey, temptation and necessity alike lured him to wear the Ring and use its power...
Leaving Decoys Give Strider an epic action; for each 200 points of the build total, choose one friendly character next to an opposing character, place the friendly character in an unoccupied square adjacent to Strider but not adjacent to any opposing character, and place a hindering terrain marker in the square formerly occupied by the friendly character.

NAMES AND TITLES: Aragorn
BACKGROUND: Leader of the rangers who lived in the wild, Strider accepted a mission from his friend Gandalf the Grey–to meet four hobbits at the Prancing Pony in the village of Bree and escort them to the elven sanctum of Rivendell. But what seemed like a simple journey soon turned perilous when Strider discovered the hobbits were pursued by nine riders in black...
**DISTRACTION** (Shape Change)

---

**ESQUIRE OF ROHAN**
Fellowship, Hobbit, Warrior

**Scatter the Foe** Give Esquire of Rohan an epic action. Choose a stack of opposing horde tokens, remove one horde token from it for each 200 points of the build total, and place it in its owner’s starting area.

**HOLD YOUR GROUND!** (Plasticity)

**HE FIGHTS FOR THOSE HE LOVES** (Flurry)

**Barrow Blade** Esquire of Rohan can use Blades/Claws/Fangs; when he does, instead replace his damage value with half of the d6 roll.

**ROHIRRIM ARMOR** (Toughness)

**I DO NOT DOUBT HIS HEART** (Willpower)

**POINT VALUE:** 31

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**NAMES AND TITLES:** Meriadoc “Merry” Brandybuck

**BACKGROUND:** Separated from his best friend Pippin, Merry became increasingly desperate to fight alongside his friends in the war against the forces of Sauron. Pledging himself to the King of Rohan, Meriadoc Brandybuck became a warrior and an Esquire of Rohan. Though Merry wore rusty armor and carried blunted weapons, the king’s daughter Éowyn saw that he had what he needed: a stout heart and a burning desire to fight for the fate of his friends and Middle-Earth.
**GUARD OF THE CITADEL**

**Fellowship, Hobbit, Soldier**

**THEY CALLED US OUT TO FIGHT** (Leap/Climb)

He’s Alive! Guard of the Citadel can use Defend. When he or a friendly adjacent character uses Support, replace their attack value with their printed value +1.

**VALOR WITH HONOR** (Willpower)

**HE NEEDS MEDICINE!** (Support)

**FEALTY AND SERVICE TO GONDOR** (Enhancement)

**POINT VALUE:** 29

---

**NAMES AND TITLES:** Peregrin “Pippin” Took

**BACKGROUND:** Peregrin Took was deeply touched when the warrior Boromir sacrificed his own life to save that of himself and his friend Merry. Bringing the news to Boromir’s father, the Steward of Gondor, Pippin offered to serve Gondor in Boromir’s place and became a Guard of the Citadel. Little did he suspect that even as the forces of Mordor approached, the most dangerous threat to Gondor was inside the grief-shattered mind of its Steward...
CAPTAIN LURTZ
Forces of Sauron, Monster, Warrior

POWERS AND ABILITIES:

On the Trail: At the beginning of the game, choose an opposing character. After Captain Lurtz resolves a move action, he may immediately use Charge as a free action if he can use it to attack the chosen character and does so. If Captain Lurtz KO’s the chosen character, he may choose a new opposing character.

RUNNING ROUGH ROAD (Leap/Climb)

YOU DO NOT KNOW PAIN (Toughness)

DETERMINED (Willpower)

CAPTAIN OF THE URUK-HAI (Leadership)

BERSERKER (Battle Fury)

NAME: First of the Uruk-hai

BACKGROUND: Sent by Saruman to capture Frodo Baggins and The One Ring, Captain Lurtz led his men on an unrelenting chase across Middle-Earth. Travelling without rest, they inevitably closed on the Fellowship of the Ring, moving toward their final confrontation at Amon Hen where both the Fellowship and Lurtz would suffer a terrible loss...

POINT VALUE: 49

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**OLOG HAI**
Brute, Monster, Forces of Sauron

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**Trample** For movement purposes, Olog Hai ignores characters possessing 

Once per turn, when Olog Hai moves through a square occupied by an opposing character, roll a d6; on a result of 4-6, deal the character 1 unavoidable damage.

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**GRAB** (Plasticity)

**BRUTE** (Super Strength)

**ARMOR** (Impervious)

**THICK SKIN** (Invulnerability)

**UNSTOPPABLE** (Toughness)

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**SMASH** (Close Combat Expert)

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**NAME AND TITLES**: Various

**BACKGROUND**: From the siege of Gondor to the final battle at the Black Gate, the enormous and brutal Olog-hai were sent by Sauron to terrorize the free peoples of Middle-Earth. On the battlefield, a lone Olog-hai challenged dozens of men, and proved a threat even to formidable warriors like Aragorn.

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**POINT VALUE**: 84
WITCH-KING OF ANGMAR
Forces of Sauron, Mystical, Nazgul, Ringbearer, Ruler

**Morgul Blade** Witch-King of Angmar can use Mind Control as if he had a range of 8. Each time an opposing character takes damage from his attack, place a blade token on this card. When he uses Mind Control, before his attack roll he may remove any number of blade tokens to modify his attack value by +1 for each removed token.

**Chosen Prey** Give Witch-King of Angmar an epic action and choose an opposing character. Modify that character’s defense value by -2 until your next turn.

**Rider in Black** Witch-King of Angmar can use Charge and Stealth.

**SILENT SHADOW** (Stealth)

**BATTLE RAGE** (Flurry)

**BROADSWORD** (Blades/Claws/Fangs)

**FLAIL** (Quake)

**NO MAN CAN KILL ME** (Regeneration)

**DO YOU NOT KNOW DEATH WHEN YOU SEE IT?** (Exploit Weakness)

**LORD OF THE NAZGUL** (Combat Reflexes)

**MORGUL ARMOR** (Invulnerability)

**DO YOU NOT KNOW DEATH WHEN YOU SEE IT?** (Exploit Weakness)

**Morgul Blade** Witch-King of Angmar can use Mind Control as if he had a range of 8. Each time an opposing character takes damage from his attack, place a blade token on this card. When he uses Mind Control, before his attack roll he may remove any number of blade tokens to modify his attack value by +1 for each removed token.

**NAMES AND TITLES:** Unknown

**BACKGROUND:** The Witch-King of Angmar was once a human king, entrusted with one of the nine Rings of Power given to the lords of men in the Second Age. Yet over time the king was consumed by the power of the ring until all that remained was a withered shell commanded by the dark lord Sauron. Sent to find the bearer of Sauron’s own Ring, the Witch-King tracked the hobbits of the shire across the land astride dark steeds and through the skies atop winged fell beasts, certain that no man could prevent him from fulfilling his master’s command...until he found himself facing a young woman on the battlefield of Pelennor Fields...
SAURON
Forces of Sauron, Mystical, Ringbearer, Ruler

The Free Lands Will Fall
When Sauron attacks a stack of horde tokens and deals damage, roll a d6; on a result of 3-4 you may remove one additional token, and on a result of 5-6 you may remove two additional tokens.

Frozen with Fear
Give Sauron an epic action and choose one opposing character for each 200 points of the build total. Until your next turn, the chosen characters cannot be given move actions or power actions unless there are no other opposing characters.

The Shadow Across the Land
Sauron can use Phasing/Teleport. When he does, after actions resolve he may make a close combat attack modifying his attack value by -2.

KINGSLAYER (Flurry)

One Ring to Rule Them All
Sauron can use Pulse Wave as if he had a range value of 10. When he uses Pulse Wave and hits, you may give the hit character an action token instead of dealing damage.

UNSTOPPABLE (Phasing/Teleport)

NAMES AND TITLES: The Dark Lord of Mordor
BACKGROUND: In the Second Age, when the elves forged the Rings of Power, Sauron secretly crafted The One Ring that could control the others and give him dominion over all of Middle-earth. Raising an enormous army, Sauron’s campaign of conquest ravaged the land until elves and men banded together to face him, and the human king Isildur broke Sauron’s power by severing The One Ring from his finger.

POINT VALUE: 335

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