10
2
1
3
3
Rowan
Woodman. Warrior.
Sentinel.
Response: After you play an attachment on a location, add 1 resource to the pool of a hero you control. (Limit once per round.)
Quest Action: Choose a player to take control of the first player token. Each player can only be chosen once per game.
HERO
Illus. yangzheyy
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144

1
Woodmen's Outpost
Condition.
Attach to a location. Limit 1 per location.
Response: After attached location is explored, each character controlled by the first player gets +1 and +1 until the end of the round.
"...even the Wargs dared not attack them if there were many together, or in the bright day." —The Hobbit
ATTACHMENT
Illus. Jon Hodgson
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146

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146

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146

1
Lie of the Land
Condition.
Attach to a location.
Action: Exhaust a Scout character to place 1 progress on attached location. If that location is not explored by this effect, you may attach Lie of the Land to another location.
"We shall have to scour the lands all round for many long leagues before any move is made."
—Gandalf, The Fellowship of the Ring
ATTACHMENT
Illus. Sarel Theron
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147

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Action: Exhaust a Scout character to place 1 progress on attached location. If that location is not explored by this effect, you may attach Lie of the Land to another location.
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ATTACHMENT
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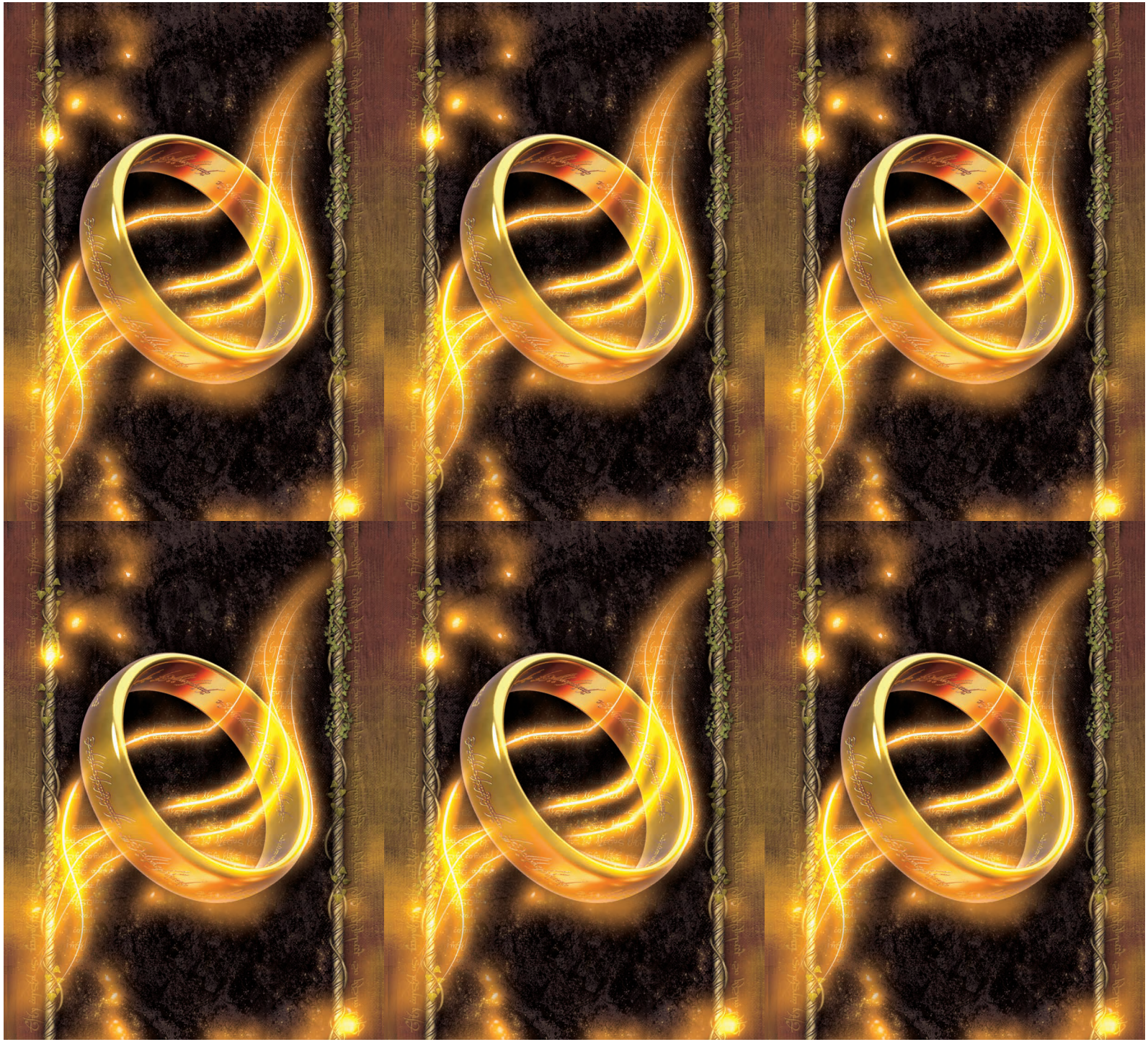

1

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Attach to a location.

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—Gandalf, The Fellowship of the Ring

ATTACHMENT

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3
2
2
0
2

Hunting Dogs

Creature. Scout.

Devoted. Cannot have attachments.

Response: After a location with an attachment is explored, ready Hunting Dogs.

"Hound is hungry, hare is fearful."
—Treebeard, The Two Towers

ALLY

Illus. Charmaine Zoe © Middle-earth Ent. © FFG © ALeP 148

3
2
2
0
2

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ALLY

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3
2
2
0
2

Hunting Dogs

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Devoted. Cannot have attachments.

Response: After a location with an attachment is explored, ready Hunting Dogs.

"Hound is hungry, hare is fearful."
—Treebeard, The Two Towers

ALLY

Illus. Charmaine Zoe © Middle-earth Ent. © FFG © ALeP 148

2
1
1
1
2

Beorning Pony

Creature. Beorning. Pony.

Cannot have attachments.

Response: After Beorning Pony enters play, discard the top 5 cards of your deck. Then, you may spend 1 ~~⊥~~ resource to add one of the cards discarded by this effect to your hand.

There was just room to get the ponies through with a squeeze, when they had been unpacked and unsaddled. —The Hobbit

ALLY

Illus. Torbjörn Källström © Middle-earth Ent. © FFG © ALeP 149

2
1
1
1
2

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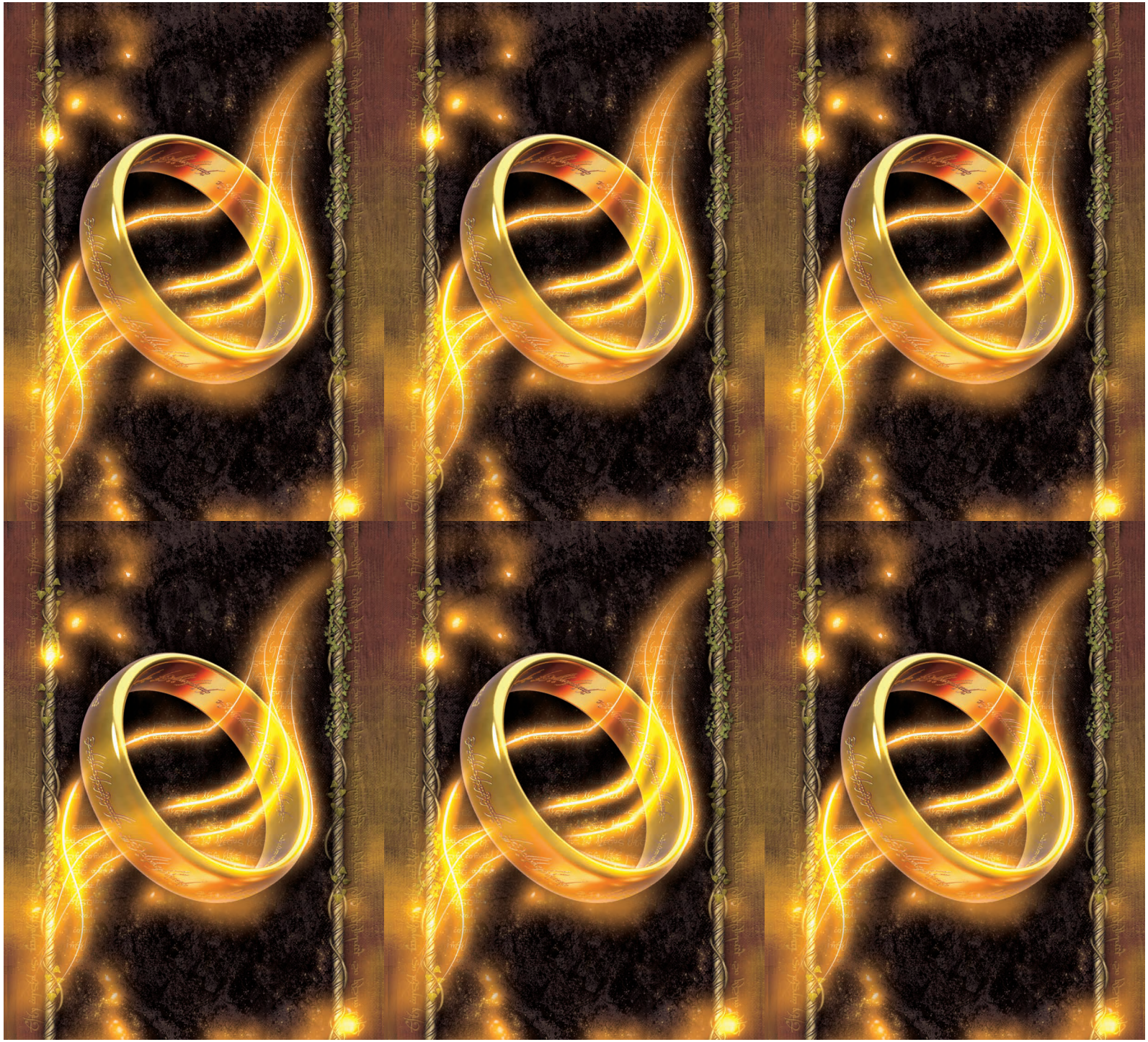

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ALLY

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Birna

Beorning.

Action: Exhaust Birna and spend 1 resource to put a ***Beorning*** ally from your discard pile into play. At the end of the phase, if that ally is still in play or in your discard pile, shuffle it into your deck.

In that last hour Beorn himself had appeared - no one knew how or from where. —The Hobbit

ALLY

Illus. Simone De Salvatore © Middle-earth Ent. © FFG © ALeP 150

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Beorning.

Action: Exhaust Birna and spend 1 resource to put a ***Beorning*** ally from your discard pile into play. At the end of the phase, if that ally is still in play or in your discard pile, shuffle it into your deck.

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ALLY

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ALLY

Illus. Simone De Salvatore © Middle-earth Ent. © FFG © ALeP 150

Response: When a ***Beorning*** ally you control leaves play, add 1 resource to a ***Beorning*** hero's pool for each damage token that was on that ally (up to that ally's printed hit points).

He tossed wolves and goblins from his path like straws and feathers. —The Hobbit

EVENT

Illus. Jon Hodgson © Middle-earth Ent. © FFG © ALeP 151

Response: When a ***Beorning*** ally you control leaves play, add 1 resource to a ***Beorning*** hero's pool for each damage token that was on that ally (up to that ally's printed hit points).

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EVENT

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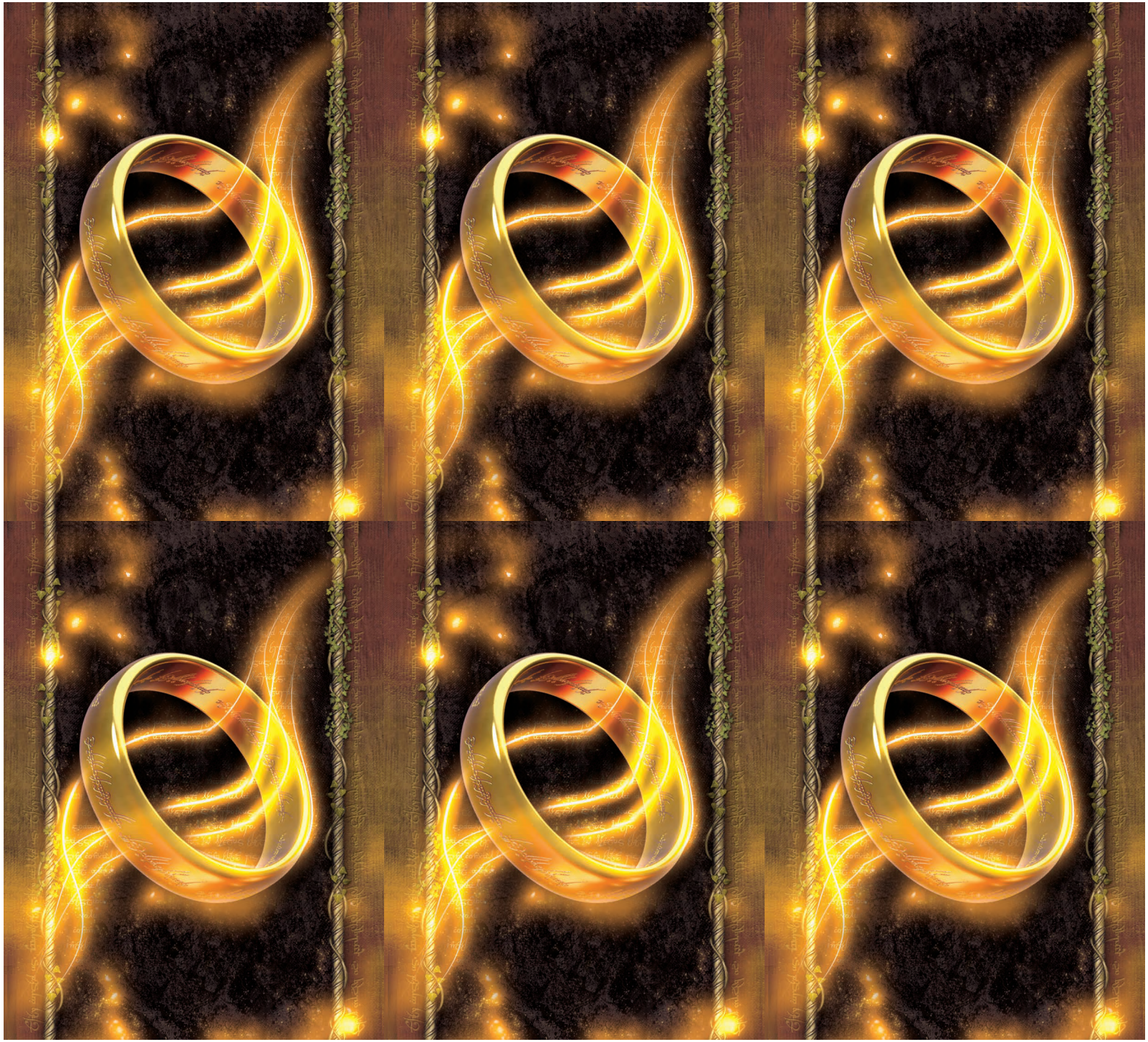

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Descendants of Beorn

Response: When a ***Beorning*** ally you control leaves play, add 1 resource to a ***Beorning*** hero's pool for each damage token that was on that ally (up to that ally's printed hit points).

He tossed wolves and goblins from his path like straws and feathers. —The Hobbit

Event

Illus. Jon Hodgson © Middle-earth Ent. © FFG © ALeP 151

1

Beorn's Welcome

Boon.

Play only if you control a ***Beorning*** hero. Attach to a hero. Limit 1 per hero.

Response: After you spend any resources from attached hero's pool for a purpose other than paying to play a card, exhaust Beorn's Welcome to add 1 resource to attached hero's pool.

"I am Gandalf," said the wizard. "Never heard of him," growled the man. —The Hobbit

Attachment

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Beorn's Welcome

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Response: After you spend any resources from attached hero's pool for a purpose other than paying to play a card, exhaust Beorn's Welcome to add 1 resource to attached hero's pool.

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Attachment

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Beorn's Welcome

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"I am Gandalf," said the wizard. "Never heard of him," growled the man. —The Hobbit

Attachment

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1

Subdued

Condition.

Attach to a damaged enemy engaged with you. Limit 1 per enemy.

Attached enemy gets −4 ⚒.

His miserable enemy lay grovelling on the stones whimpering. —The Two Towers

Attachment

Illus. Alan Lee © Middle-earth Ent. © FFG © ALeP 153

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Condition.

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Attached enemy gets −4 ⚒.

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Attachment

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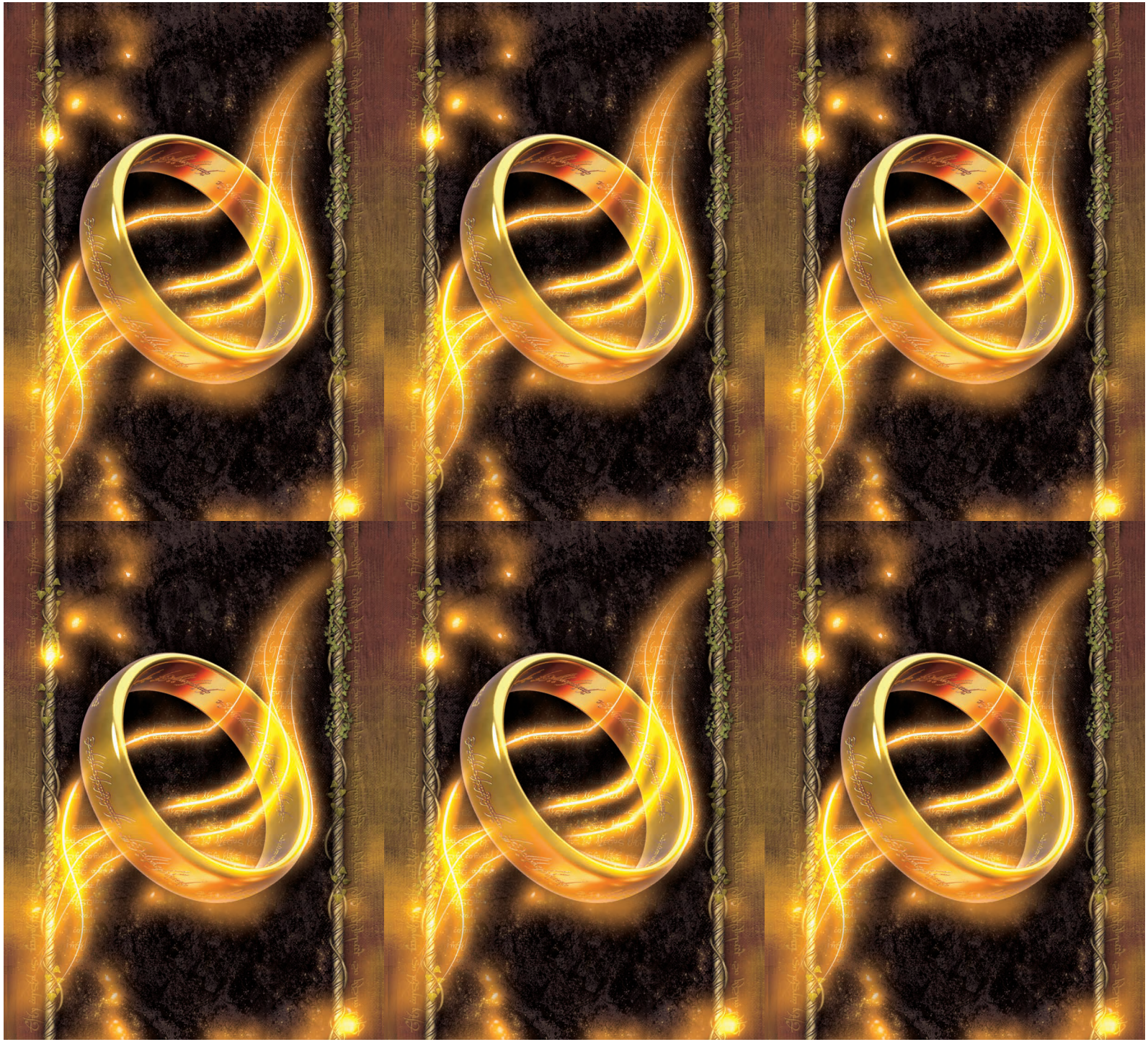

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ATTACHMENT

Illus. Alan Lee © Middle-earth Ent. © FFG © ALeP 153

2

Without My Hat

Limit 1 copy of Without My Hat in the victory display.

Action: Add Without My Hat to the victory display to search your collection for an attachment. If no copy of that attachment was in your deck during setup, add it to your hand.

EVENT VICTORY 1

Illus. Vincent Van Gogh © Middle-earth Ent. © FFG © ALeP 154

2

Without My Hat

Limit 1 copy of Without My Hat in the victory display.

Action: Add Without My Hat to the victory display to search your collection for an attachment. If no copy of that attachment was in your deck during setup, add it to your hand.

EVENT VICTORY 1

Illus. Vincent Van Gogh © Middle-earth Ent. © FFG © ALeP 154

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Action: Add Without My Hat to the victory display to search your collection for an attachment. If no copy of that attachment was in your deck during setup, add it to your hand.

EVENT VICTORY 1

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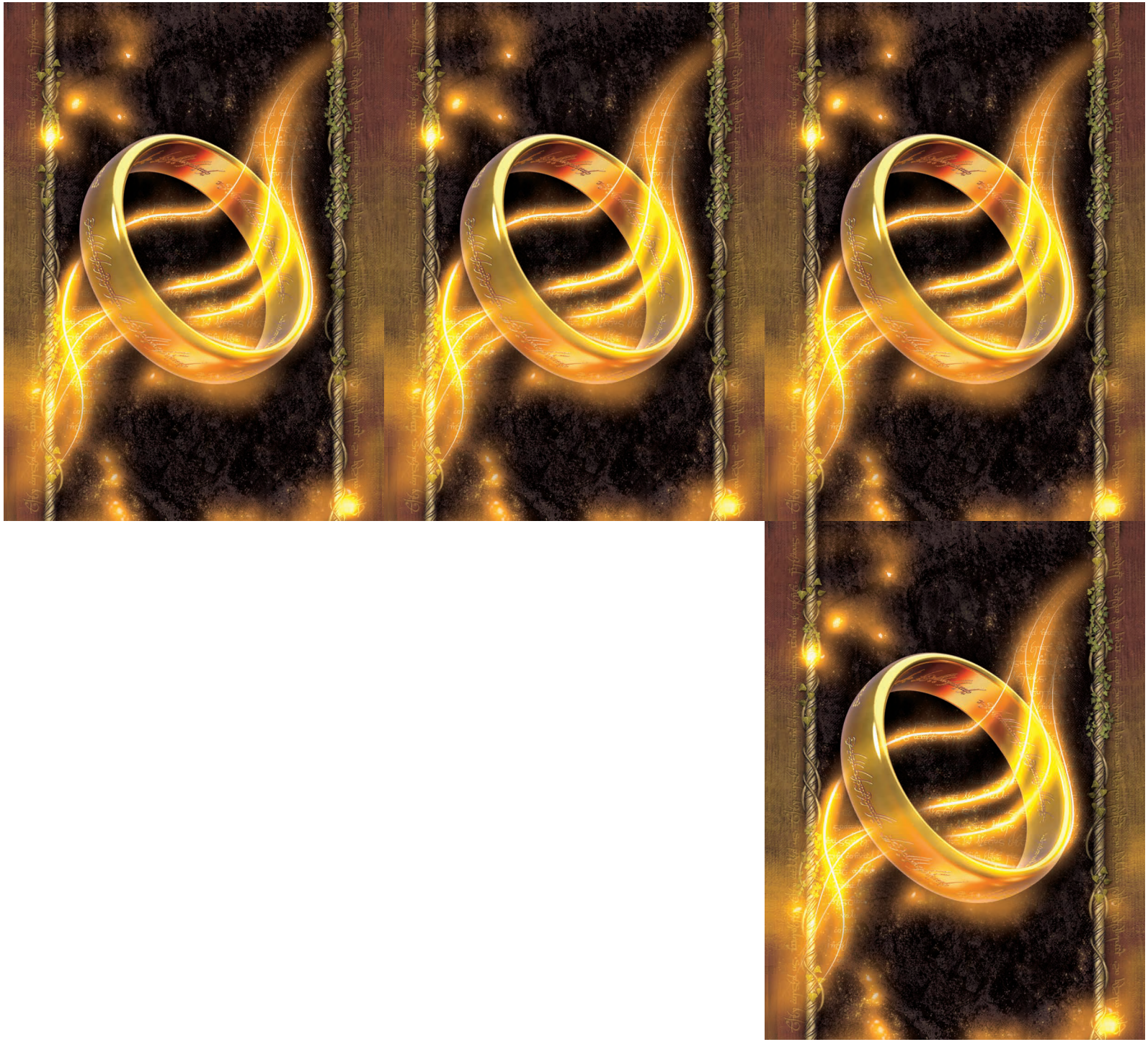

Raven Clan Warchief

Dunland. Raven Clan. Massing.

Cannot have attachments.

Forced: When Raven Clan Warchief attacks, place 1 damage token on Massing at the Isen.

Forced: When Raven Clan Warchief is defeated, shuffle him and the encounter discard pile into the encounter deck.

ENEMY

Illus. XallowArt © Middle-earth Ent. © FFG © ALeP 155

Massing.

Immune to player card effects. The players cannot travel to The Far Bank.

Enemies in play get +5 engagement cost.

Forced: After a player optionally engages an enemy, that enemy makes an immediate attack against them.

LOCATION

Illus. arvdevable © Middle-earth Ent. © FFG © ALeP 156

Massing.

When Revealed: The highest cost ally each player controls makes an immediate attack against the player that controls it. Until the end of these attacks, each of these cards loses the ally card type and gains the enemy card type. Then, remove those allies from the game. Add Bitter Betrayal to the victory display. This effect cannot be canceled.

TREACHERY VICTORY 1

Illus. Bitbox Ltd. © Middle-earth Ent. © FFG © ALeP 157

Massing.

When Revealed: Each player must choose: either raise your threat by 6, or discard a hero you control from play. Add Coup to the victory display. This effect cannot be canceled.

"When I heard that Shadowfax had come back riderless, I rejoiced at the return of the horse, but still more at the lack of the rider." —Grima, The Two Towers

TREACHERY VICTORY 1

Illus. Laura Csajagi © Middle-earth Ent. © FFG © ALeP 158

Massing.

When Revealed: Each player chooses half the non-objective allies they control (rounded up) and shuffles them into their owner's deck. Add Scattered to the Winds to the victory display. This effect cannot be canceled.

"We shall all be scattered and lost." —Aragorn, The Fellowship of the Ring

TREACHERY VICTORY 1

Illus. Eliott Bon © Middle-earth Ent. © FFG © ALeP 159

Orc-host Remnant

Orc.

X is the number of damage tokens on Orc-host Remnant. Cannot have attachments. Only the engaged player may declare attackers or defenders against Orc-host Remnant.

Forced: After Orc-host Remnant takes any amount of damage, return it to the staging area.

ENEMY VICTORY 5

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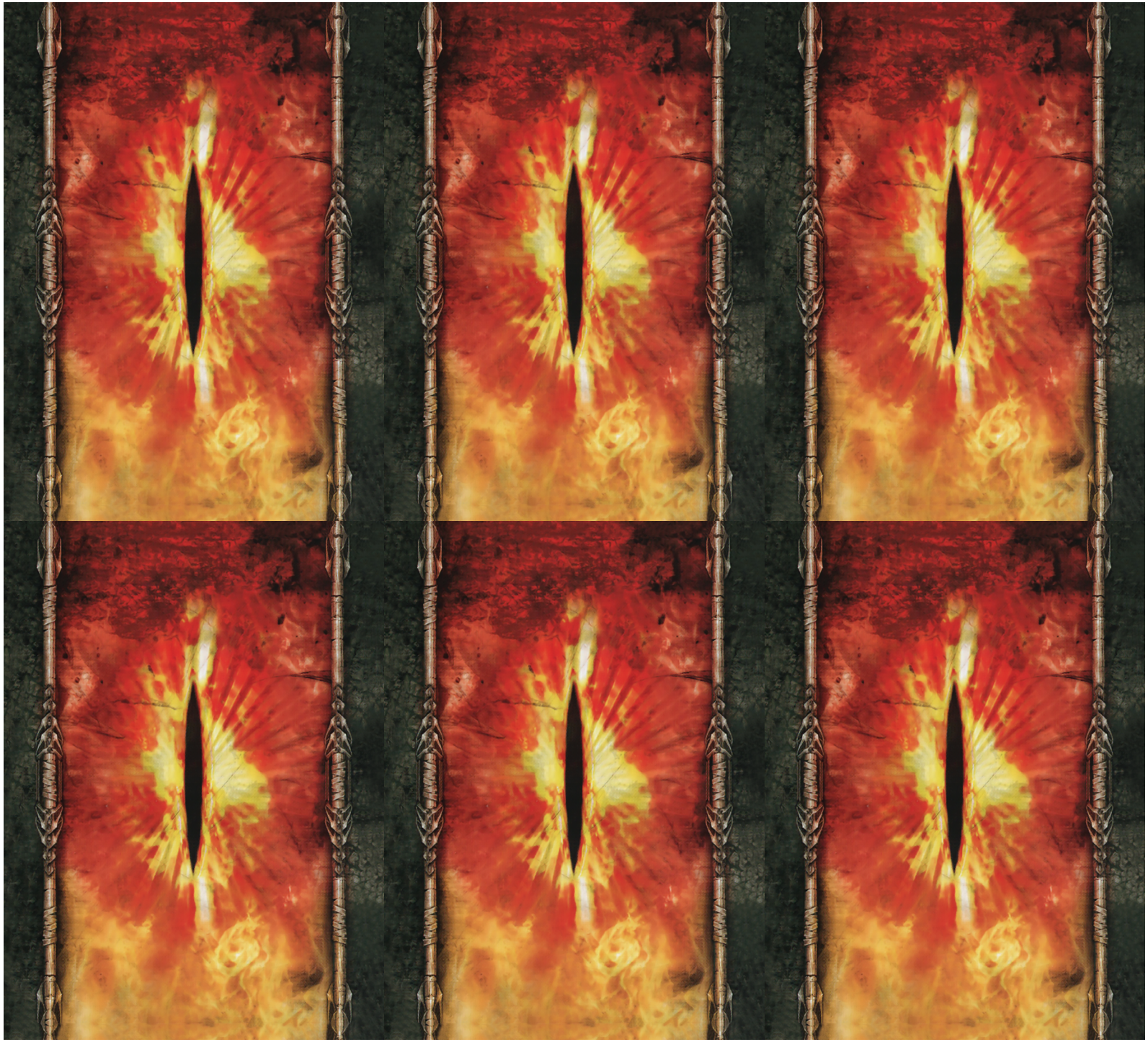

20
5
4
6
4
7/35
Curuwyn The Whisperer
Assassin. Gondor.
Forced: At the beginning of the encounter phase, Curuwyn The Whisperer engages the player with the highest threat.
Forced: After Curuwyn The Whisperer attacks, the defending player must either place 1 damage token on Massing at the Isen, or raise their threat by 4.
ENEMY
VICTORY 5
Illus. akunohako © Middle-earth Ent. © FFG © ALeP
161

30
3
5
5
4
8/35
Felberen Scion of Freca
Assassin. Dunland. Rohan.
Forced: At the beginning of the encounter phase, Felberen Scion of Freca engages the player with the most cards in hand.
Forced: After Felberen Scion of Freca attacks, the defending player must either place 1 damage token on Massing at the Isen, or discard their hand.
ENEMY
VICTORY 5
Illus. Conor Burke © Middle-earth Ent. © FFG © ALeP
162

25
5
4
4
6
9/35
Smeóhbrand Rogue of Orthanc
Assassin. Isengard. Rohan.
Forced: At the beginning of the encounter phase, Smeóhbrand Rogue of Orthanc engages the player who controls the fewest characters.
Forced: After Smeóhbrand Rogue of Orthanc attacks for the first time each round, he makes an additional attack. The engaged player may place 1 damage token on Massing at the Isen to cancel this effect.
ENEMY
VICTORY 5
Illus. Jarek Nocon © Middle-earth Ent. © FFG © ALeP
163

Írensaga
4
8
10/35
Mountain.
Immune to player card effects.
Írensaga gets +2 quest points. While Írensaga is the active location, players cannot play allies.
Forced: At the end of the round, if Írensaga is in the staging area, place 1 damage token on Massing at the Isen.
LOCATION
VICTORY 5
Illus. Bastien Grivet © Middle-earth Ent. © FFG © ALeP
164

Massing at the Isen
MUSTERING OF THE ROHIRRIM
14/35
Forced: At the end of the round, place 1 damage token here.
If there are 5 or more damage tokens here, remove 5 of them and reveal the top card of the Massing deck. If you cannot, the players lose the game.
Ealdwulf prepares his army for war on the banks of the Isen River.
OBJECTIVE
Illus. Bethesda Softworks © Middle-earth Ent. © FFG © ALeP
168

Deeping-stream
3
1
15/35
Plains. River.
Deeping-stream gets +3 quest points.
Forced: At the end of the round, place 1 damage token on Massing at the Isen.
You must ride from your paltry camp beside the Glittering Caves, ere Ealdwulf sunders the kingdom of Rohan with his ambition.
LOCATION
VICTORY 5
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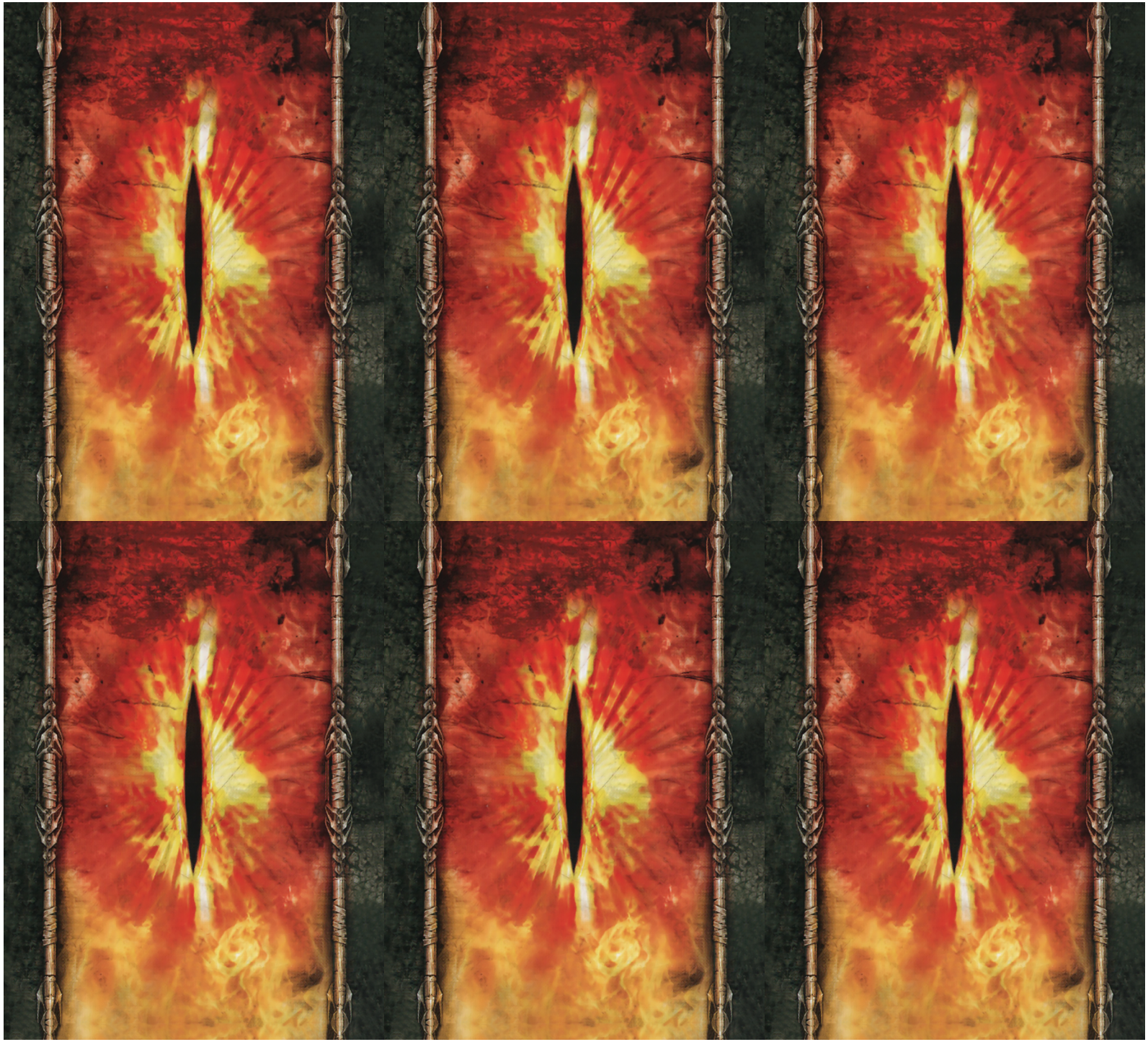
169



Aldburg Provocateur

Rohan. Traitor.

Each card played by the engaged player gains Doomed 1.

"There is a third kind: pickers of bones, meddlers in other men's sorrows, carrion-fowl that grow fat on war." —Gríma, The Two Towers

ENEMY

Illus. Matt Donnici © Middle-earth Ent. © FFG © ALeP 170

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ENEMY

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ENEMY

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Pernicious Plotter

Rohan. Brigand. Traitor.

Forced: At the end of the round, place 1 damage token on Massing at the Isen.

***Shadow**: Either place 1 damage token on Massing at the Isen, or return attacking enemy to the staging area after this attack.*

ENEMY

Illus. Tatiana Tyukina © Middle-earth Ent. © FFG © ALeP 171

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Rohan. Brigand. Traitor.

Forced: At the end of the round, place 1 damage token on Massing at the Isen.

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ENEMY

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ENEMY

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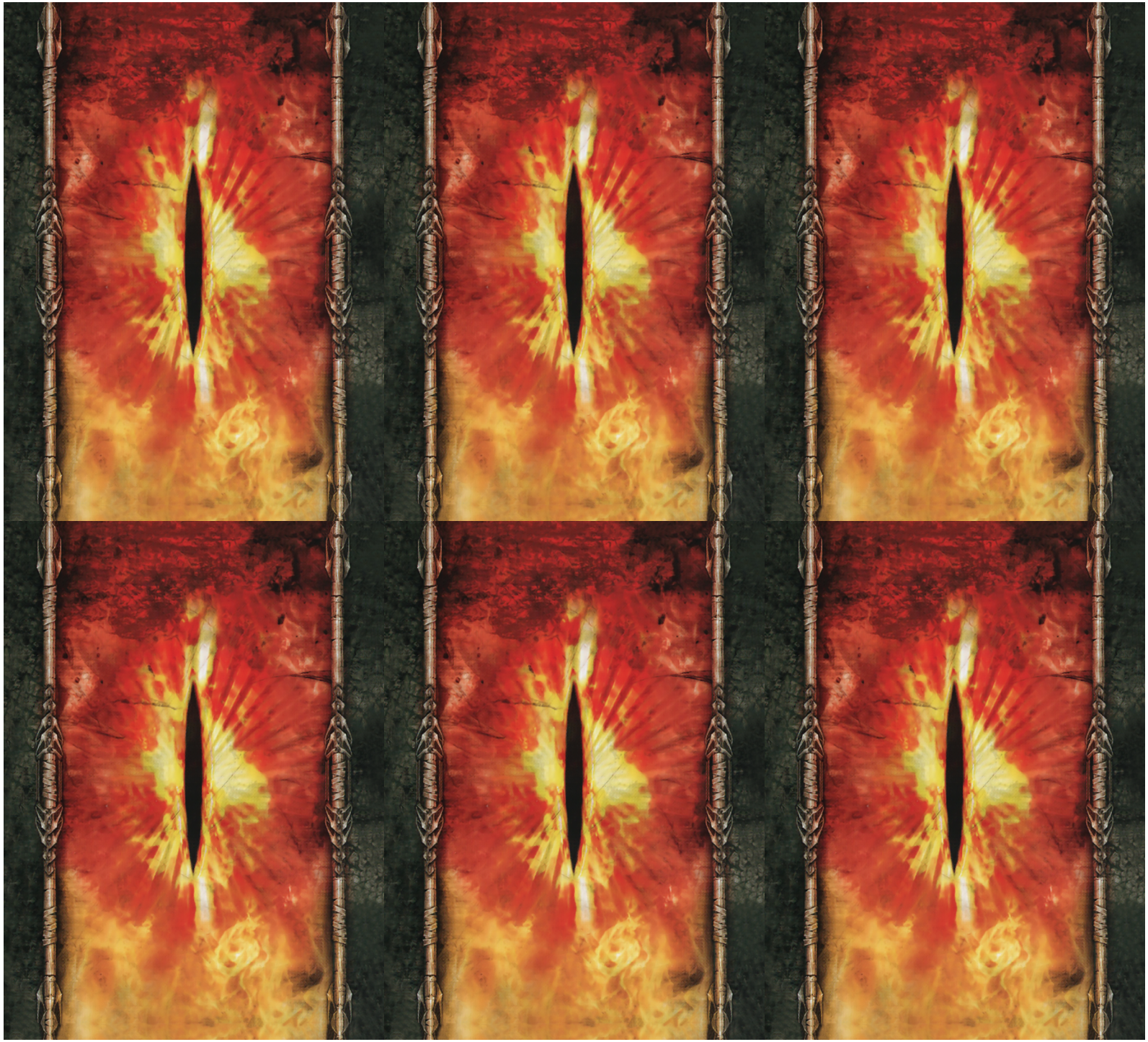

Sniveling Courtier

22/35

Rohan. Servant. Traitor.

Indestructible.

Forced: After Sniveling Courtier makes an undefended attack against you, either place 1 damage token on Massing at the Isen, or raise your threat by 3.

Refresh Action: The engaged player may spend 2 resources to discard Sniveling Courtier.

ENEMY

Illus. Bethesda Softworks © Middle-earth Ent. © FFG © ALeP 172

Sniveling Courtier

23/35

Rohan. Servant. Traitor.

Indestructible.

Forced: After Sniveling Courtier makes an undefended attack against you, either place 1 damage token on Massing at the Isen, or raise your threat by 3.

Refresh Action: The engaged player may spend 2 resources to discard Sniveling Courtier.

ENEMY

Illus. Bethesda Softworks © Middle-earth Ent. © FFG © ALeP 172

Sniveling Courtier

24/35

Rohan. Servant. Traitor.

Indestructible.

Forced: After Sniveling Courtier makes an undefended attack against you, either place 1 damage token on Massing at the Isen, or raise your threat by 3.

Refresh Action: The engaged player may spend 2 resources to discard Sniveling Courtier.

ENEMY

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Spiteful Hunter

25/35

Rohan. Brigand. Traitor.

Spiteful Hunter gets +1 ⚒ for each exhausted hero controlled by the defending player.

***Shadow**: Either place 1 damage token on Massing at the Isen, or attacking enemy gets +3 ⚒.*

ENEMY

Illus. Runar Steinn © Middle-earth Ent. © FFG © ALeP 173

Spiteful Hunter

26/35

Rohan. Brigand. Traitor.

Spiteful Hunter gets +1 ⚒ for each exhausted hero controlled by the defending player.

***Shadow**: Either place 1 damage token on Massing at the Isen, or attacking enemy gets +3 ⚒.*

ENEMY

Illus. Runar Steinn © Middle-earth Ent. © FFG © ALeP 173

Raven Clan Sharpshooter

27/35

Dunland. Raven Clan.

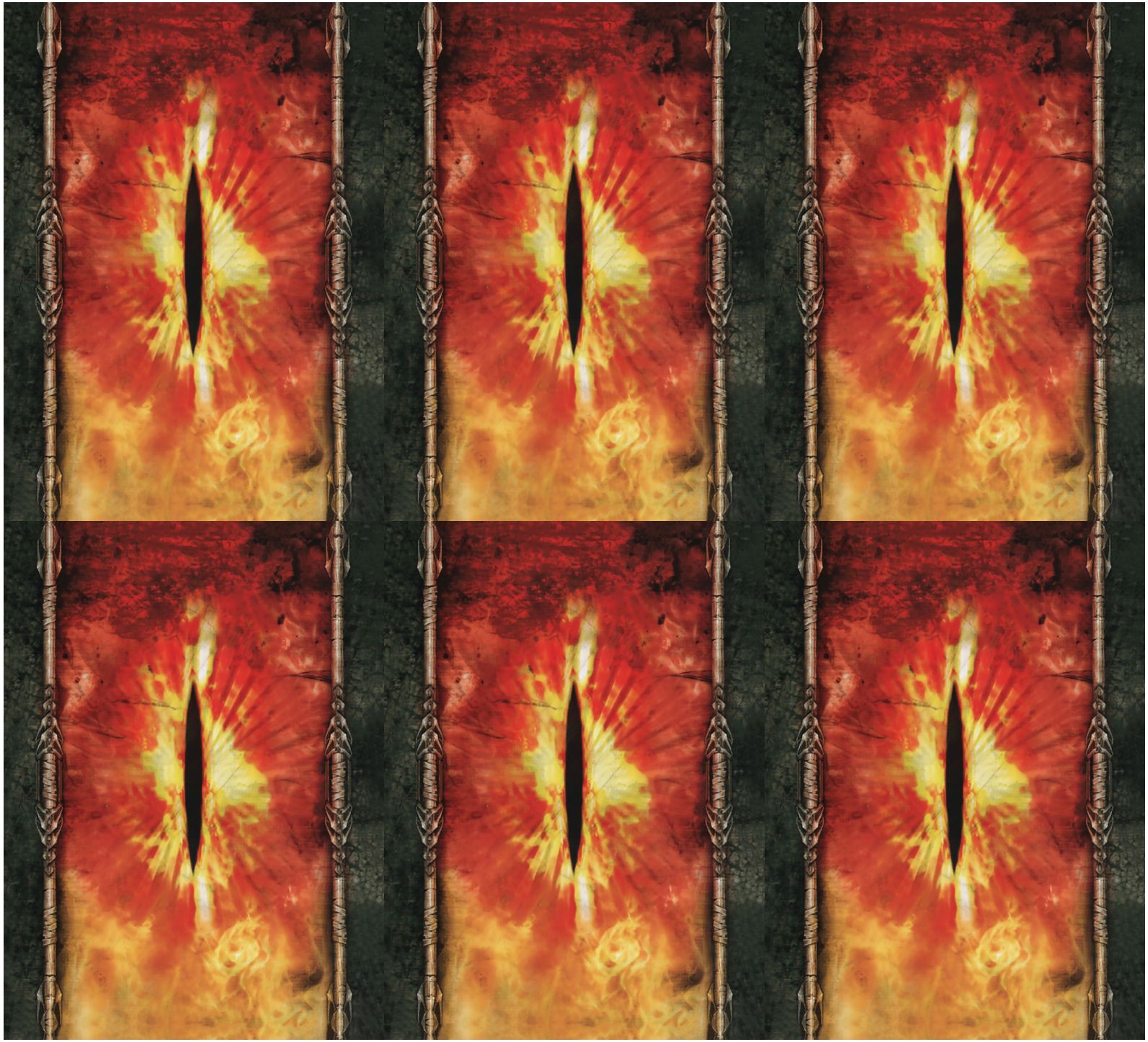
While any player has 3 or more cards in hand, Raven Clan Sharpshooter gains Archery 3.

While any player has 5 or more cards in hand, Raven Clan Sharpshooter cannot be optionally engaged.

***Shadow**: Attacking enemy gets +2 ⚒.*

ENEMY

Illus. Paolo Puggioni © Middle-earth Ent. © FFG © ALeP 174



41
2
4
1
3
28/35
Raven Clan Sharpshooter
Dunland. Raven Clan.
While any player has 3 or more cards in hand, Raven Clan Sharpshooter gains Archery 3.
While any player has 5 or more cards in hand, Raven Clan Sharpshooter cannot be optionally engaged.
Shadow: Attacking enemy gets +2.
Enemy
Illus. Paolo Puggioni
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174

41
2
4
1
3
29/35
Raven Clan Sharpshooter
Dunland. Raven Clan.
While any player has 3 or more cards in hand, Raven Clan Sharpshooter gains Archery 3.
While any player has 5 or more cards in hand, Raven Clan Sharpshooter cannot be optionally engaged.
Shadow: Attacking enemy gets +2.
Enemy
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174

Orator's Hall
2
6
30/35
Village.
The players cannot travel to Orator's Hall. Progress cannot be placed here by player card effects.
Planning Action: Exhaust a hero you control to place progress on Orator's Hall equal to that hero's printed . If Orator's Hall is explored by this effect, remove 1 damage token from Massing at the Isen. Any player may trigger this effect.
Location
Victory 1
Illus. Nele Diel
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175

Traitor's Redoubt
4
4
31/35
Fortification.
Immune to player card effects.
Travel: Each player searches the encounter deck and discard pile for a Traitor enemy and puts it into play engaged with them.
Response: When Traitor's Redoubt leaves play as an explored location, remove 1 damage token from Massing at the Isen.
Location
Victory 1
Illus. Bethesda Softworks
© Middle-earth Ent. © FFG © ALeP
176

Plains of Strife
1
6
32/35
Plains. Battleground.
Vast.
While Plains of Strife is in the staging area, Rohan enemies get +1.
While Plains of Strife is the active location, Rohan enemies get +1.
Shadow: If attacking enemy has the Rohan trait, it makes an additional attack against you after this one.
Location
Illus. Vilius Petrauskas
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177

Plains of Strife
1
6
33/35
Plains. Battleground.
Vast.
While Plains of Strife is in the staging area, Rohan enemies get +1.
While Plains of Strife is the active location, Rohan enemies get +1.
Shadow: If attacking enemy has the Rohan trait, it makes an additional attack against you after this one.
Location
Illus. Vilius Petrauskas
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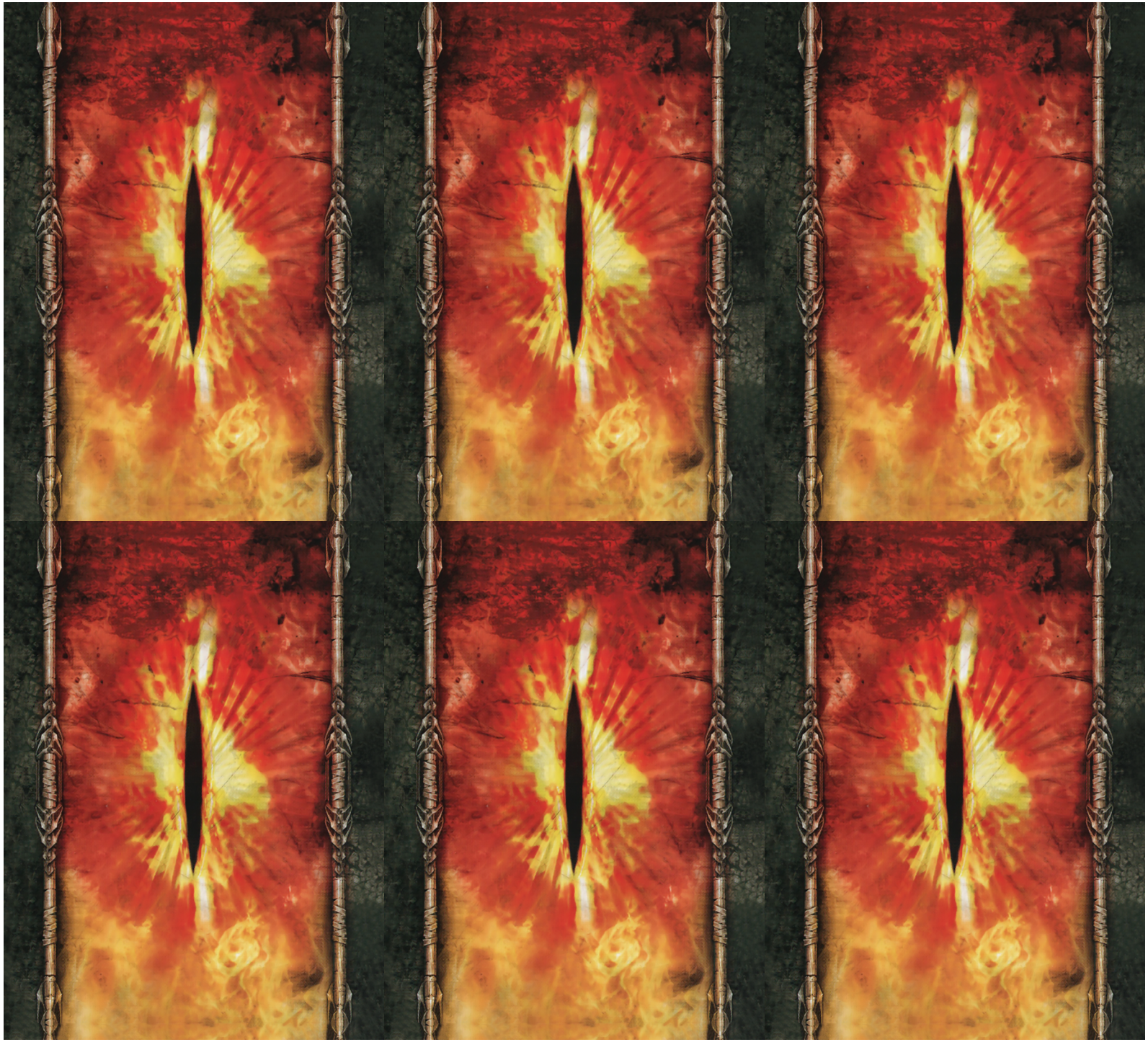
177



Cutthroat's Strike
34/35
Surge.
While attached to an enemy, counts as a *Condition* attachment with the text: "**Forced**: When attached enemy attacks, it gets +5 for that attack. Then, discard Cutthroat's Strike."
When Revealed: Attach to the enemy in play with the lowest engagement cost without a copy of Cutthroat's Strike attached.
TREACHERY
Illus. Bethesda Softworks © Middle-earth Ent. © FFG © ALeP 178

Cutthroat's Strike
35/35
Surge.
While attached to an enemy, counts as a *Condition* attachment with the text: "**Forced**: When attached enemy attacks, it gets +5 for that attack. Then, discard Cutthroat's Strike."
When Revealed: Attach to the enemy in play with the lowest engagement cost without a copy of Cutthroat's Strike attached.
TREACHERY
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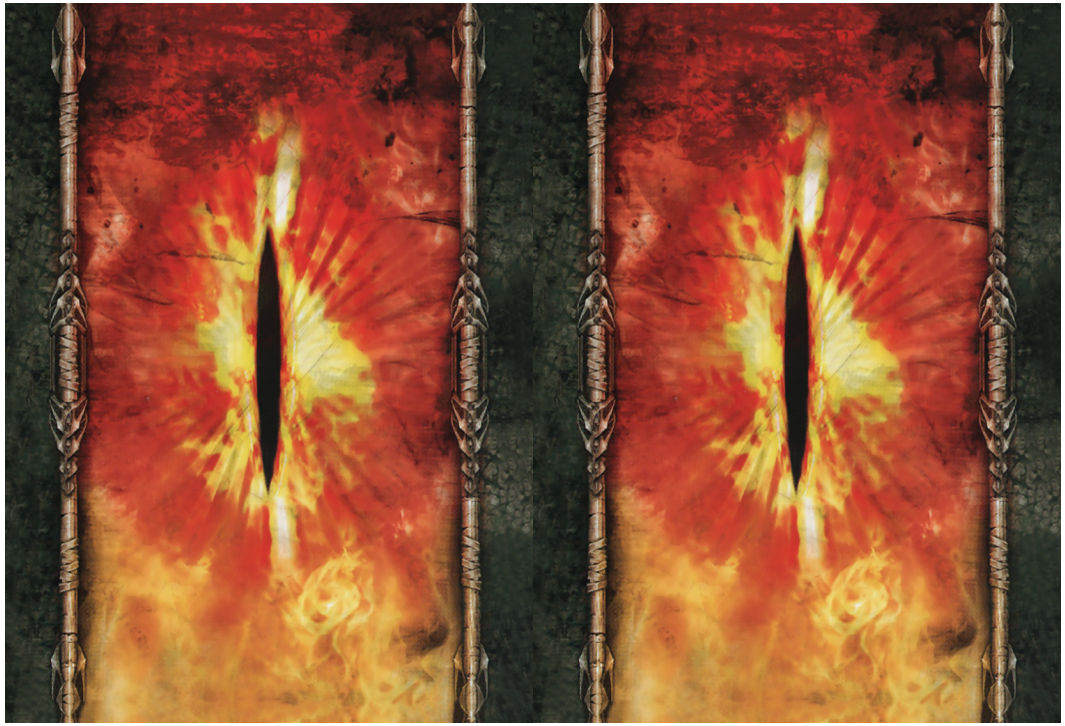


Mustering of the Rohirrim

Welcome to *Mustering of the Rohirrim*, an **unofficial** fan Adventure Pack, developed by A Long-extended Party (ALeP).

This expansion sees the heroes rally allies and confront the cruel machinations of the traitor of Rohan.

Component Overview

The *Mustering of the Rohirrim* Adventure Pack includes 70 cards, consisting of:

- 3 Rules Cards
- 2 Hero Cards
- 27 Player Cards
- 35 Encounter Cards
- 3 Quest Cards

Web Resources

You can check for any updates from A Long-extended Party at www.alongextendedparty.com.

You can build decks and track your plays of these scenarios and others online through RingsDB at www.ringsdb.com.

For general rules and definitions of common game terms, visit the Quest Companion at bit.ly/2MKkak9.

Expansion Symbol

The cards in the *Oaths of the Rohirrim* cycle can be identified by this symbol before each card's collector number.

Mustering of the Rohirrim

Difficulty level = 7

Like all grand conspiracies, it had begun with a man tossing in his bedsheets, his mind swirling with half-remembered grudges and rotten chunks of envy. It was midnight in Aldburg and the old lord rose from his bed; he had not slept. He stood before a rack of armor: an empty shell, long shed. He was a warlord born to a time of war. A sword born bloody, and sheathed before its time. No longer. For all the kingsblood which ran through his grandfather's veins, war was his only inheritance. His blade was polished.

In the dim of his bedchamber, while a solitary candle dripped and quavered, Ealdwulf accepted the truth. He girded himself in the broken armor of his godsire, Prince Haleth, the Red Stallion. He lashed a buckler to his tired, creaking arm.

He read the letter once more.

> *"Straw-hair Gálmód, we have made war against the Erelas hill of flame. Our pact remains unfulfilled. Return the land of green hills to my people, as you have oathsworn. Grimrede."*

The hillmen would have their Gift. And Ealdwulf would have his crown.

The ragged party stopped along the footpath outside the Glittering Caves. There, bereft of hope, slumped the traitor Gálmód. "My heart is troubled," he said. "I have looked in the eyes of a wraith and seen, I fear, my own fate."

"You have much to answer for," said a hero. "A great oath has been broken."

"I have told you everything," said Gálmód. "Of Ealdwulf's bargain with the Dunlendings. His plan to cede territory in equal trade for hillmen spears and archers and blood. I sympathized with them. This is their land, by all rights. Every learned man knows of the purges, the routs, and the cruel feud. Their claim is the elder. To displace them was wrong. To live this way, unconscionable."

"But war!" cried the hero. "War on your own kin! You

have shattered every oath of conscience, every honorable vow."

"My honor is long forfeit," said Gálmód. "I begged of Queen Morwen. I begged of the king. Only Ealdwulf proved a sympathetic ear to the hillmen's plight. I did not know, fool that I am, how he intended to use them – to use me. Now he has ensnared the Raven Clan chieftains with promises of land and steel and glory. As always, the cruelest warlords will rise to the top and the smallfolk will be slaughtered, Dunland and Eorling alike. I do not forswear the cause of the Dunlendings, but this war is beyond all wisdom."

"The war may be over before it can begin," said another hero. "Ealdwulf's forces mass along the Isen. All the while, the armies of Rohan are abroad, hunting orcs and scouring for Gálmód Worm-heart."

"Then we must gather them," said Gálmód. "I beg you. Don't let the Old Wolf lure Dunland along the path of blood."

"As oaths fall aside, we must hold to ours with all our heart," said a hero. "Let us muster the horse-lords. We shall ride to Edoras over the white peak of Irensaga and across the great grass sea. We shall rally those who still hold true to honor. Then we will ride to the halls of Ealdwulf and make him see reason, though my heart fears it is too late to turn him from this road."

*"Mustering of the Rohirrim" is played with an encounter deck built with all the cards from the following encounter sets: Mustering of the Rohirrim, Rohan Lands, and Rohan Weather. (Rohan Lands and Rohan Weather can be found in the **Children of Eorl** deluxe expansion.) These sets are indicated by the following icons:*

Vast

The Vast keyword appears on some locations in this cycle, and represents the large distances the players must travel when journeying from place to place within Rohan. Each location with the Vast keyword is considered to be a "vast location", with the following additional text:

Travel: Each player must either exhaust a ***Mount*** attachment or a hero they control.

and

Response: After placing progress on this location from questing successfully (even if this location is explored), place an additional progress on any vast location for each ***Mount*** attachment the players control.

DO NOT READ

THE FOLLOWING UNTIL THE HEROES HAVE WON THIS QUEST.

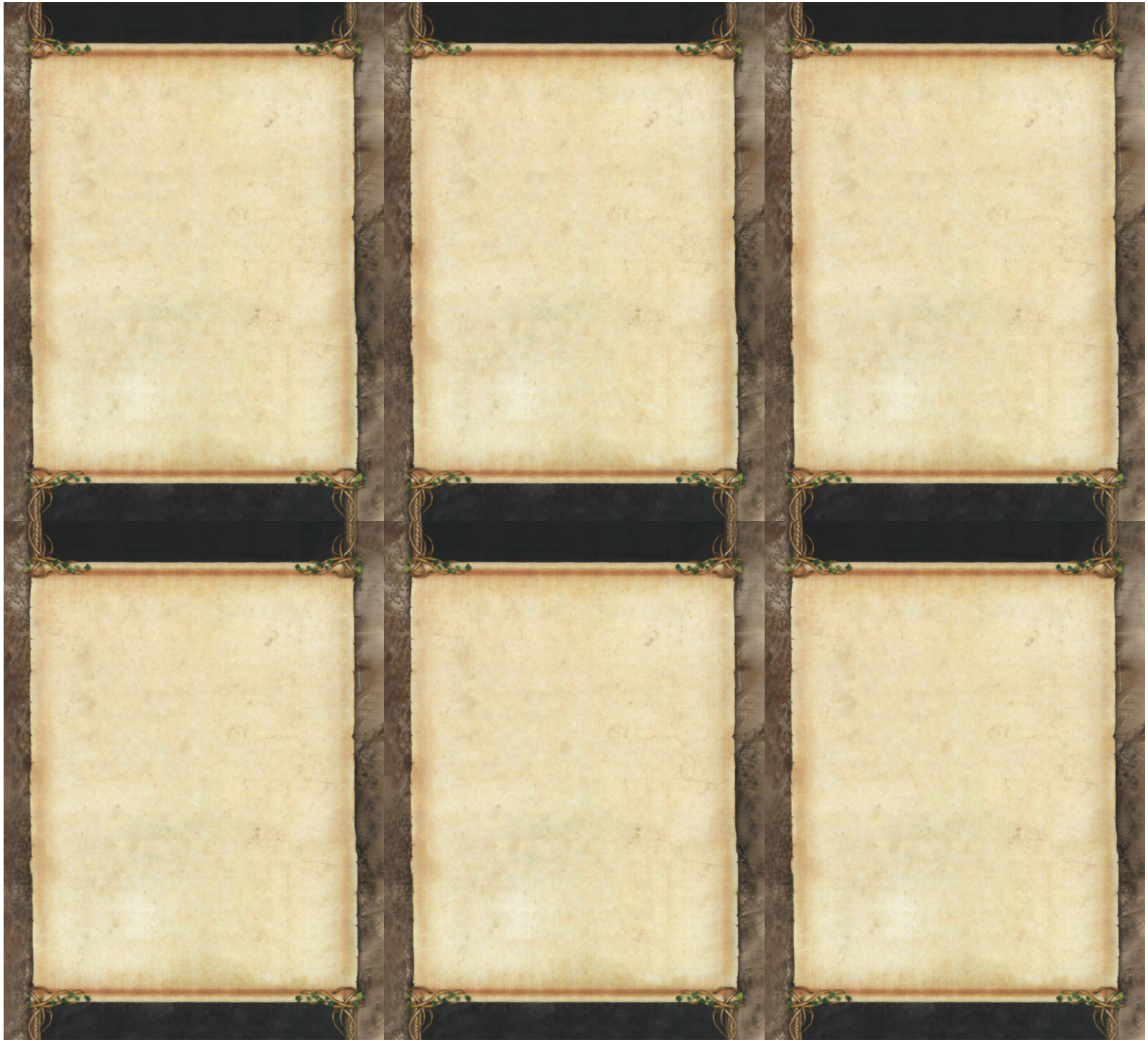
The halls of Ealdwulf had echoed with the clamor of clanging daggers and brute ax on stone but all was now silent. The assassins lay fallen, their impotent blades strewn about their bodies. "Ealdwulf has departed," said a hero, "his halls empty but for a catspaw and a killer. Would that they had turned their wiles to feeding a village or chasing off horse thieves."

"And while we rode, Ealdwulf wriggled across the Isen," said another. "War is inevitable."

"A battle is inevitable," said the last. "But if Ealdwulf Oathbreaker is captured and his ancestral claim renounced as folly, we may yet forestall the worst of it. I would not see brother slay brother in service of one old man's greed."

"Then we must ride," said the hero. "For Rohan's great tapestry is affray, and the bitter lord would rend it all with one last tug. Let us ride, servants of the Mark, for the keeping of our oath will see the crowning of our honor."

The story continues in "Blood in the Isen", the sixth Adventure Pack in the "Oaths of the Rohirrim" cycle.



Road to Ruin

1

12/35

Mustering.

The regrouping orcish warband threatens the embattled horsebreakers on the road.

When Revealed: The first player adds Orc-host Remnant to the staging area and deals 4 damage to it. Each other player reveals an encounter card.

Forced: At the end of the round, deal 1 damage to Orc-host Remnant.

This stage cannot be defeated unless Orc-host Remnant is in the victory display.

Illus. Ignacio Bazán Lazcano © Middle-earth Ent. © FFG © ALeP 166a

A Long-extended Party presents

Mustering of the Rohirrim

Illus. Bethesda Softworks

Community Adventure Pack

ALeP

Winter in Westemnet

1

13/35

Mustering.

Éomund's scouts have ranged far and wide in their hunt for Gálmód. News of his capture will surely bring new allies to your cause.

When Revealed: The first player adds Írensaga to the staging area. Each other player reveals an encounter card.

Enemies get +1 and do not make engagement checks.

This stage cannot be defeated unless Írensaga is in the victory display.

Illus. Heerie © Middle-earth Ent. © FFG © ALeP 167a

Osbera

5

10

2

1

2

Hero

Beorning.

Reduce the total in the staging area by 1 for each damaged ***Beorning*** character you control (limit −5).

Response: After you engage an enemy, spend 1 resource from Osbera's pool to flip her.

"I don't need your service, thank you. But I expect you need mine." —Beorn, The Hobbit

Illus. Torbjörn Källström © Middle-earth Ent. © FFG © ALeP 165a

1A

Oaths of the Rohirrim

Mustering of the Rohirrim

The traitor Ealdwulf is raising an army to usurp the throne of Thengel-King.

Setup: Shuffle the 5 cards with the ***Massing*** trait together into a Massing deck. Search the encounter deck for Írensaga, Orc-host Remnant, each ***Assassin*** enemy, and each ***Mustering*** side quest and set them aside, out of play. The first player adds Massing at the Isen to the staging area and makes Deeping-stream the active location. Each player searches the encounter deck for a different ***Traitor*** enemy and adds it to the staging area. Shuffle the encounter deck.

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Assassin at Edoras

6

11/35

Mustering.

Under threat of assassination, Thengel has placed Edoras on high alert.

When Revealed: The first player randomly selects a set aside ***Assassin*** enemy and adds it to the staging area. Each other player reveals an encounter card.

Assassin enemies are immune to player card effects. While Assassin at Edoras has any remaining quest points, ***Assassin*** enemies cannot take damage.

This stage cannot be defeated while an *Assassin* enemy is in play.

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Host of Rohan

Mustering of the Rohirrim

3 4 3

5

11/35

Rohan.

Immune to player card effects. Sentinel.

The first player gains control of Host of Rohan.

Action: The players as a group may spend 2 resources to ready Host of Rohan. (Limit once per phase.)

If Host of Rohan leaves play, remove it from the game.

Safe from harm, the king is now free to dispatch his hosts.

Objective-Ally

Illus. Julia Alekseeva © Middle-earth Ent. © FFG © ALeP 165b

10

1 3 1

5

Osbera

Creature. Beorning.

Cannot have restricted attachments. If you are not engaged with an enemy, flip Osbera.

Response: Deal 1 damage to a ***Beorning*** character you control to cancel 2 points of damage just dealt to a character you control. (Limit once per round.)

"Not eaten up by Wargs or goblins or wicked bears yet I see." —Beorn, The Hobbit

Hero

Illus. Torbjörn Källström © Middle-earth Ent. © FFG © ALeP 145b

We would like to thank the hard-working people at FFG for creating the card game we all love. We hope we have done proper justice to its legacy with this fan expansion. In particular, we would like to thank Nate French, Lukas Litzsinger, MJ Newman, and Caleb Grace for their role in leading the game design over the last 10 years. And finally, we would like to thank you, the player, for taking interest in our project and making this community one of the best communities in Arda.

—The ALeP Team

Oaths of the Rohirrim

Mustering of the Rohirrim

If you hope to meet Ealdwulf's challenge, you must spend the coming months rallying the scattered hosts of Rohan. His long-planned conspiracy gives him a head start, but your swift horses may yet carry you across many leagues to bring warning to those lords who remain loyal to Thengel's banner.

When Revealed: Each player must choose: either place 1 damage token on Massing at the Isen, or reveal an encounter card.

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Devoted Determination

Mustering of the Rohirrim

13/35

Condition.

The first ally played by each player each round does not require a resource match.

With the conspirator Gálmód in chains, allies come to honor their oaths.

Objective

Illus. Wouter Florusse © Middle-earth Ent. © FFG © ALeP 167b

Folcwine

Mustering of the Rohirrim

12/35

Mount.

Attach to a hero.

Action: Exhaust Folcwine to either ready attached hero, or give attached hero +1 ✪, +1 ⚒, and +1 ⛨ until the end of the phase.

The last foal of Felaróf the Mighty, wrested from the clutches of the orcish horde.

Objective

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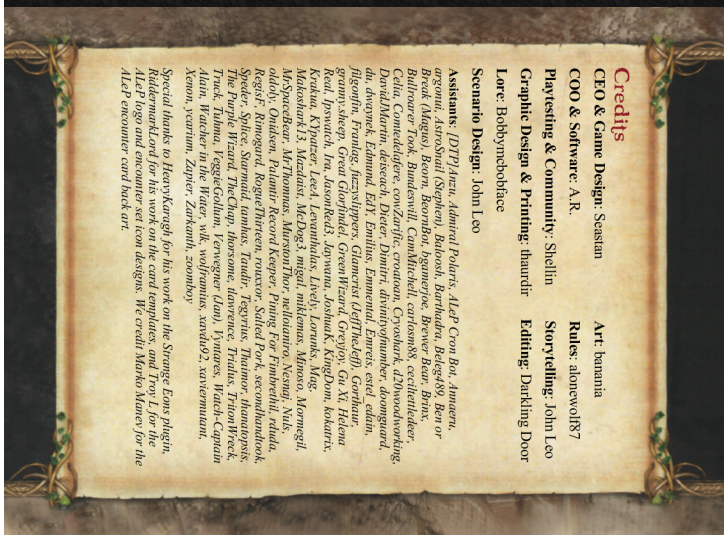

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Art: banania

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Storytelling: John Leo

Editing: Darkling Door

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Special thanks to HenryKavogh for his work on the Strange Eons plugin, KaldermarLord for his work on the card templates, and Tron L for the ALeP logo and encounter set icon designs. We credit Marko Manev for the ALeP encounter card back art.

2B
Seeking Support
Mustering of the Rohirrim
—
With each dawn, Ealdwulf's army grows more prepared. You must make haste.
Seeking Support cannot be chosen as the current quest during the quest phase.
Forced: When a Mustering side quest is completed, flip it over and reveal it. Then, the first player chooses another set aside Mustering side quest and reveals it. If the first player is unable to do so, advance to stage 3.
Illus. Onur Bakar
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180

3B
Halls of Ealdwulf
Mustering of the Rohirrim
7
Ealdwulf's assassins fall upon you ferociously, hacking and muttering with a cold sense of hate.
Assassin enemies are immune to player card effects.
This stage cannot be defeated while an Assassin enemy is in play. When this stage is defeated, the players win the game.
Illus. Pete Amachree
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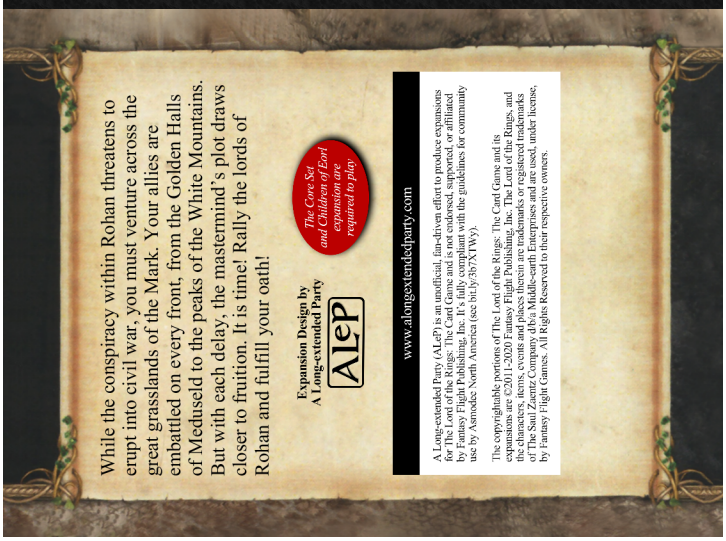
While the conspiracy within Rohan threatens to erupt into civil war, you must venture across the great grasslands of the Mark. Your allies are embattled on every front, from the Golden Halls of Meduseld to the peaks of the White Mountains. But with each delay, the mastermind's plot draws closer to fruition. It is time! Rally the lords of Rohan and fulfill your oath!
Expansion Design by
A Long-extended Party
ALeP
The Core Set and Children of Eorl expansion are required to play
www.alongextendedparty.com
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