



2

1

1

1

2

VETERAN EAGLE

Creature. Eagle. Warrior.

Cannot have restricted attachments.

Response: After Veteran Eagle enters your play area, each copy of Veteran Eagle you control gets +1, +1 and +1 until the end of the round.

But eagles have keen eyes and can see small things at a great distance. —The Hobbit

ALLY

Illus. Gus Hunter © Middle-earth Ent. © FFG © ALeP 41



2

1

1

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2

VETERAN EAGLE

Creature. Eagle. Warrior.

Cannot have restricted attachments.

Response: After Veteran Eagle enters your play area, each copy of Veteran Eagle you control gets +1, +1 and +1 until the end of the round.

But eagles have keen eyes and can see small things at a great distance. —The Hobbit

ALLY

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3

0

1

3

2

CHIEFTAIN OF THE SKIES

Creature. Eagle.

Devoted.

Cannot have restricted attachments.

Response: After Chieftain of the Skies enters your play area, ready an ally you control.

Behind them in long swift lines came all their vassals from the northern mountains. —The Return of the King

ALLY

Illus. Oscar Perez © Middle-earth Ent. © FFG © ALeP 42



3

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2

CHIEFTAIN OF THE SKIES

Creature. Eagle.

Devoted.

Cannot have restricted attachments.

Response: After Chieftain of the Skies enters your play area, ready an ally you control.

Behind them in long swift lines came all their vassals from the northern mountains. —The Return of the King

ALLY

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3

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1

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2

CHIEFTAIN OF THE SKIES

Creature. Eagle.

Devoted.

Cannot have restricted attachments.

Response: After Chieftain of the Skies enters your play area, ready an ally you control.

Behind them in long swift lines came all their vassals from the northern mountains. —The Return of the King

ALLY

Illus. Oscar Perez © Middle-earth Ent. © FFG © ALeP 42



1

BOX OF EARTH

Item. Gift.

Play only if you control a *Noldor* or *Silvan* hero.

Attach to a hero.

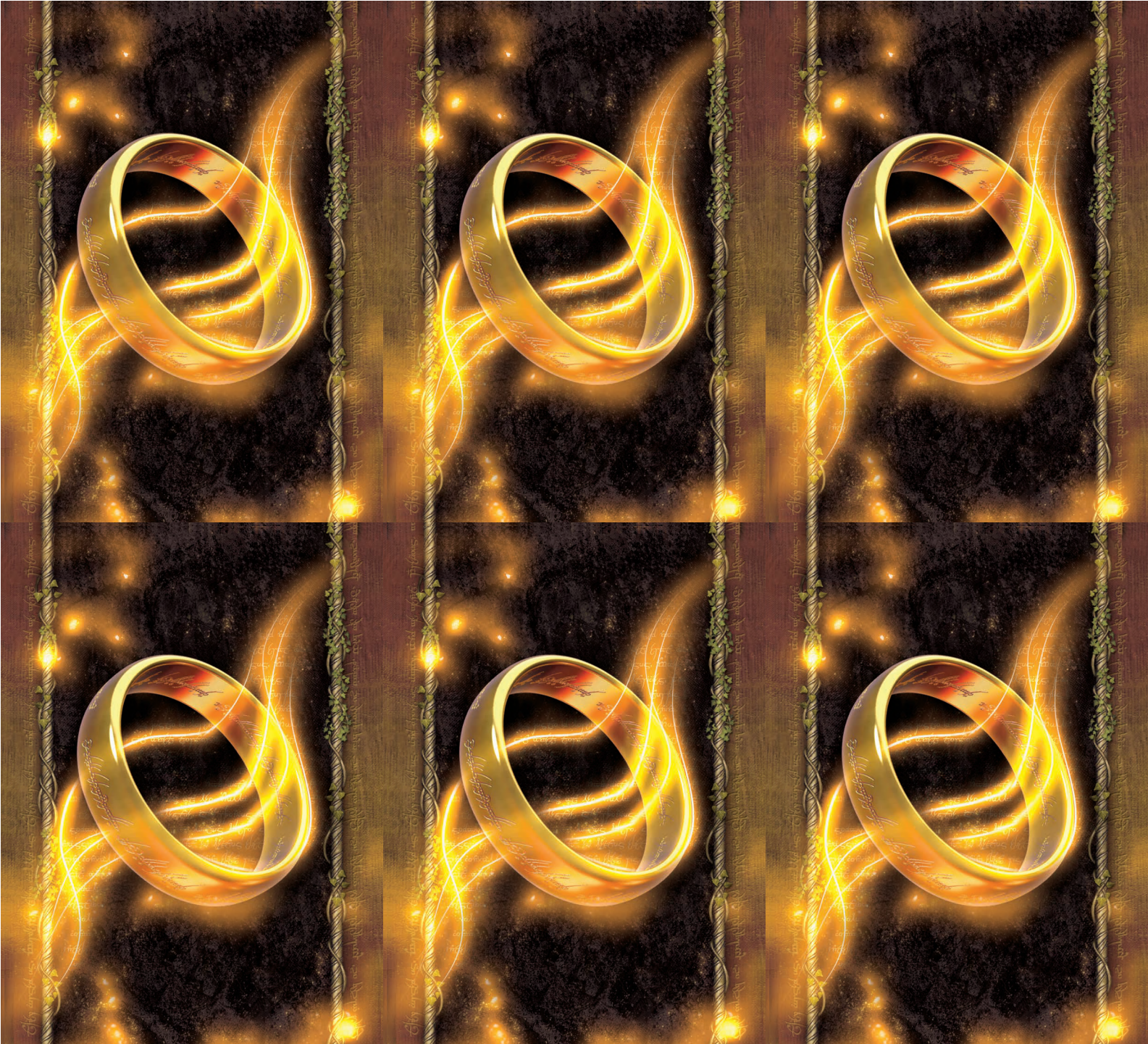
Action: Exhaust Box of Earth to choose a location. Place 1 progress on that location and give it the *Forest* trait until the end of the round.

"It will not keep you on your road, nor defend you against any peril; but if you keep it... it may reward you."

—Galadriel, The Fellowship of the Ring

ATTACHMENT

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1 **BOX OF EARTH**



Item. Gift.
Play only if you control a **Noldor** or **Silvan** hero.
Attach to a hero.

Action: Exhaust Box of Earth to choose a location. Place 1 progress on that location and give it the **Forest** trait until the end of the round.

*"It will not keep you on your road, nor defend you against any peril; but if you keep it... it may reward you."
—Galadriel, The Fellowship of the Ring*

ATTACHMENT

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43

1 **BOX OF EARTH**



Item. Gift.
Play only if you control a **Noldor** or **Silvan** hero.
Attach to a hero.

Action: Exhaust Box of Earth to choose a location. Place 1 progress on that location and give it the **Forest** trait until the end of the round.

*"It will not keep you on your road, nor defend you against any peril; but if you keep it... it may reward you."
—Galadriel, The Fellowship of the Ring*

ATTACHMENT

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43

2

1 **0** **0**



1 **ROVING HERDMASTER**

Dúnedain. Healer.
Response: After a player reduces their threat, heal 1 damage from a character you control. Then, you may give control of Roving Herdmaster to another player. (Limit once per round.)

*"Crush one in the water, and wash the wound clean, and I will bind it. Now it is your turn."
—Aragorn, The Fellowship of the Ring*

ALLY

Illus. Cubicle 7 © Middle-earth Ent. © FFG © ALeP

44

2

1 **0** **0**



1 **ROVING HERDMASTER**

Dúnedain. Healer.
Response: After a player reduces their threat, heal 1 damage from a character you control. Then, you may give control of Roving Herdmaster to another player. (Limit once per round.)

*"Crush one in the water, and wash the wound clean, and I will bind it. Now it is your turn."
—Aragorn, The Fellowship of the Ring*

ALLY

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44

2

1 **0** **0**



1 **ROVING HERDMASTER**

Dúnedain. Healer.
Response: After a player reduces their threat, heal 1 damage from a character you control. Then, you may give control of Roving Herdmaster to another player. (Limit once per round.)

*"Crush one in the water, and wash the wound clean, and I will bind it. Now it is your turn."
—Aragorn, The Fellowship of the Ring*

ALLY

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44

2

1 **1** **1**



1 **GRIP**

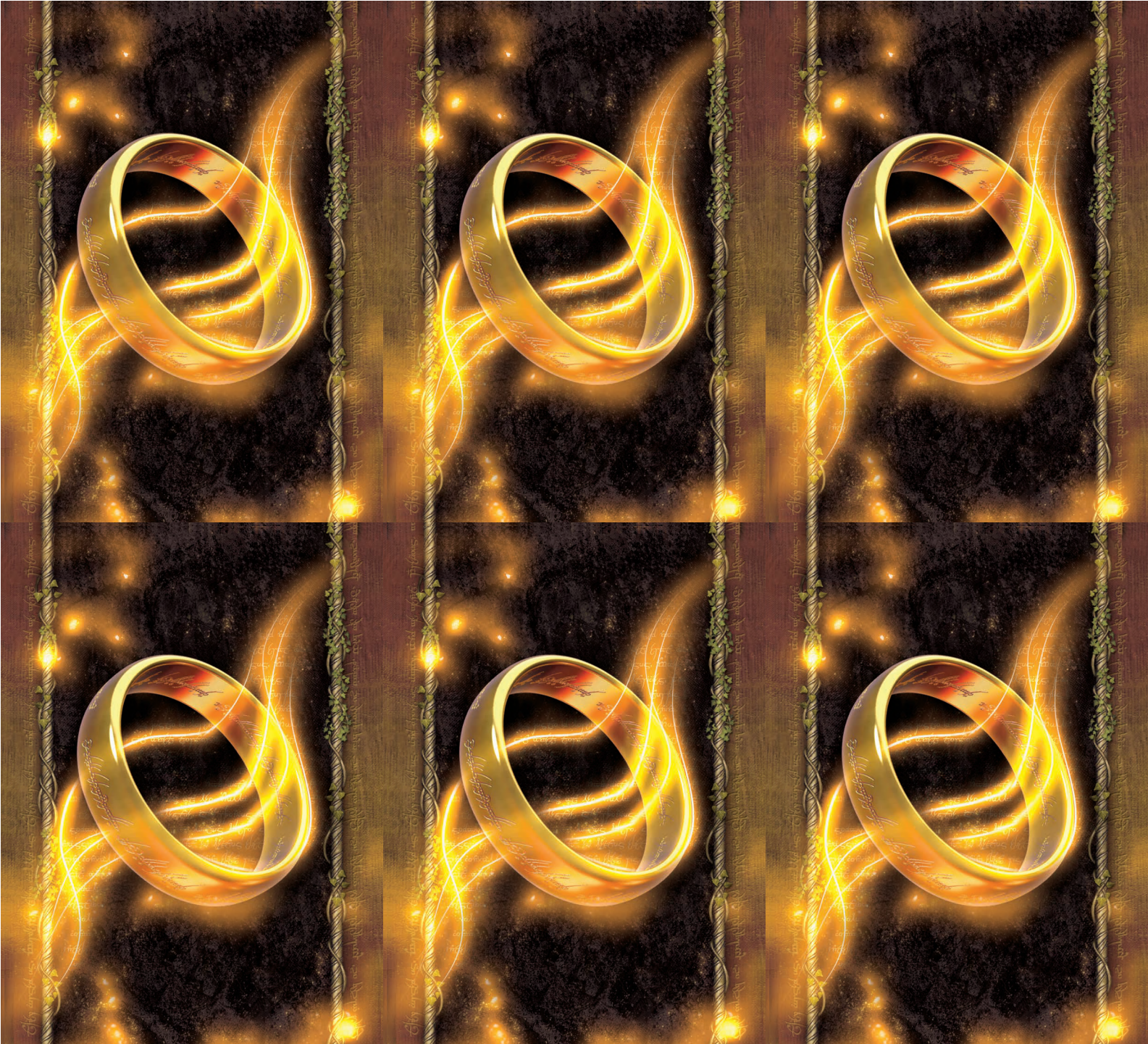
Creature.
Limit 1 per deck. Cannot have attachments. Each enemy in play gets +1 engagement cost.

Response: After Grip enters play, search your deck for a **Creature** ally and add it to your hand. Until the end of the phase, that ally does not require a resource match. Shuffle your deck.

ALLY

Illus. Damian Andino © Middle-earth Ent. © FFG © ALeP

45





2

1

1

1

1

FANG

Creature.

Limit 1 per deck. Cannot have attachments. Each enemy in play gets +1 engagement cost.

Response: After Fang enters play, search your deck for a **Creature** ally and add it to your hand. Until the end of the phase, that ally does not require a resource match. Shuffle your deck.

ALLY

Illus. Bethesda Softworks © Middle-earth Ent. © FFG © ALeP 46



2

1

2

0

WOLF

Creature.

Limit 1 per deck. Cannot have attachments. Each enemy in play gets +1 engagement cost.

Response: After Wolf enters play, search your deck for a **Creature** ally and add it to your hand. Until the end of the phase, that ally does not require a resource match. Shuffle your deck.

...most ferocious of the three... —The Fellowship of the Ring

ALLY

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0

HIDDEN ROOSTS

Eagle.

Response: When an **Eagle** ally leaves play, that ally's controller reduces their threat by X, where X is the printed cost of the ally. If X is 2 or less, that player also draws 1 card.

"May the wind under your wings bear you where the sun sails and moon walks." —Gandalf, The Hobbit

EVENT

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0

HIDDEN ROOSTS

Eagle.

Response: When an **Eagle** ally leaves play, that ally's controller reduces their threat by X, where X is the printed cost of the ally. If X is 2 or less, that player also draws 1 card.

"May the wind under your wings bear you where the sun sails and moon walks." —Gandalf, The Hobbit

EVENT

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0

HIDDEN ROOSTS

Eagle.

Response: When an **Eagle** ally leaves play, that ally's controller reduces their threat by X, where X is the printed cost of the ally. If X is 2 or less, that player also draws 1 card.

"May the wind under your wings bear you where the sun sails and moon walks." —Gandalf, The Hobbit

EVENT

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X

BREATH OF ARDA

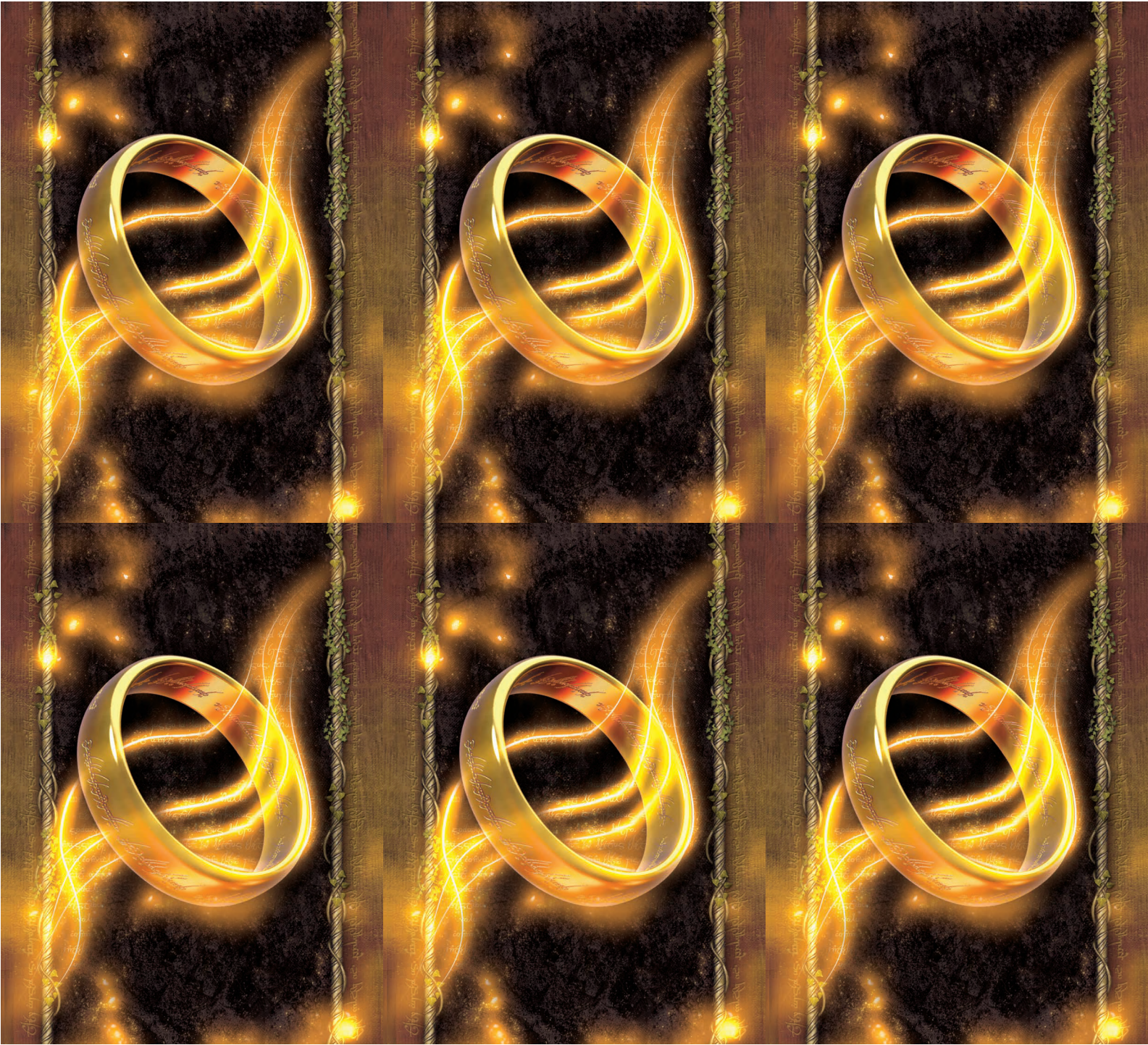
Eagle.

Encounter Action: Return X **Eagle** allies you own (under any player's control) to your hand. Then, put each of those allies into play under any player's control, one at a time. Remove Breath of Arda from the game.

"For we have need of speed greater than any wind." —Gandalf, The Return of the King

EVENT

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BREATH OF ARDA

Eagle.

Encounter Action: Return X *Eagle* allies you own (under any player's control) to your hand. Then, put each of those allies into play under any player's control, one at a time. Remove Breath of Arda from the game.

"For we have need of speed greater than any wind."
—Gandalf, *The Return of the King*

EVENT

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BREATH OF ARDA

Eagle.

Encounter Action: Return X *Eagle* allies you own (under any player's control) to your hand. Then, put each of those allies into play under any player's control, one at a time. Remove Breath of Arda from the game.

"For we have need of speed greater than any wind."
—Gandalf, *The Return of the King*

EVENT

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1 **GOLDEN CROWN**

Item. Artifact. Eagle.

Attach to an *Eagle* hero. Attached hero gains the *Noble* trait.

Action: Exhaust Golden Crown to choose an *Eagle* ally you own under any player's control. Either discard that ally from play to add 1 resource to attached hero's pool, or give control of that ally to a different player.

ATTACHMENT

Illus. José Derivado Júnior © Middle-earth Ent. © FFG © A.L.E.P. 50

1 **GOLDEN CROWN**

Item. Artifact. Eagle.

Attach to an *Eagle* hero. Attached hero gains the *Noble* trait.

Action: Exhaust Golden Crown to choose an *Eagle* ally you own under any player's control. Either discard that ally from play to add 1 resource to attached hero's pool, or give control of that ally to a different player.

ATTACHMENT

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1 **GOLDEN CROWN**

Item. Artifact. Eagle.

Attach to an *Eagle* hero. Attached hero gains the *Noble* trait.

Action: Exhaust Golden Crown to choose an *Eagle* ally you own under any player's control. Either discard that ally from play to add 1 resource to attached hero's pool, or give control of that ally to a different player.

ATTACHMENT

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1 **GUIDED BY FATE**

Condition.

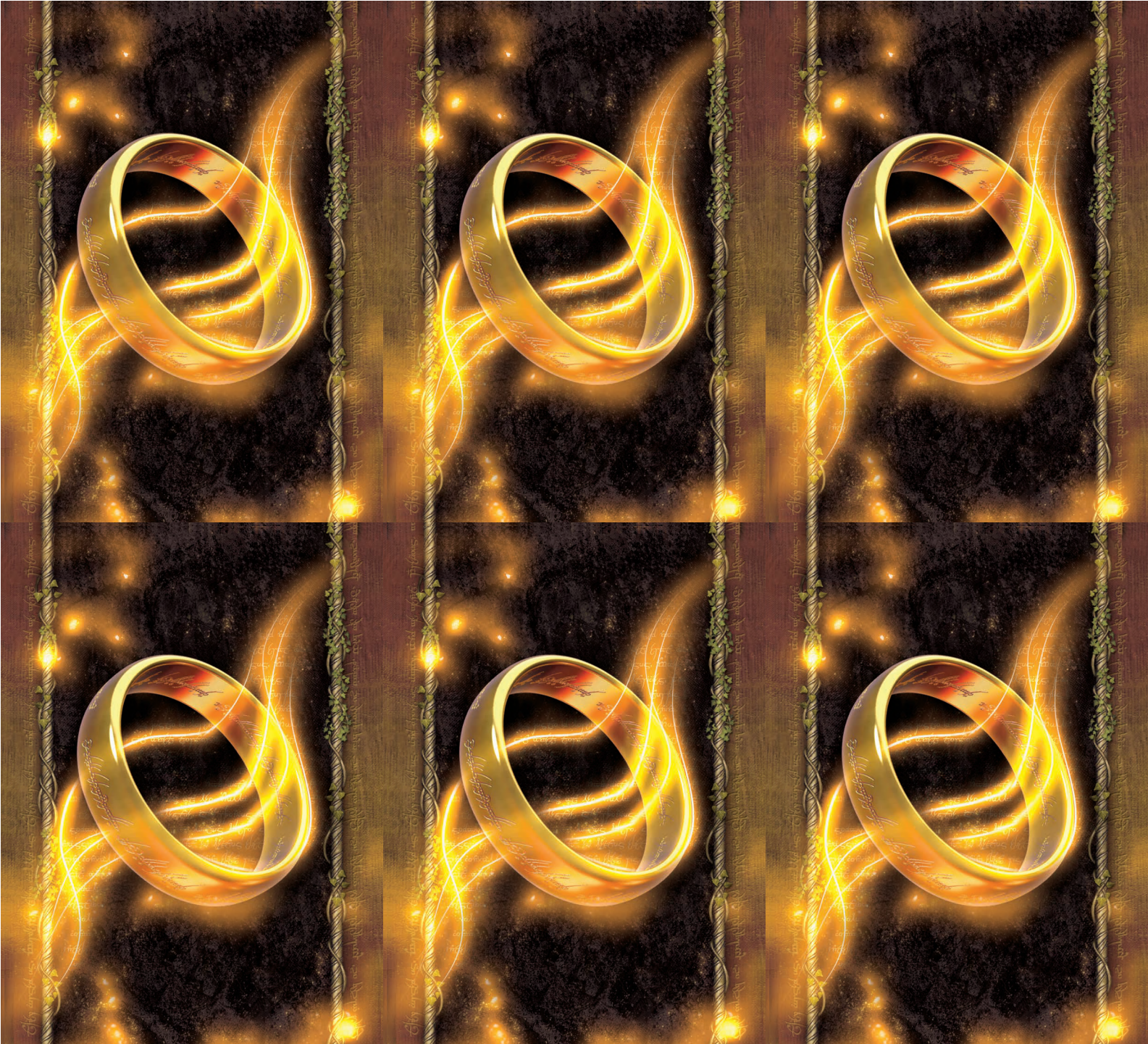
Attach to a hero.

Response: When you would shuffle a set-aside card with the encounter keyword into the encounter deck, shuffle it into the top 5 cards instead.

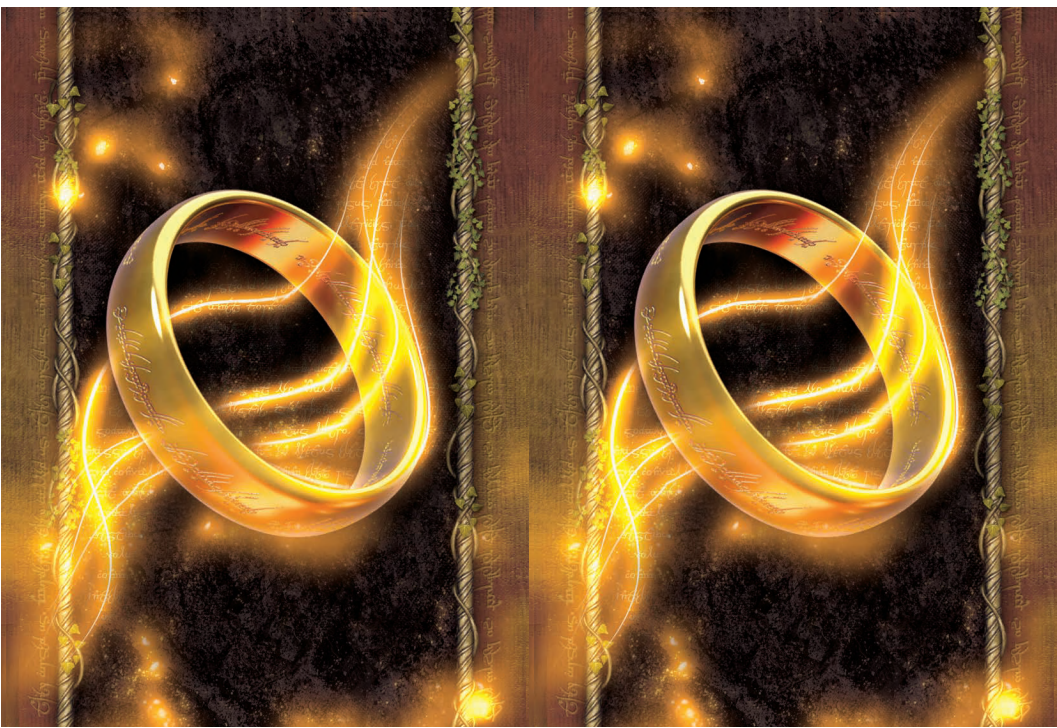
Action: If the encounter deck has 5 or more cards in it, exhaust Guided by Fate and raise your threat by 1 to shuffle the top card of the encounter discard pile into the top 5 cards of the encounter deck.

ATTACHMENT

Illus. Detlef Ott © Middle-earth Ent. © FFG © A.L.E.P. 51







WILD STEEDS

FIRE ON THE EASTERN NET



1/31

Forced: After an enemy enters play, place a steed from Wild Steeds on that enemy.

At the end of the round, if there are no steeds on Wild Steeds, the players lose the game.

"I'll bet there's all sorts of good things running wild in this country." —Sam, The Two Towers

OBJECTIVE

Illus. Behrzt Feyrullah

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52

CAPTURED STEEDS

FIRE ON THE EASTERN NET



2/31

Forced: When an enemy leaves play by any means other than being defeated, move all steeds from that enemy onto Captured Steeds.

Forced: When a location leaves play by any means other than being explored, move all steeds from that location onto Captured Steeds.

Their horses were of great stature, strong and clean-limbed... —The Two Towers

OBJECTIVE

Illus. Ken Stroud

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53

50

3

6

4

8

3/31



MORGAAK

Orc. Mordor.

Immune to player card effects.

Forced: At the beginning of the quest phase, Morgahk makes an immediate attack against the first player.

Forced: After Morgahk attacks and destroys a character, each enemy in the staging area captures its steeds.

ENEMY

VICTORY 5

Illus. Danc Madgwick

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54

SHORES OF ANDUIN

4



8

4/31

River.

Immune to player card effects.

While Shores of Anduin is in the victory display, the current quest gains **"Response:** When an enemy is destroyed, move X steeds from Captured Steeds to Wild Steeds. X is the destroyed enemy's printed ♣."

Travel: Each enemy in the staging area captures its steeds.

LOCATION

VICTORY 5

Illus. Unknown Artist

© Middle-earth Ent. © FFG © ALeP

55

45

2

5

2

6

5/31



WHITE MOUNTAIN BEASTMASTER

Orc.

Forced: After White Mountain Beastmaster engages you, either it makes an immediate attack, or it captures its steeds.

Shadow: Either the attacking enemy makes an additional attack after this one, or it captures its steeds.

ENEMY

Illus. Turbine

© Middle-earth Ent. © FFG © ALeP

56

45

2

5

2

6

6/31



WHITE MOUNTAIN BEASTMASTER

Orc.

Forced: After White Mountain Beastmaster engages you, either it makes an immediate attack, or it captures its steeds.

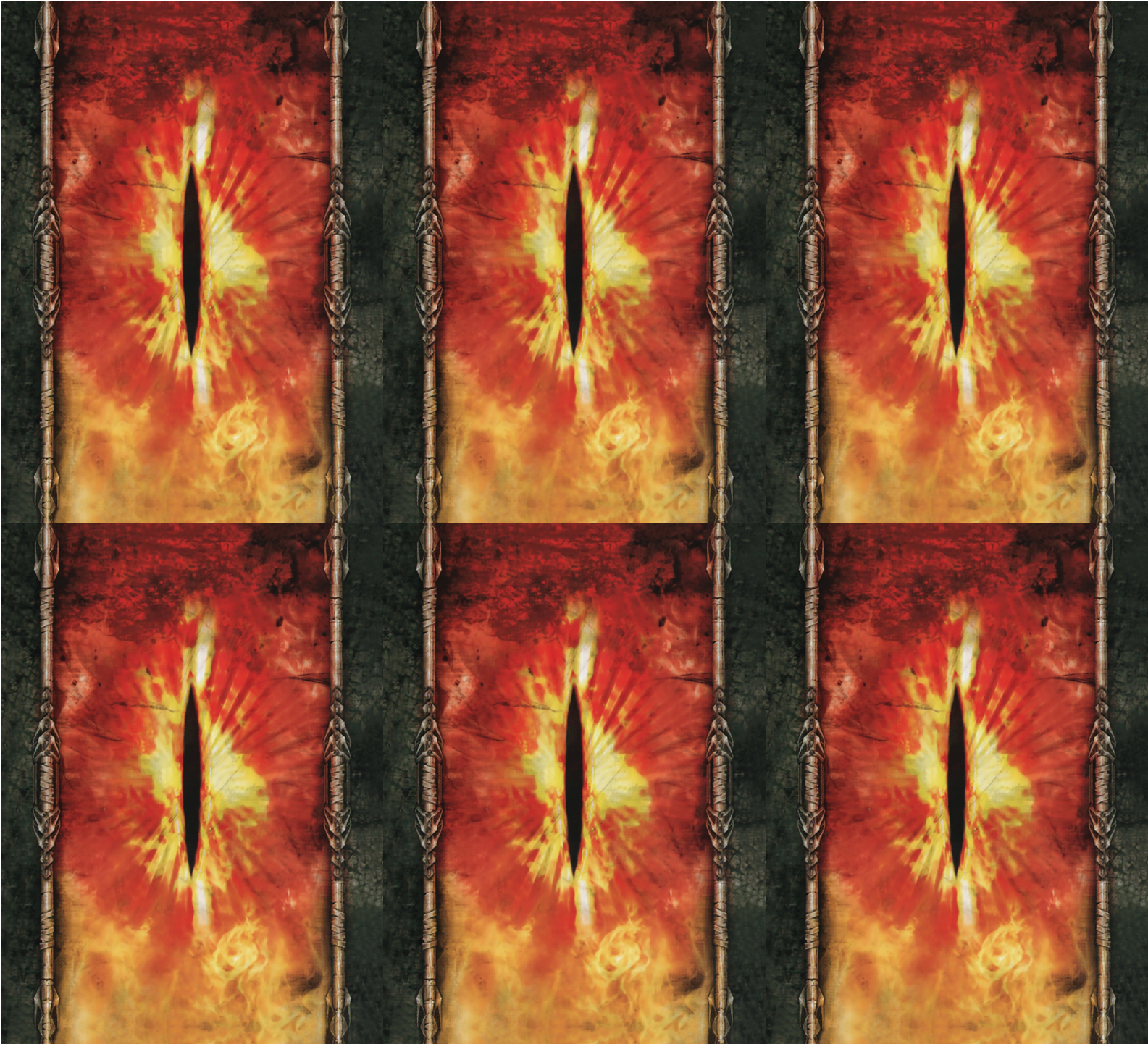
Shadow: Either the attacking enemy makes an additional attack after this one, or it captures its steeds.

ENEMY

Illus. Turbine

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56





30

3 ♣
3 ♠
2 ♠

4

ORC LOOKOUT

Orc. Snaga.

Forced: At the end of the combat phase, Orc Lookout captures its steeds.

Shadow: Either the attacking enemy cannot take damage this round, or it captures its steeds.

ENEMY

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30

3 ♣
3 ♠
2 ♠

4

ORC LOOKOUT

Orc. Snaga.

Forced: At the end of the combat phase, Orc Lookout captures its steeds.

Shadow: Either the attacking enemy cannot take damage this round, or it captures its steeds.

ENEMY

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28

1 ♣
2 ♠
3 ♠

2

ORCISH WRANGLER

Orc.

Surge.

Forced: When Orcish Wrangler attacks, move a steed from the active location to Orcish Wrangler.

Shadow: If there are more steeds on Wild Steeds than on Captured Steeds, attacking enemy captures its steeds.

ENEMY

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28

1 ♣
2 ♠
3 ♠

2

ORCISH WRANGLER

Orc.

Surge.

Forced: When Orcish Wrangler attacks, move a steed from the active location to Orcish Wrangler.

Shadow: If there are more steeds on Wild Steeds than on Captured Steeds, attacking enemy captures its steeds.

ENEMY

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28

1 ♣
2 ♠
3 ♠

2

ORCISH WRANGLER

Orc.

Surge.

Forced: When Orcish Wrangler attacks, move a steed from the active location to Orcish Wrangler.

Shadow: If there are more steeds on Wild Steeds than on Captured Steeds, attacking enemy captures its steeds.

ENEMY

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OPEN MEADOWS

1 ♣

3

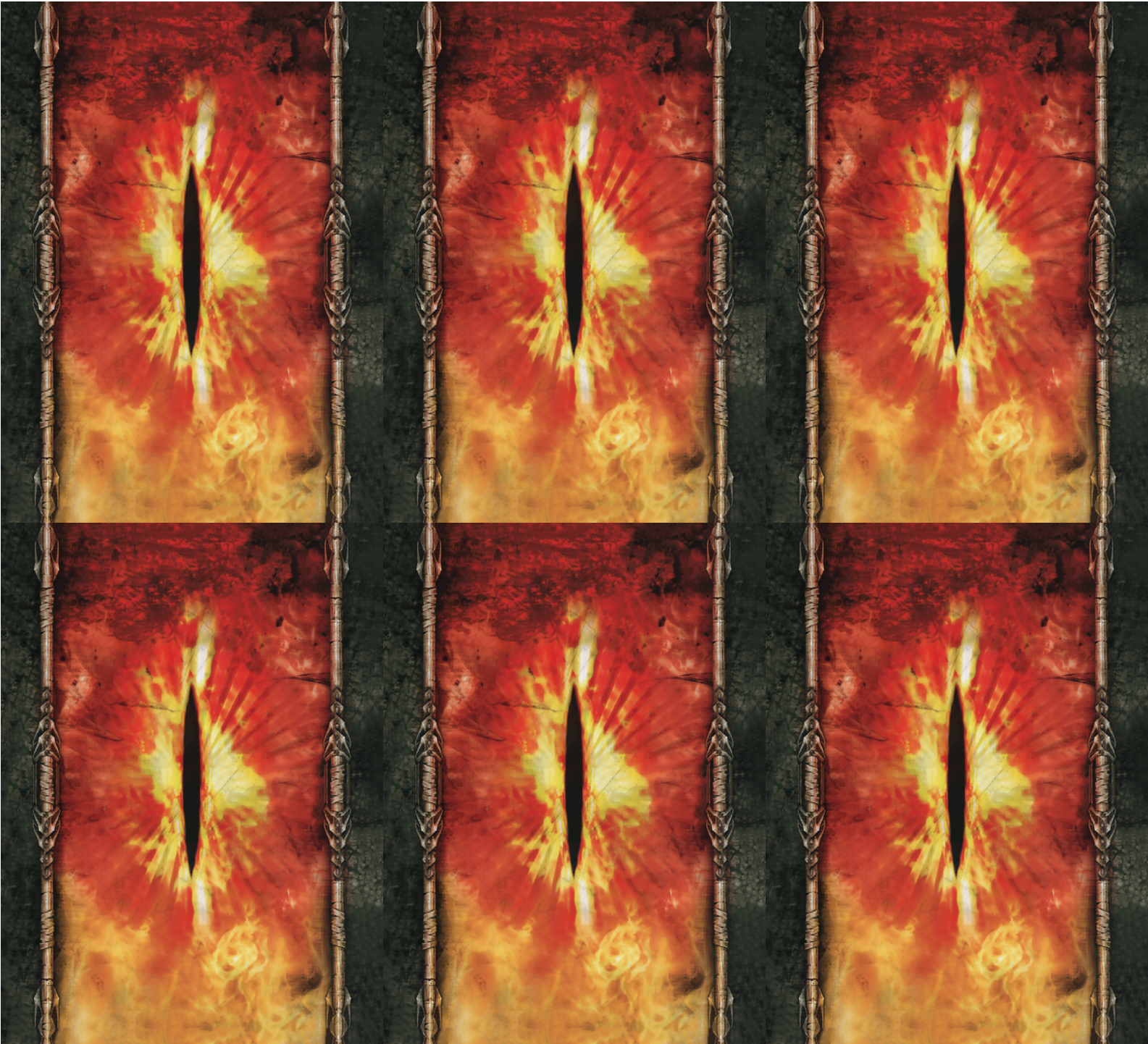
Plains.

Steeds 2.

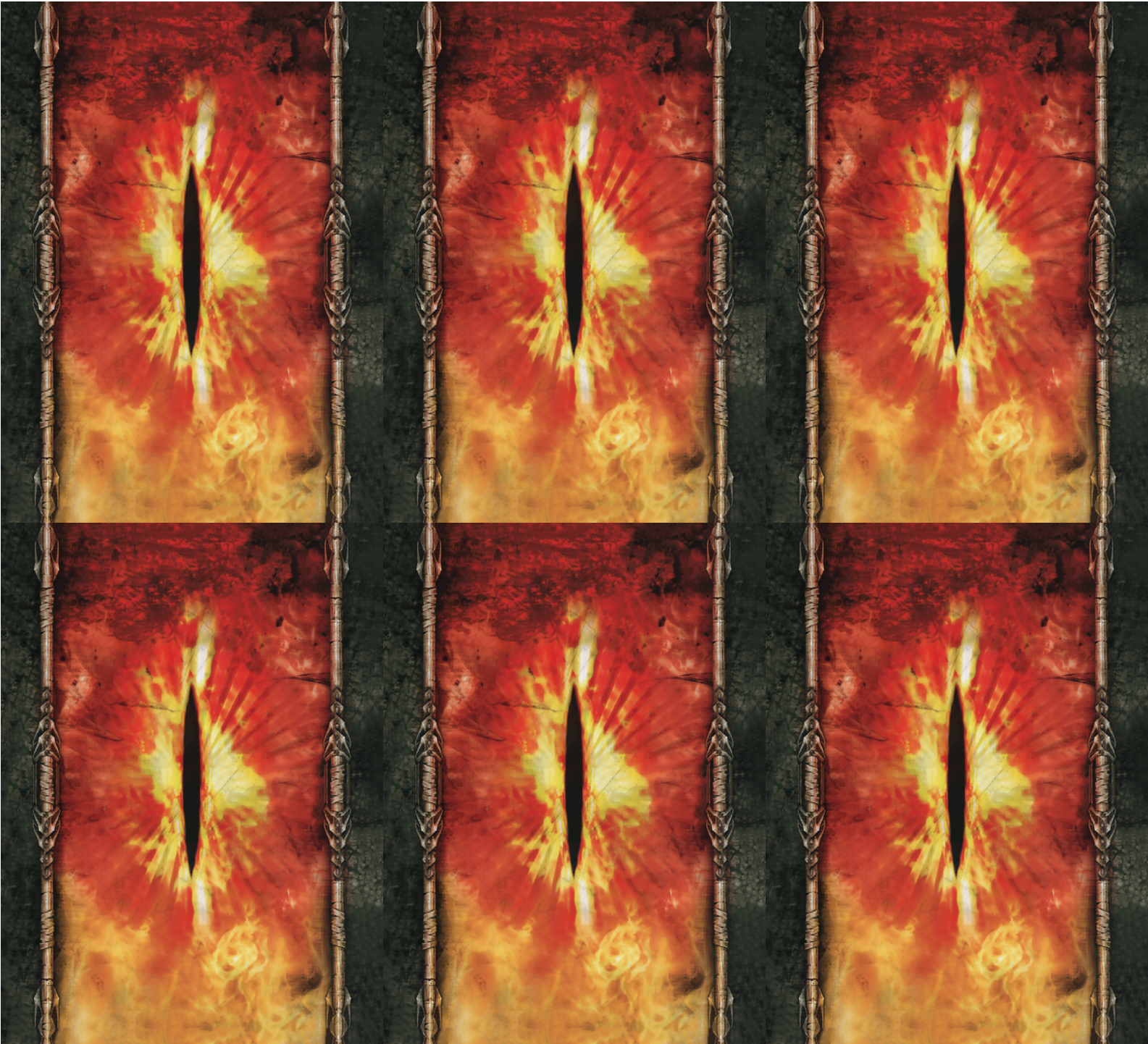
While Open Meadows is in the staging area, it gains: **Forced:** At the end of the combat phase, add the topmost enemy in the encounter discard pile to the staging area."

LOCATION

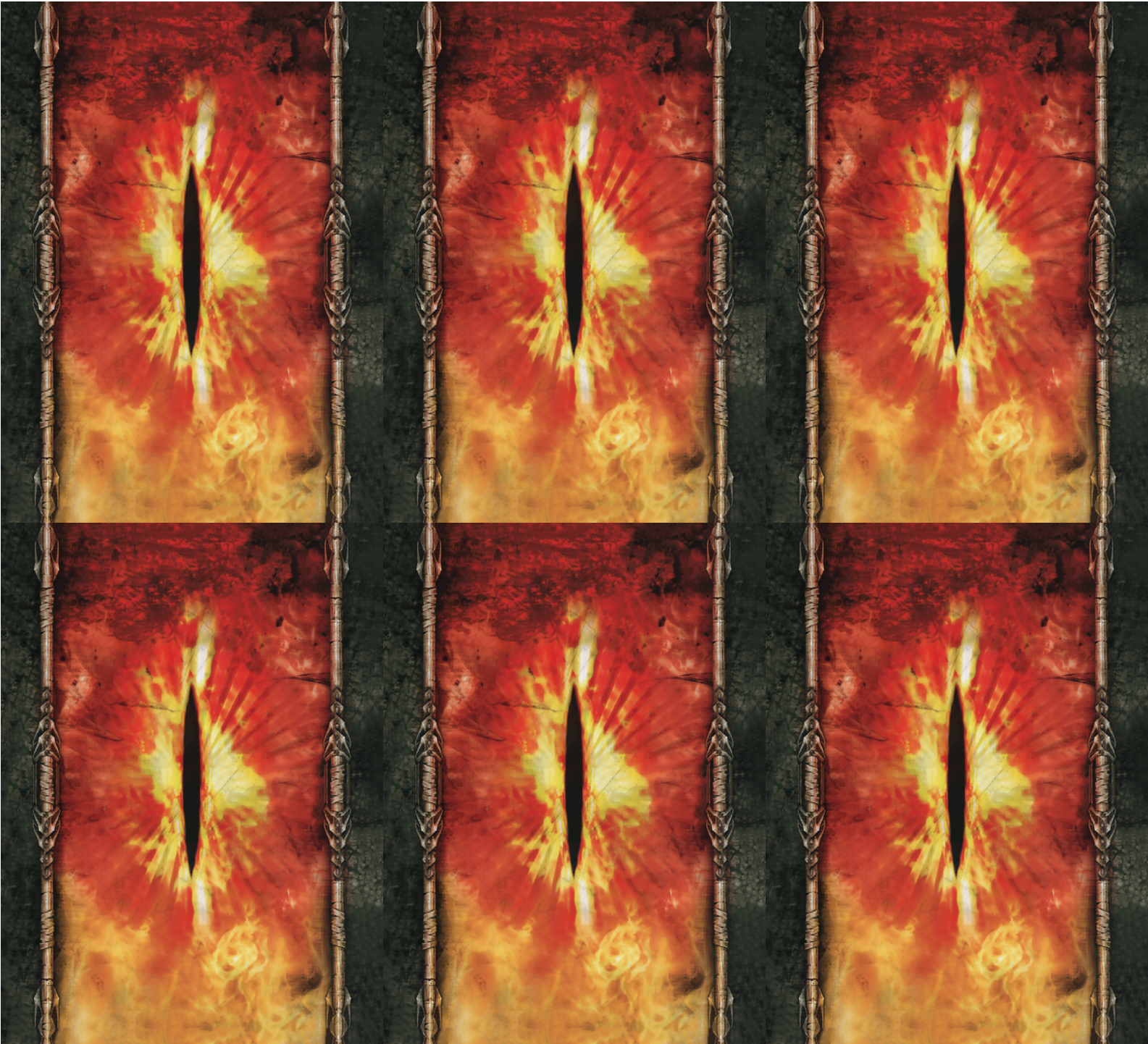
Illus. Johannes Voss © Middle-earth Ent. © FFG © A.L.e.P. 59











DANICKED HORSES



When Revealed: Move a steed from Wild Steeds to each enemy in play. If there are less than 1 ♠ enemies in play, search the encounter deck and discard pile for an enemy and add it to the staging area. Shuffle the encounter deck if searched.

Shadow: Attacking enemy gets +1 ♠ (+2 ♠ instead if there are more steeds on Wild Steeds than on Captured Steeds).

TREACHERY

Illus. Willem Haerzaets

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64

DANICKED HORSES



When Revealed: Move a steed from Wild Steeds to each enemy in play. If there are less than 1 ♠ enemies in play, search the encounter deck and discard pile for an enemy and add it to the staging area. Shuffle the encounter deck if searched.

Shadow: Attacking enemy gets +1 ♠ (+2 ♠ instead if there are more steeds on Wild Steeds than on Captured Steeds).

TREACHERY

Illus. Willem Haerzaets

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64

CRACKING HORSE WHIP



When Revealed: For each ready character a player controls, they must choose: either exhaust that character, or deal 1 damage to it. If there are more steeds on Wild Steeds than on Captured Steeds, Cracking Horse Whip gains surge.

"Where there's a whip there's a will, my slugs."
—The Return of the King

TREACHERY

Illus. Uthoff

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65

CRACKING HORSE WHIP



When Revealed: For each ready character a player controls, they must choose: either exhaust that character, or deal 1 damage to it. If there are more steeds on Wild Steeds than on Captured Steeds, Cracking Horse Whip gains surge.

"Where there's a whip there's a will, my slugs."
—The Return of the King

TREACHERY

Illus. Uthoff

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65

EXHAUSTED PURSUIT



When Revealed: Either each enemy in play captures its steeds, or exhaust each damaged character.

Shadow: Exhaust a damaged character you control.

Dazed as he was with pain and weariness, Sam woke up... —The Return of the King

TREACHERY

Illus. Rob Joseph

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66

EXHAUSTED PURSUIT



When Revealed: Either each enemy in play captures its steeds, or exhaust each damaged character.

Shadow: Exhaust a damaged character you control.

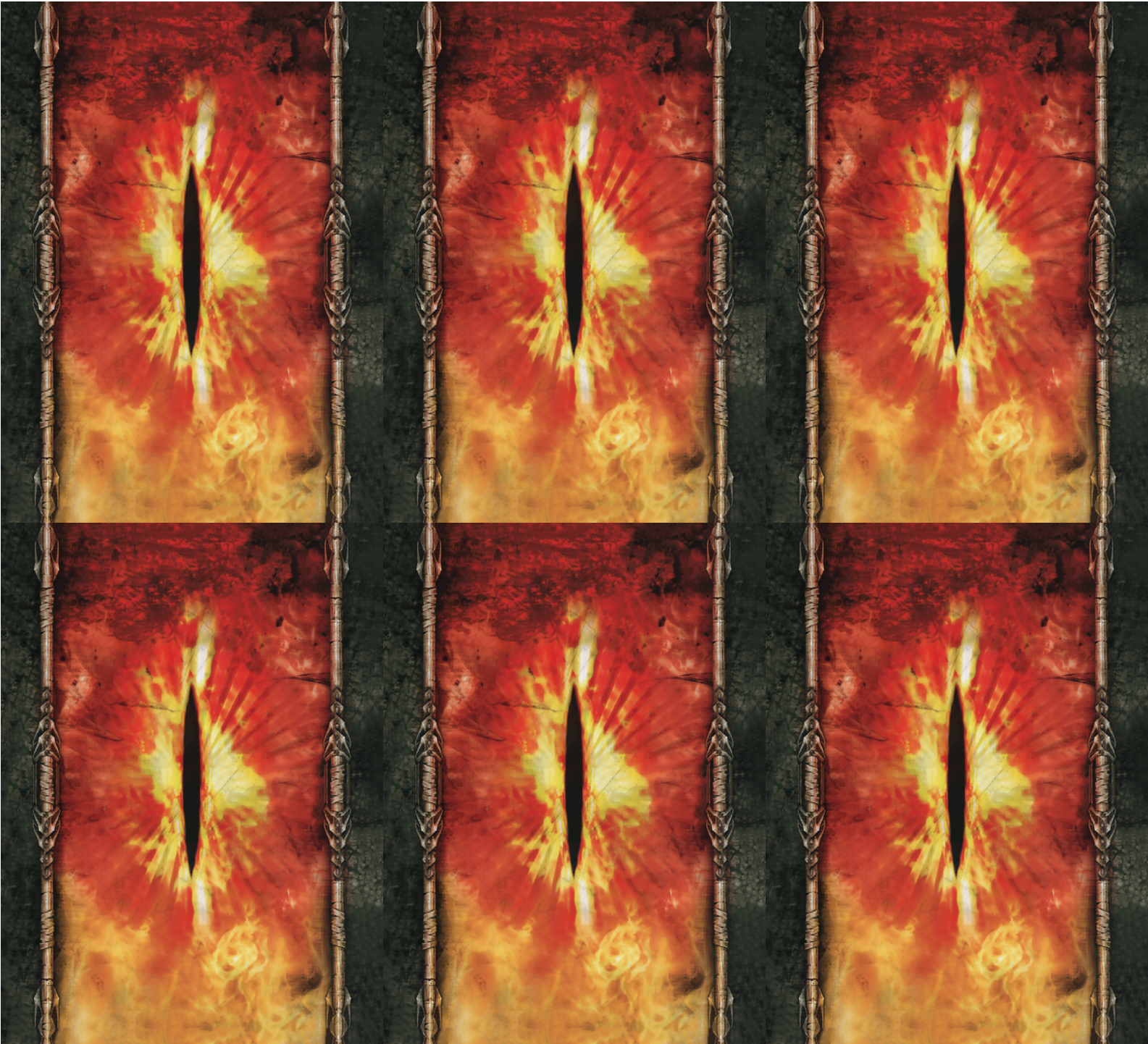
Dazed as he was with pain and weariness, Sam woke up... —The Return of the King

TREACHERY

Illus. Rob Joseph

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66







FIRE ON THE EASTEMNET

Welcome to *Fire on the Eastemnet*, an **unofficial** fan Adventure Pack, developed by A Long-extended Party (ALeP).

This expansion sees the heroes attempting to defeat a band of orcish horse thieves in the fields of Rohan.

Component Overview

The *Fire on the Eastemnet* Adventure Pack includes 70 cards, consisting of:

- 4 Rules Cards
- 31 Encounter Cards
- 2 Hero Cards
- 3 Quest Cards
- 30 Player 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.

Page 1/8

"Impossible," said Éomund. "The bloodline of Haleth has withered. Or so it is said."

"Nothing is impossible, my lord," said Ealdwulf. "For brother is set against brother, and blood turns against blood. Every oath of Man is at hazard."

"Go, my friends," said Éomund. "Ride for the Eastemnet. Prove yourselves upon this oath of oaths. Find Gálmód. Find him and bring him back."

And so the heroes rode, day upon day, wills bound to the promise of justice. Their oath propelled them ever forward, through gale and pulse of heat. They visited the hamlets of decent folk – horse-breeders and plowmen, laborers who smelt of salt and straw and took their meals with a smile. Many such villages did the heroes visit, and each offered the same unanswerable question. "How many would see their king deposed? How many would betray their people in the name of some faithless usurper?" As they journeyed, this uncertainty grew. Each village seemed a little grayer, a little less kindly. They slept little, and when they did it was roughly, in empty fields or in the stables amid the nicker of half-broken geldings and dark-eyed mares.

It was on one such night, looking outward on the endless plains, that they spotted a familiar glow in the distance. Against the purple curtain of dusk, a hand

Page 4/8

Expansion Symbol

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



Fire on the Eastemnet

Difficulty level = 6

"So, it was Gálmód all along," said one of the heroes.

"Can't say I'm surprised," said another. "Ever since he butchered that Dunlending at Erelas, it's been clear he had something to hide."

"But to betray the oaths of fealty," said Éomund, twisting his hand on the bronzed grip of his sword. "This is foul treason. Come, soldiers. Where is Gálmód Worm-heart? Gúthwinë thirsts for the wretch's ignoble blood."

Just then, a man of the marshall's éored burst into the room. "My lord! The traitor slipped his guards in the night. There is no sign of him among the townsfolk."

Page 2/8

of fire rose up, and with it the smell of smoke and burnt grass. And something fouler still, something they recognized at once.

"Orcs," said one of the heroes. "The scattered host has been made whole."

"Then we shall unmake them," said another.

"*Fire on the Eastemnet*" is played with an encounter deck built with all the cards from the following encounter sets: *Fire on the Eastemnet* and *Orc-host*. (*Orc-host* can be found in the **Children of Eorl** deluxe expansion.) These sets are indicated by the following icons:



Page 5/8

Éomund grimaced, a red rage climbing his neck. "Is there no end to our misfortune? Take half a hundred horses. Scatter far and wide. Scour the country, from the Entwash to the Anduin. Devily dare not rest while the men of Rohan are abroad."

"We will soon depart," said one of the heroes. "But first we must speak with Ealdwulf, your advisor. He swore to tell us of the sign of the white horse on a red field. It has been seen among the traitorous Rohirrim who attacked us at the beacon and amid the city streets."

Ealdwulf bowed slightly. He was an old man, though with a royal bearing. He had the broad shoulders of a warrior, and remained unbent in his old age.

"That sigil is well-known in Aldburg," he said. "For it was the coat of arms of Haleth, princely son of Helm Hammerhand. He was well-loved by the men here. They still celebrate his valour in the Old War against Dunland. When he died..." Ealdwulf paused. "When he and his brother perished, the line of succession was broken. And so the crown of Rohan passed to the grandfathers of Thengel-king."

"Could it be Gálmód and his men seek to restore the line of Haleth?" said a hero.

Page 3/8

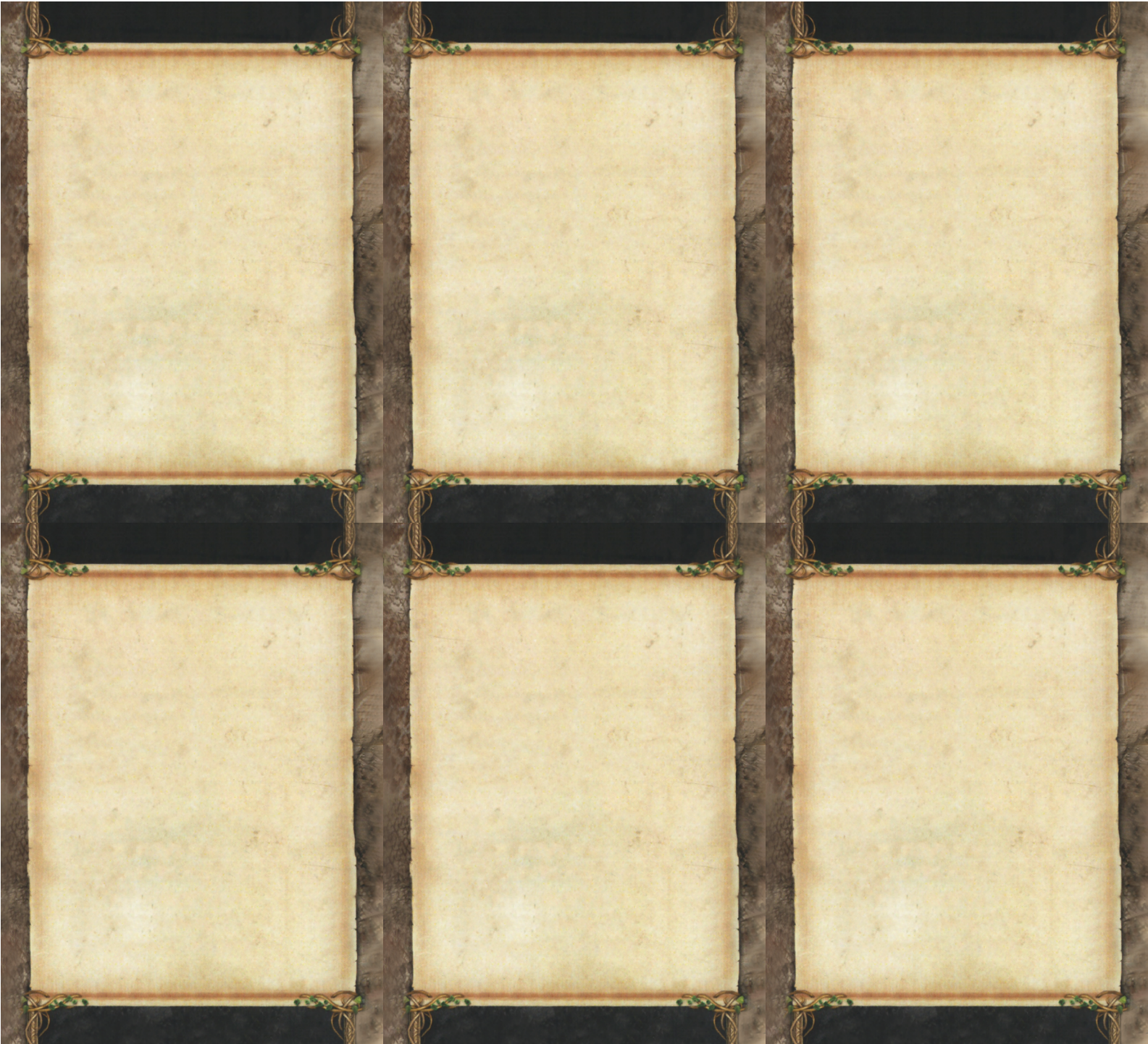
Steeds X

Steeds is a new keyword found on locations and quest cards in "Fire on the Eastemnet". The Steeds keyword uses resource tokens to represent the steeds roaming Rohan which are vulnerable to capture by orcs. When a card with the Steeds keyword enters play, place resource tokens on it equal to its specified value X. Resource tokens placed on a card in this way are called "steeds" and do not count as resources. When a location is explored, a quest stage is defeated, or an enemy is defeated, move all steeds from that card to the Wild Steeds objective card.

Wild Steeds & Captured Steeds

When setting up the scenario, stage 1A instructs the players to put the objective cards Wild Steeds and Captured Steeds into the staging area. These cards represent the fate of the horses of Rohan. During the game, scenario effects will add steeds to Wild Steeds and Captured Steeds. To win the game, the players will need to finish with more steeds on Wild Steeds than on Captured Steeds.

Page 6/8



Capturing Steeds

When an enemy "captures steeds", move all steeds from that enemy to Captured Steeds. Then, move one steed from Wild Steeds to that enemy.

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

At last the heroes rallied, pushing the orc-host to the very banks of the Anduin.

"Ride!" cried a hero. "Ride this rabble into the river's rush!" And with one great charge, the heroes leapt among the routed orcs, and their foes leapt from the rocks or fled into the river to be washed away like bracken.

The heroes gathered what horses remained, returning them to the fields and stables. "'Tis well and good we stopped these thieves," said one of the heroes. "For if war is to fall upon Rohan, she will have need of fresh horses."

That night, as they oiled their blades and sang songs on the riverbank, the heroes were approached by a lone

Page 7/8

rider. A scout, who removed his helmet and bent his head.

"Welcome, man of Rohan. Rest by our fire a while. You have missed quite a skirmish."

"It was the smoke and screaming by which I found you, masters. I bear a message from Lord Éomund. Gálmód has been spotted crossing the Éntwade into the western plains. He is laying low, traveling slowly by night. My Lord summons you to fulfill your vow."

"Then west shall we ride," said one of the heroes. "For westward lies honor and oath."

The story continues in "The Gap of Rohan," the third Adventure Pack in the "Oaths of the Rohirrim" cycle.

Page 8/8



3A

TO THE RIVER!

FIRE ON THE EASTEMNET

The last of the orcs rally to their leader, the warchief Morgahk. Now is the moment to break their formation and press them with force of arms and strength of will.

When Revealed: Shuffle the encounter discard pile into the encounter deck. The first player adds Shores of Anduin and Morgahk to the staging area. Each other player discards cards from the top of the encounter deck until an enemy is discarded and adds that enemy to the staging area.

Illustration: Walter Prowse

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A Long-extended Party
presents

FIRE ON THE EASTEMNET

ILLUSTRATION: WILLEM HAENRAETS

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ADVENTURE PACK

ALeP

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

DOACHERS IN THE NIGHT

FIRE ON THE EASTEMNET

With fire and whip, the orc-host has regrouped to rob Rohan of its prized steeds.

Setup: Set Shores of Anduin, Orc Battalion, and Morgahk aside, out of play. Make a copy of Pillaged Stables the active location. Add Wild Steeds, Captured Steeds, and 1 copy of Eastemnet Pastures to the staging area. Place 1 plus 3 1A steeds on Wild Steeds. Each player searches the encounter deck for a different enemy and adds it to the staging area. Shuffle the encounter deck.

Illustration: Brian Vadeit

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RELENTLESS FORCES

FIRE ON THE EASTEMNET

Raging after the defeat of warchief Thrak, the orc-host masses over the countryside, wreaking havoc. "On, on!" they cry, baying for horse-meat.

When Revealed: Shuffle the encounter discard pile into the encounter deck. The first player adds Orc Battalion to the staging area. Each other player discards cards from the top of the encounter deck until an enemy is discarded and adds that enemy to the staging area.

Illustration: Brian Erikson

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Illustration: Brian Erikson

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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



36

TO THE RIVER!

FIRE ON THE EASTEMNET

15

Morgoth cannot leave the staging area unless there are at least 15 progress tokens here.
Forced: At the end of the round, return each engaged enemy to the staging area. If there are more steeds on Wild Steeds than on Captured Steeds, each enemy in the staging area captures its steeds.

The players cannot defeat this stage while Morgoth is in play. After Morgoth is destroyed, if there are more steeds on Wild Steeds than on Captured Steeds, the players win the game. Otherwise, the players lose the game.

Illustration: Walter Hovius

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4 70

16

DOACHERS IN THE NIGHT

FIRE ON THE EASTEMNET

8

Setting out from the stables, you attack the horse-thieves head on! Push them back from the fields before they make away with their stolen beasts.
Steeds 3 2.

Forced: At the end of the round, move 1 2 steed from this stage to Captured Steeds. If there are no steeds remaining here, advance to the next stage.

Illustration: Vachell

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4 68

26

RELENTLESS FORCES

FIRE ON THE EASTEMNET

12

The orcs will not be satisfied until they reap the fields of stallion and mare. Flank them and scatter them to the east!

Steeds 3 2.

Forced: At the end of the round, if there are any enemies in play, move 1 2 steeds from this stage to Captured Steeds.

This stage cannot be defeated while Orc Battalion is in play.

Illustration: Erikson

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4 69

After unraveling the conspiracy at Aldburg, you have sworn an oath to track down the Rohirric traitor and bring him to justice. Pursuing him across the green lands of Rohan, and with civil war threatening the country of Horse-lords, your search is interrupted by a plume of smoke. A mighty orc band has descended into the countryside, seizing as many warhorses as they can. If war is to come, Rohan will need her horses.

Expansion Design by
A Long-extended Party



The Core Set
and Children of Eorl
expansion are
required to play

www.alongextendedparty.com

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