



**28**

2 ♠  
3 ♣  
2 ♠

**3**

**MOUNTAIN WARG**

*Creature. Warg.*

If Mountain Warg is dealt a shadow card with no effect, return Mountain Warg to the staging area after it attacks.

*Shadow:* Attacking enemy gets +1 ♣. Return it to the staging area after this attack.

**ENEMY**

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**41**

3 ♠  
5 ♣  
3 ♠

**6**

**ORC CAPTAIN**

*Orc.*

The players cannot win the game while Orc Captain is in play.

*Shadow:* If this attack destroys an ally, the attacking enemy makes an additional attack against you after this one.

**ENEMY** **VICTORY 1**

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**41**

3 ♠  
5 ♣  
3 ♠

**6**

**ORC CAPTAIN**

*Orc.*

The players cannot win the game while Orc Captain is in play.

*Shadow:* If this attack destroys an ally, the attacking enemy makes an additional attack against you after this one.

**ENEMY** **VICTORY 1**

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**35**

2 ♠  
3 ♣  
1 ♠

**3**

**ORC OF THE EYE**

*Orc.*

Surge.

**When Revealed:** Deal 1 damage to the hero with the lowest threat cost.

*Shadow:* Add Orc of the Eye to the staging area.

**ENEMY**

Ilus. Tey Barlowe NOT FOR SALE ©Middle-earth Enterprises CFFG 49



**20**

2 ♠  
2 ♣  
2 ♠

**2**

**WARG MOUNT**

*Creature. Warg.*

**When Revealed:** Attach to the *Orc* enemy with the lowest engagement cost and return that enemy to the staging area. Limit 1 per enemy. (Counts as a *Mount* attachment with the text: "Attached enemy gets +2 ♠, +2 ♣, +2 ♠, and +2 hit points. **Forced:** When attached enemy leaves play, add Warg Mount to the staging area.")

**ENEMY**

Ilus. Mariusz Gindzel NOT FOR SALE ©Middle-earth Enterprises CFFG 50



**20**

2 ♠  
2 ♣  
2 ♠

**2**

**WARG MOUNT**

*Creature. Warg.*

**When Revealed:** Attach to the *Orc* enemy with the lowest engagement cost and return that enemy to the staging area. Limit 1 per enemy. (Counts as a *Mount* attachment with the text: "Attached enemy gets +2 ♠, +2 ♣, +2 ♠, and +2 hit points. **Forced:** When attached enemy leaves play, add Warg Mount to the staging area.")

**ENEMY**

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**10**

1 ♠  
2 ♣  
0 ♠

**2**

**WOLF RIDER**

*Orc. Goblin.*

Surge.

**Forced:** After Wolf Rider is defeated, shuffle it from the encounter discard pile into the encounter deck.

*Shadow:* Put Wolf Rider into play engaged with you.

**ENEMY**

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**10**

1 ♠  
2 ♣  
0 ♠

**2**

**WOLF RIDER**

*Orc. Goblin.*

Surge.

**Forced:** After Wolf Rider is defeated, shuffle it from the encounter discard pile into the encounter deck.

*Shadow:* Put Wolf Rider into play engaged with you.

**ENEMY**

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**10**

1 ♠  
2 ♣  
0 ♠

**2**

**WOLF RIDER**

*Orc. Goblin.*

Surge.

**Forced:** After Wolf Rider is defeated, shuffle it from the encounter discard pile into the encounter deck.

*Shadow:* Put Wolf Rider into play engaged with you.

**ENEMY**

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