

1

THROWING AXE

Item. Weapon.
Attach to a \dagger or *Corsair* character. Restricted.
Attached character gets +1 \heartsuit (+2 \heartsuit instead if it has 2 or more resources in its resource pool).
Action: Spend 1 resource from attached character's resource pool and discard Throwing Axe to deal 1 damage to an enemy not engaged with you.

ATTACHMENT

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2

1 \heartsuit

1 \spadesuit

0 \clubsuit

0 \diamondsuit

1

DARING TRAILBLAZER

Silvan. Scout.
Response: After at least 1 progress is placed on a location in the staging area, if that location isn't explored, exhaust Daring Trailblazer to make that location the active location. (If there is another active location, return it to the staging area.)

ALLY

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2

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HORSE-LORDS

Action: Draw 1 card for each hero you control with a *Mount* attachment.
"And I was glad, for in the Riddermark of Rohan the Rohirrim, the Horse-lords, dwell, and there are no horses like those that are bred in that great vale between the Misty Mountains and the White."
—Gandalf, *The Fellowship of the Ring*

EVENT

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2 \spadesuit

0 \clubsuit

0 \diamondsuit

2

EASTERLING ARCHER

Easterling. Archer.
Ranged.
While Easterling Archer has at least 1 restricted attachment on it, it gains: "**Response:** When you engage an enemy, exhaust Easterling Archer to immediately declare it as an attacker (and resolve its attack) against that enemy."

ALLY

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