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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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ALLY

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VETERAN WAINRIDER

Easterling Wainrider. Warrior.

You may play this card as a **Mount** attachment with: “Attach to a character. Restricted. Attached character gets +2 hit points. When this card becomes unattached, put it into play as an ally.”

Response: After Veteran Wainrider or attached character defends against an attack, heal 1 damage from it.

ALLY

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ALLY

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ALLY

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FRÉAHILD

Rohan. Warrior.

While Fréahild has a **Mount** attachment, she loses the ally card type, gains the hero card type, and gains the resource icons of each sphere on a **Mount** attachment on her.

You may play **Mount** attachments on Fréahild as if she had the hero card type and as if she had each printed sphere.

ALLY

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ALLY

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FRÉAHILD

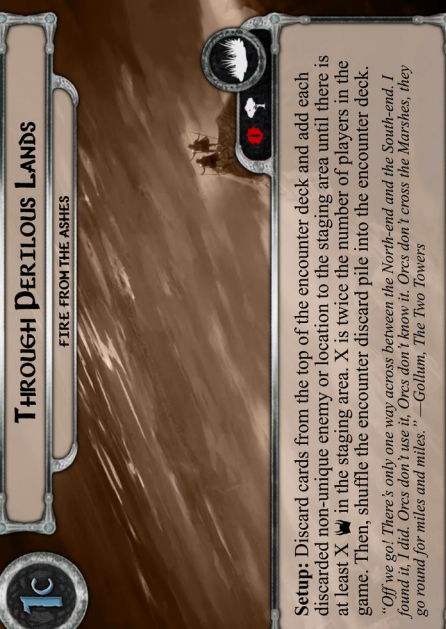
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ALLY

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THROUGH PERILOUS LANDS

FIRE FROM THE ASHES

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Setup: Discard cards from the top of the encounter deck and add each discarded non-unique enemy or location to the staging area until there is at least X in the staging area. X is twice the number of players in the game. Then, shuffle the encounter discard pile into the encounter deck.

“Off we go! There’s only one way across between the North-end and the South-end. I found it. I did. Orcs don’t use it. Orcs don’t know it. Orcs don’t cross the Marshes, they go round for miles and miles.” —Gollum, *The Two Towers*

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