

THE FINAL ASSAULT

FIRE FROM THE ASHES

3F

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Each enemy in the staging area gets -20 engagement cost. While at least 1 player is engaged with a non-unique enemy, the players cannot defeat this stage. If the players defeat this stage, they win the game. The players may return to stage 2 at the end of the planning phase.

Illustration: Dark Zarecki

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37

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10

EDMUND

Troll.

Cannot have player card attachments.

Forced: After Edmund makes his first attack during the combat phase, he makes an additional attack. (Discard his shadow cards and deal a new shadow card for this attack.) If there are 2 or more players, Edmund engages the next player before making this attack.

ENEMY

VICTORY 3

Illustration: Jake Murray

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33

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BEAST OF SAURON

Creature. Werewolf.

Forced: When Beast of Sauron attacks, deal it two additional shadow cards.

Shadow: Deal the attacking enemy 2 additional shadow cards.

ENEMY

Illustration: Guillaume Ducos

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ENEMY

Illustration: Guillaume Ducos

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15

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DARK-HEARTED HUORN

Huorn. Hazard.

Do not deal Dark-Hearted Huorn a shadow card at the start of the combat phase. It doesn't attack as normal during the combat phase.

Cannot have attachments.

Forced: At the beginning of each resource phase, the engaged player raises their threat by 2.

ENEMY

Illustration: Mike Nash

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ENEMY

Illustration: Mike Nash

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38

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GOBLIN SNIPER

Orc. Goblin.

Players cannot optionally engage Goblin Sniper if there are any non-unique enemies in the staging area.

Forced: If Goblin Sniper is in the staging area at the end of the combat phase, deal 1 damage to the hero with the highest threat cost.

ENEMY

Illustration: Lukasz Jaskolski

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8

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6

LOST SPIRIT

Undead. Spirit.

Doomed 1. Surge.

Dwimmer. Immune to player card effects.

Shadow: Raise your threat by 2.

ENEMY

Illustration: Alexander Kozachenko

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