

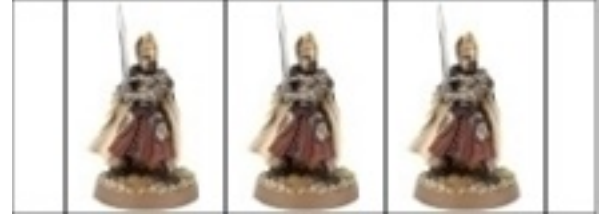


Isildur



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	



Elendil



	1	2	3	4	5
6	7	8	9		



 <p>Attack <b>5</b></p> <p>Isildur</p> <p><b>LAST ALLIANCE</b></p> <p>Play when Isildur is attacking. Move Isildur and all allied characters up to 3 spaces each.</p>	 <p>Attack <b>5</b></p> <p>Isildur</p> <p><b>LAST ALLIANCE</b></p> <p>Play when Isildur is attacking. Move Isildur and all allied characters up to 3 spaces each.</p>	 <p>Attack <b>5</b></p> <p>Isildur</p> <p><b>LAST ALLIANCE</b></p> <p>Play when Isildur is attacking. Move Isildur and all allied characters up to 3 spaces each.</p>
 <p>Attack <b>4*</b></p> <p>Isildur</p> <p><b>COURAGE OF MEN</b></p> <p>Play when Isildur is attacking. *Add 2 to the attack damage for each ally adjacent to Isildur.</p>	 <p>Attack <b>4*</b></p> <p>Isildur</p> <p><b>COURAGE OF MEN</b></p> <p>Play when Isildur is attacking. *Add 2 to the attack damage for each ally adjacent to Isildur.</p>	 <p>Attack <b>8</b></p> <p>Isildur</p> <p><b>BLADE OF THE HIGH KING</b></p> <p>Play when Isildur is attacking. Draw 2 cards.</p>
 <p>Defend <b>7</b></p> <p>Isildur</p> <p><b>ENCHANTED ARMOR</b></p> <p>Play when Isildur is defending. You may reshuffle your discard pile into your draw pile.</p>	 <p>Defend <b>7</b></p> <p>Isildur</p> <p><b>ENCHANTED ARMOR</b></p> <p>Play when Isildur is defending. You may reshuffle your discard pile into your draw pile.</p>	<p><b>SPECIAL</b></p>  <p>Isildur</p> <p><b>LAST HOPE</b></p> <p>Play anytime on your turn. If Elendil has been destroyed, you may search your draw pile OR discard pile for the <b>BROKEN BLADE</b> card and put it in your hand. If you searched your draw pile, reshuffle it.</p>



Attack **6\***

Elendil

**NARSIL**

Play when Elendil is attacking.  
\*If you have a NARSIL in your discard pile, the attack value is 9.



Attack **6\***

Elendil

**NARSIL**

Play when Elendil is attacking.  
\*If you have a NARSIL in your discard pile, the attack value is 9.



Attack **2\***

Elendil

**BROKEN BLADE**

Play when Elendil is attacking.  
\*Add 1 for each damage Elendil has taken. If Elendil has been destroyed, Isildur may play this card as his own with an attack value of 12.



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **3**





