

"But I spoke of my dread to none, knowing the peril of an untimely whisper, if it went astray. In all the long wars with the Dark Tower treason has ever been our greatest foe."

*—Gandalf the Grey, Speaking from Elrond's Porch in Rivendell
(The Fellowship of the Ring)*

middle earth™ DARK MINIONS

STIRRING IN NOVEMBER 1996!

Middle-earth: Dark Minions, the second expansion set for the award-winning *Middle-earth Collectible Card Game*™, features 180 cards sold in 15-card booster packs. This expansion covers a host of novel themes to enhance and expand your deck building and game play:

- **AGENTS**— Hazards like the infamous Grima Wormtongue and Bill Ferny, who can move from site to site, hindering or threatening companies.
- **MINIONS STIR**—Undead hazard strategies take on new dimensions, and Orcs and Trolls start organizing for combat. You must even contend with frightened and captured characters!
- **UNDER-DEEPS**— Dangerous subterranean sites like the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur.
- **QUESTS**— Missions you can undertake to uncover critical information, powerful threats, and valuable artifacts on behalf of the Free Peoples... and claim lots of marshalling points!



Iron Crown Enterprises, Inc.
P.O. Box 1605
Charlottesville, VA 22902 USA
<http://www.ironcrown.com>

Middle-earth: Dark Minions™ is published by Iron Crown Enterprises, Inc. (ICE). Copyright © 1996 TOLKIEN ENTERPRISES, a division of THE SAUL ZAENTZ COMPANY, Berkeley, CA. *Middle-earth Collectible Card Game*, *Middle-earth: The Wizards*, *Middle-earth: The Dragons*, *Middle-earth: Dark Minions*, *Middle-earth: The Hobbit*, *The Lord of the Rings*, *The Fellowship of the Ring*, *The Two Towers*, and *The Return of the King*—and all character and places therein, are trademark properties of TOLKIEN ENTERPRISES. All rights reserved.