

Middle-earth: Dark Minions (November 1996)

Card List (180 Cards)

Original Promotion Material: This second expansion for the award-winning Middle-earth Collectible Card Game features several themes to enhance and expand play of the game. Foremost is the "Agent," who is an individual represented as a hazard permanent-event that moves from site to site (or stays at one site) hindering companies. On the geography side of things, Under-deep sites are introduced-these are sites like the Under-gates of Moria or the Sulfur-deeps of Dol Goldur that are deep in the earth and only accessible from specific "surface" host sites. Certain ancient Lost Items are only playable in the Under-deep sites. Dark Minions also includes Quests which can lead a company into the most deadly holds of Sauron. Of course, Dark Minions is rife with new hazard creatures.



Middle-earth: Dark Minions is a 180 card expansion of MECCG. It sold in a 15 card booster-pack format, that includes a 12 page rules insert. The set is printed on three rarity sheets: rare, uncommon, and common. There are 50 rare cards, 60 uncommon cards, and 70 common cards in the set. A booster will break down as follows: 1 card from the rare sheet, 4 from the uncommon sheet, and 10 from the common. For the following card list: c# means a card appears # times on the common sheet, u# means a card appears # times on the uncommon sheet, and r# means a card appears # times on the rare sheet.

Hero Characters

Folco Boffin U2

Hero Resources - Allies

Lindion the Oronin U2

Mistress Lobelia U2

Noble Hound C2

Hero Resources - Items

Aiglos R2

Dragon-helm R2

Dwarven Light-stone U2

Forgotten Scrolls C2

Gems of Arda R3

Leaf Brooch C2

Lost Tome C2

Mithril R2

Necklace of Girion R2

Noldo-lantern U2

Phial of Galadriel R2

Hero Resources - Events

An Unexpected Party R3

Ancient Stair U2

Armory U2

Await the Advent of Allies U2

Balance Between Powers R3

Barrow-blade C2

Choice of Lúthien R2

Crown of Flowers C2

Cup of Farewell U2

Dark Numbers C2

The Dwarves Are upon You! U2

Enduring Tales C2

Eyes of Mandos R3

Face out of Sight C1

Fate of the Ithil-stone R2

Fifteen Birds in Five Firtrees R3

Fireworks C2

First of the Order R3

Forwarned Is Forarmed C2

Free to Choose C2

Hall of Fire C2

Healing of Nimrodel C2

Herb-lore R3

Here Is a Snake! C2

Hidden Knife C1

Hobbit-lore R3

Horns, Horns, Horns C1

Hour of Need R3

Hundreds of Butterflies C2

The Hunt R3

I Know Much about You C2

Into Dark Tunnels C1

Into the Smoking Cone R2

Knowledge of the Enemy U3

Mallorn R2

Memories Recalled C2

More Alert than Most C2

No Waiting to Wonder C2

Ordered to Kill R3

Palm to Palm C2

Pass the Doors of Dol Guldur R2

Rebuild the Town C2

Saw Further and Deeper C2

Secret Ways C2

Sentinels of Numenor U2

Smoke Rings C2

Token of Goodwill R3

To the Uttermost Foundations U2

Vein of Arda C1

When You Know More C2

The Windlord Found Me U2

Withdrawn to Mordor C1

Hazards - Agents

Minion Agents

Anarin U2

Baduila R2

Bill Ferny C1

Dásakûn U2

Deallus C1

Drór C1

Elerína R2

Elwen U2

Eun C1

Firiel R2

Fori the Beardless U2

Gergeli C1

Gisulf C1

Golodhros R2

The Grimburgoth R2

Herion C1

Ivic U2

Jûoma U2

Leamon C1

Nimloth C1

Ôm-buri-Ôm U2

Pôn-ora-Pôn U2

Râisha U2

Sûrion U2

Taladhan R2

Woffung C1

Wormtongue R2

Non-minion Agents

Lobelia Sackville-Baggins U2

My Precious R2

Hazards - Creatures

Bûthrakaur the Green R2

Chill Douser U2

Durin's Bane R2

Little Snuffler U2

Nameless Thing U2

Spider of the Môrlat R2

Stirring Bones C2

Umagaur the Pale R2

Wisp of Pale Sheen C1

Hazards - Events

An Article Missing U2

Angmar Arises C2

An Unexpected Outpost C2

Aware of their Ways U2

The Black Enemy's Wrath R3

Bring Our Curses Home R3

Chance of Being Lost U2

Cunning Foes C2

Doubled Vigilance C2

Drums U2

Earth-tremors U2

Endless Whispers U2

Exhalation of Decay C2

Eyes of the Shadow U2

Faces of the Dead C2

Flies and Spiders C1

Foes Shall Fall U2

Gnaw with Words C2

Good Sense Revolts C2

Great Need or Purpose U2

Great Secrets Buried There U2

Helms of Iron U2

In Darkness Bind Them C2

In Great Wrath U2

In the Heart of his Realm R3

Inner Cunning C2

Like the Crash of Battering-rams R3

Long Dark Reach R3

The Moon Is Dead C2

Mordor in Arms U2

Neither so Ancient Nor so Potent U2

Never Seen Him C2

No Way Forward C2

Nobody's Friend C2

Out of the Black Sky R3

Pale Dream-maker R3

Pierced by Many Wounds C2

Rank upon Rank C2

Reaching Shadow C2

The Reach of Ulmo U2

Redoubled Force C2

Reluctant Final Parting U2

Revealed to all Watchers R2

Scimitars of Steel U2

Seek without Success C2

Seized by Terror C2

Shadow out of the Dark R2

Spells of the Barrow-wights C1

Sudden Fury C2

To Get You Away R3

Tribal Banner C2

Tribal Totem R3

Troll-purse U2

Twisted Tales U2

Two or Three Tribes Present C2

The Way is Shut U2

Waylaid, Wounded, and Orc-dragged U2

Which Might Be Lies C2

Will not Come Down U2

Wound of Long Burden C2

Wraith-lord R2

Your Welcome Is Doubtful U2

Hero Sites

The Gem-deeps U2

Haudh-in-Gwanur U2

Hermit's Hill U2

The Iron-deeps R2

The Pûkel-deeps U2

The Sulfur-deeps R2

The Under-courts R2

The Under-galleries R2

The Under-gates U2

The Under-grottos U2

The Under-leas U2

The Under-vaults U2

Urlurtsu Nurn U2