THE SCOURING OF THE SHIRE

Welcome to *The Scouring of the Shire*, an **unofficial** fan Saga Expansion, developed by A Long-extended Party (ALeP).

Component Overview

The Scouring of the Shire Saga Expansion includes 69 cards, consisting of:

- 1 Rules Card
- 1 Hero Card
- 4 Boon Cards
- 1 Contract Card
- 56 Encounter Cards
- 5 Quest Cards
- 1 Campaign Card

Expansion Symbol

The cards in *The Scouring of the Shire* Saga Expansion can be identified by this symbol before each card's collector number.

Sharkey Deck

The Sharkey deck is a separate deck that represents the dangerous powers of Sharkey. To create the Sharkey deck, take each treachery card with the *Sharkey* trait from the encounter deck and shuffle them together. This is the Sharkey deck.

Special Saga Rules

When playing *The Scouring of the Shire*, follow the "New Staging Rules" found on page 3 of *The Black Riders* Saga expansion rulebook. When setting up *The Scouring of the Shire*, the first player takes control of the 🔆 Frodo Baggins included in this expansion. This version of 🔆 Frodo Baggins can only be used while playing *The Scouring of the Shire* and cannot be used in any other quests. Players cannot use any other version(s) of Frodo Baggins or cards with the title "Saruman" when playing this quest.

Campaign Mode

New campaign and boon cards are included in *The Scouring of the Shire*. These cards allow the players to play *The Scouring of the Shire* as part of *The Lord of the Rings* campaign. It should be played after *Mount Doom*, from *The Mountain of Fire* Saga Expansion.

The complete rules for campaign mode can be found in *The Black Riders* Saga Expansion, which is required to play campaign mode.

Campaign Rewards

The Scouring of the Shire includes 1 contract card, Into the West, which cannot be used until the players have earned it while playing campaign mode. Once earned, this card may be used by the players who earned it when playing any quest (not just Saga quests).