

057

EVENT CARD

Misty Passes Open*Any Player*

Players may freely move Characters through hex W2912 (normally impassable).

058

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060

EVENT CARD

Fierce Storms*Any Player*

“Elven Boats” or “Corsairs of Umbar” card may not be played this Game-Turn, unless it already has been; all Land Movement is halved; add “one” to any Search die rolls.

061

EVENT CARD

Fierce Storms*Any Player*

“Elven Boats” or “Corsairs of Umbar” card may not be played this Game-Turn, unless it already has been; all Land Movement is halved; add “one” to any Search die rolls.

062

EVENT CARD

Fierce Storms*Any Player*

“Elven Boats” or “Corsairs of Umbar” card may not be played this Game-Turn, unless it already has been; all Land Movement is halved; add “one” to any Search die rolls.

063

EVENT CARD

Rivers Flooded*Any Player*

All Major Rivers impassable, except at Bridges (or with Elven Rope). All Minor Rivers cost *two* additional Movement Points to cross.

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All Major Rivers impassable, except at Bridges (or with Elven Rope). All Minor Rivers cost *two* additional Movement Points to cross.

068

EVENT CARD

Pipeweed Cache Discovered

Dark Power Player
(or Saruman Player)

Dark Player Player (or Saruman Player) No Hobbits can be moved more than two hexes by the Fellowship Player this Game-Turn.

067

EVENT CARD

Elven Boats

Fellowship Player

Any Group of Characters in Lothlorien can be transported to any hex along the Anduin River (either bank) south of the Falls of Rauros (E0125). Any group of Characters at Thranduil's Palace (E0509) can be transported to any hex along the River Running. Any Characters so transported cannot be moved in any other fashion during that Game-Turn.

066

EVENT CARD

Elven Boats

Fellowship Player

Any Group of Characters in Lothlorien can be transported to any hex along the Anduin River (either bank) south of the Falls of Rauros (E0125). Any group of Characters at Thranduil's Palace (E0509) can be transported to any hex along the River Running. Any Characters so transported cannot be moved in any other fashion during that Game-Turn.

065

EVENT CARD

Rivers Flooded

Any Player

All Major Rivers impassable, except at Bridges (or with Elven Rope). All Minor Rivers cost two additional Movement Points to cross.

072

EVENT CARD

Eagles!

Fellowship Player

Any one captured Character or group of Characters in one hex may escape and be placed immediately in either W2812 or W3013. Or Fellowship Player may add or subtract "one" from anyone Combat resolution die roll (Army Combat only).

071

EVENT CARD

Wizard Employs Palantir

Any Player
(only Fellowship or Saruman Player)

If Saruman or Gandalf possesses a Palantir, play of this card allows the controlling Player to see any two Event Cards held by the other Player(s).

070

EVENT CARD

Saruman Summons Gandalf

Any Player

May be played once in any Game only, if neither Saruman nor any of his troops have been moved. Roll the die:

1-2 = Gandalf ignores

3 = Saruman Neutralized; may not move for two Game-Turns (*Gandalf ignores in 3 player game*)

4-6 = Gandalf captured at Isengard

069

EVENT CARD

Gate or Morannon

Fellowship Player
(or Saruman Player)

Players may freely move any units through hex E0826 (normally open only to units of the Dark Power Player).

076

EVENT CARD

Gollum Attempts to Seize the Ring

Gollum can engage the Ring-bearer in Individual Combat for the purpose of seizing the Ring.

075

EVENT CARD

Boromir Attempts to Seize the Ring

Boromir can engage the Ring-bearer in Individual Combat for the purpose of seizing the Ring.

074

EVENT CARD

The Shadow of Sauron

Dark Power Player

Movement of the Ringbearer within five hexes of Barad-dûr is halved (i.e. the terrain value of each hex is doubled).

073

EVENT CARD

Eagles!

Fellowship Player

Any one captured Character or group of Characters in one hex may escape and be placed immediately in either W2812 or W3013. Or Fellowship Player may add or subtract "one" from anyone Combat resolution die roll (Army Combat only).

080

EVENT CARD

Orcs Quarrel Over Division of Spoils

Fellowship Player

Any captured Characters in a particular (one only) hex can automatically *escape* during the Fellowship Player's Movement Phase. The Fellowship Player must surrender one Magic Card, in the possession of one of the Characters who escapes, to the Player controlling the orcs.

079

EVENT CARD

Nazgûl's Flying beast Killed

*Fellowship Player
(or Saruman Player)*

Can be played by a Player who has a Character in Combat with a Nazgûl. Regardless of the outcome of the battle (unless the Nazgûl is killed, in which case the Card is of no effect), the particular Nazgûl involved is deprived of unlimited movement, and instead restricted to seven Movement Points per Game-Turn, and deprives the Nazgûl of the ability to search until he returns to Barad-dûr or Dol Guldur, where extra flying beasts are available.

078

EVENT CARD

Tom Bombadil Intervenes

Fellowship Player

Any Barrow-wights present disappear. Can be used to avoid battling Barrow-wight "Servants of Sauron", which are considered to have been defeated in battle if this card is played when they are encountered.

077

EVENT CARD

Sauron Employs A Palantir

Dark Power Player

Any Hobbit in the same hex as a Character in possession of a Palantir is spotted (hence, Mordor may be mobilized). Plus, Dark Power Player may see one Event Card being held by an opponent.

084

EVENT CARD

Orcs in State of Battle Frenzy

Any Player

By playing this card, any Player may cause the die roll for any combat involving Orcs to be *either* increased or decreased by "two" at his option. Card must be played *before* the die is rolled, after the combat is announced.

083

EVENT CARD

Wormtongue Bemuses Théoden

*Dark Power Player
(Saruman Player only)*

No Rohirrim units can be moved, and no reinforcements deployed for the remainder of the Game-Turn. Can only be played if Théoden and Saruman are alive. Rohan may not be mobilized this Game-Turn.

088

EVENT CARD

Saruman Resurrects Orcs at Isengard

*Neither Player
(3 player only; Saruman Player)*

In Three-Player Game only: Saruman receives additional reinforcements (Orcs) for *three* consecutive Game-Turns. These Strength Points are taken from the "dead pile", the quantity determined by rolling the die each Game-Turn and multiplying the result by *four*. Saruman never receives more Strength Points than are available from the dead pile when the die is rolled. Unused points are *not* accrued.

087

EVENT CARD

Ents vent rage

*Fellowship Player
(or Dark Power Player)*

For any two Army Combat die rolls, the Fellowship Player can add *or* subtract "three" at his option, announcing his intention to do so after the combat is announced, but before it is rolled. The combat must occur within five hexes of Fangorn Forest.

082

EVENT CARD

Orcs Fued Over Allegiances

Fellowship Player

Any captured Characters in a particular hex (one only) can automatically *escape* during the Fellowship Player's Movement Phase.

086

EVENT CARD

Dead Men of Dunharrow

Fellowship Player

For any *two* Army Combat die rolls, the Fellowship Player can add *or* subtract "three" at his option, announcing his intention to do so after the combat is announced, but before it is rolled. *Also* all Corsairs of Umbar landed previously this Game-Turn are eliminated. May only be played if Aragorn has been moved through hexes W2625 and W2626, *and* if Aragorn is present at the affected battle.

081

EVENT CARD

Orcs Fued Over Allegiances

Fellowship Player

Any captured Characters in a particular hex (one only) can automatically *escape* during the Fellowship Player's Movement Phase.

085

EVENT CARD

Orcs in State of Battle Frenzy

Any Player

By playing this card, any Player may cause the die roll for any combat involving Orcs to be *either* increased or decreased by "two" at his option. Card must be played *before* the die is rolled, after the combat is announced.

092 EVENT CARD

Aragorn Uses Palantir:

Sauron Challenged!
Fellowship Player

If Aragorn possesses a Palantir, the Fellowship Player may have him "challenge" Sauron by playing this card. When this card is played, the Dark Power Player may not draw any Search Cards until his forces have captured Minas Tirith. Card play automatically mobilizes Mordor.

091 EVENT CARD

Woses Ally With Free Peoples

Fellowship Player

The Fellowship Player can move Armies and/or Characters freely through hexes E0227 and E0328 without stopping for Combat or Search regardless of whether or not opposing Armies or Characters are present in either hex.

090 EVENT CARD

Gondor Mobilizes

*Fellowship Player
(or Dark Power Player)*



089 EVENT CARD

Rohan Mobilizes

*Fellowship Player
(or Saruman Player)*



096 EVENT CARD

Mind Battle: Elrond and Galadriel Distract Sauron

Fellowship Player

The Dark Power Player must immediately expend two Shadow Points.

095 EVENT CARD

Saruman Escapes to the Shire

*Dark Power Player
(Saruman Player only)*

Saruman and ten Strength Points of Dumlendings can be placed anywhere in the Shire.

Can only be played if Saruman is at Isengard. Dumlending troops are taken from Isengard, or (if not enough are there) from elsewhere on the game-map, or (if there aren't enough still) from among eliminated Dumlendings.

094 EVENT CARD

Corsairs of Umbar

Dark Power Player

Fifty Strength Points of Haradrim can be placed at any Port Hex in Middle Earth. These troops may be moved and attack during the Dark Power Player-Turn.

093 EVENT CARD

Denethor Peers in Palantir and Sees Doom!

Dark Power Player

Fellowship Player may see one other Event Card held by the Dark Power Player, but no Gondorian Characters nor Armies may leave Minas Tirith nor attack for the remainder of the Game-Turn. Add "three" to the die roll for any attack against Fellowship Player forces in Minas Tirith. Can only be played if Denethor is alive.

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