

039



SERVANTS OF SAURON

**Shelob**  
*The Last of the Giant Spiders*

<i>Combat</i>	<b>3</b>
<i>Morale</i>	<b>(3)</b>
<i>Endurance</i>	<b>4</b>

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SERVANTS OF SAURON

**Giant Renegade Troll**

<i>Combat</i>	<b>3</b>
<i>Morale</i>	<b>(2)</b>
<i>Endurance</i>	<b>5</b>

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SERVANTS OF SAURON

**Balrog!**  
*-3 on Sorcery die-rolls Demon of Morgoth*

<i>Combat</i>	<b>3</b>
<i>Morale</i>	<b>(4)</b>
<i>Endurance</i>	<b>6</b>

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SERVANTS OF SAURON

**A Frightening Rumor**

041

SERVANTS OF SAURON

**A Frightening Rumor**

040



SERVANTS OF SAURON

**Barrow-Wight**  
*The Undead*

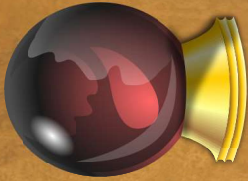
<i>Combat</i>	<b>3</b>
<i>Morale</i>	<b>(2)</b>
<i>Endurance</i>	<b>4</b>





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MAGIC

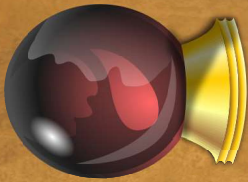


## PALANTIR

of Minas Ithil (Minas Morgul)  
Considered to be at Barad-dûr

045

MAGIC

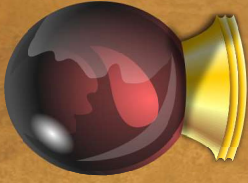


## PALANTIR

of Orthanc

044

MAGIC



## PALANTIR

of Minas Tirith

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MAGIC



## The Ring

“One Ring to rule them all,  
One Ring to find them,  
One Ring to bring them all,  
and in the darkness bind them.”

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MAGIC



## LEMBAS

### Elven “way-bread”

Any one group of Characters (starting together in the same hex) may be moved for one Game-Turn through any terrain, except impassable, at a cost of one Movement Point per hex.

Lembas can be used only once in any Game. (Remove from play after use).

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MAGIC



## GLAMDING

Elven Sword: adds “one” to the Combat of a Character in possession of it.

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MAGIC



## STING

Elven Short Sword: adds “one” to the Combat of any Individual Hobbit Character in possession of it.

### The Flame of the West

Elven Sword, reforged at Rivendell from the shards of *Narsil*, an ancient heirloom of the *House of Elendil*. Adds “one” to the **Combat Value** of any Character in possession of it, or, if Aragorn has it, “one” to his **Morale Value**.

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MAGIC



## ANDURIL



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MAGIC



## Elven Rope

Any one group of Characters (starting together in the same hex) may be moved through (into and out of) any one impassable hex, at a cost of four Movement points (i.e. it would cost 5 Mp's to move through an impassable hex into a clear terrain hex).

Elven Rope can be used only once in any Game. (Remove from play after use).

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MAGIC

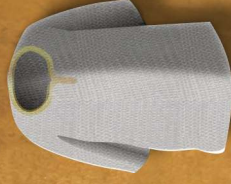


## Elven Cloak

Garment which lends excellent camouflage to wearer. Any Character in possession adds "two" to any Capture roll.

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## Mithril Mail

Elven-wrought chain-armor. For any Hobbit (only) Character in possession of it, any result against that Character obtained on the Individual Combat Results Table that calls for any number of wounds or his being killed is treated as a "1W" result. "1W" results themselves are treated as "no effect".

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## Shadowfax

### Great Horse of Rohan

Any Character in possession of Shadowfax can be moved up to eight Movement Points per Game-Turn. No Hobbit can ride (possess) Shadowfax, but the horse can carry one Hobbit in addition to any other (non-Hobbit) Character.

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MAGIC



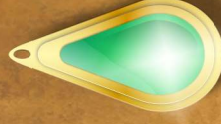
## Athelas

Ancient Numenorean herb of healing. Any one Character in possession of it can be "cured" of all wounds (i.e. regain full Endurance Level).

Athelas can be used only once in any Game. (remove card from game after play).

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MAGIC



## Galadriel's Light

A Character in possession of it may - along with any other accompanying Characters - be moved through any tunnel hex at a cost of two Movement Points. Also, a Character in possession of it has "one" added to his Combat Value in any combat with Shelob (only).

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