

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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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 to 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.

057 EVENT CARD
Misty Passes Open
Any Player

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

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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 any one Combat resolution die roll (Army Combat only).

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 any one Combat resolution die roll (Army Combat only).

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).

075 EVENT CARD

Boromir Attempts to Seize the Ring
Dark Power Player

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

076 EVENT CARD

Gollum Attempts to Seize the Ring
Dark Power Player

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

067 EVENT CARD

Elven Boats
Fellowship Player

Any Group of Characters in Lothlórien can be transported to any hex along the Anduin River (either bank) south to 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.

068 EVENT CARD

Pipeweed Cache Discovered
Dark Power Player
(or Saruman Player)

No Hobbits can be moved more than two hexes by the Fellowship Player this Game-Turn.

069 EVENT CARD

Gate of 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).

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 = Gandalf ignores
- 2 = Gandalf ignores
- 3 = Saruman Neutralized; may not move for two Game-Turns.
- 4, 5, or 6 = Gandalf captured at Isengard

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).

082 EVENT CARD

**Orcs Argue Over
Fate of Captives**
Fellowship Player

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

083 EVENT CARD

**Wormtongue
Bemuses Theoden**
*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 Theoden and Saruman are alive. Rohan may not be mobilized this Game-Turn.

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.

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.

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.

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, Mor-dor may be mobilized). Plus, Dark Power Player may see one Event Card being held by an opponent.

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.

079 EVENT CARD

**Nazgul's
Flying Beast Killed**
*Fellowship Player
(or Saruman Player)*

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

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.

081 EVENT CARD

**Orcs Feud Over
Allegiances**
Fellowship Player

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

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.

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.

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.

088 EVENT CARD

**Saruman Resurrects
Orcs at Isengard**
Neither Player
(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.

094 EVENT CARD

Corsairs of Umbar
Dark Power Player

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

089 EVENT CARD

Rohan Mobilizes
Fellowship Player
(or Saruman Player)

095 EVENT CARD

**Saruman Escapes
to the Shire**
Dark Power Player
(Saruman Player only)

Saruman and ten Strength Points of Dunlendings can be placed anywhere in the Shire. Can only be played if Saruman is at Isengard. Dunlending 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 Dunlendings.

090 EVENT CARD

Gondor Mobilizes
Fellowship Player
(or Dark Power Player)

096 EVENT CARD

**Mind Battle:
Elrond and Galadriel
Distract Sauron**
Fellowship Player

The Dark Power Player must immediately expend two Shadow Points.

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.

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