

# WAR OF THE RING

## CARD LIST

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### CHARACTER CARD NOTATION

The first number is always the card number.

Cards 1-40 have the following ratings, in order:

- **COM:** Combat
- **MOR:** Morale
- **END:** Endurance
- **RING:** Ring Rating
- **CAP/ESC:** Capture/Escape
- **SORC:** Sorcery

Dashes indicate the character does not have this rating.

## THE FELLOWSHIP

### 01 ARAGORN II

Fifteenth Chieftain of the Dunedain of Arnor

COM	MOR	END	RING	CAP/ESC	SORC
3	4	6	3	1/1	-

\* Aragorn can challenge Sauron, if he has a Palantir.

\* Has the ability to Heal.

### 02 BOROMIR

Heir to the Stewardship of Gondor

COM	MOR	END	RING	CAP/ESC	SORC
3	2	5	0	3/3	-

\* Can seize the Ring.

### 03 FRODO BAGGINS

A Hobbit

COM	MOR	END	RING	CAP/ESC	SORC
1	(3)	4	5	5/6	-

### 04 SAMWISE GAMGEE

"Sam" - A Hobbit

COM	MOR	END	RING	CAP/ESC	SORC
1	(3)	4	5	5/6	-

### 05 MERIADOC BRANDYBUCK

"Merry" - A Hobbit

COM	MOR	END	RING	CAP/ESC	SORC
1	(2)	4	4	5/6	-

### 06 PEREGRIN TOOK

"Pippin" - A Hobbit

COM	MOR	END	RING	CAP/ESC	SORC
1	(2)	4	4	5/6	-

### 07 GANDALF THE GREY

Mithrandir. The Grey-Wanderer

COM	MOR	END	RING	CAP/ESC	SORC
3	4	5	3	2/2	B

### 08 GIMLI

Dwarf of the Kingdom under the Mountain

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	6	4	2/4	-

### 09 LEGOLAS

Elven Prince of Mirkwood

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	5	4	2/2	-

### 10 GANDALF THE WHITE

Gandalf Reborn

COM	MOR	END	RING	CAP/ESC	SORC
2	4	6	3	1/1	A

\* Replaces Gandalf the Grey if he is killed.

## THE FREE PEOPLES

### 11 ELROND

Master of Rivendell

COM	MOR	END	RING	CAP/ESC	SORC
3	(3)	6	-	-/-	B

- \* Cannot be moved.
- \* Has the ability to Heal.

### 12 GALADRIEL

Lady of Lothlorien

COM	MOR	END	RING	CAP/ESC	SORC
2	(3)	5	-	-/-	B

- \* Cannot be moved.
- \* Has the ability to Heal.

### 13 CELEBORN

Elven King of Lothlorien

COM	MOR	END	RING	CAP/ESC	SORC
3	3	6	3	1/1	-

### 14 THRANDUIL

Elven King of Northern Mirkwood

COM	MOR	END	RING	CAP/ESC	SORC
2	3	5	3	2/2	-

### 15 DAIN II

King of Durin's Folk

COM	MOR	END	RING	CAP/ESC	SORC
3	2	6	3	2/4	-

### 16 BRAND III

Third King of Dale Restored

COM	MOR	END	RING	CAP/ESC	SORC
3	2	5	3	3/3	-

### 17 DENETHOR II

Steward of Gondor

COM	MOR	END	RING	CAP/ESC	SORC
1	1	4	0	3/5	-

### 18 FARAMIR

Prince of Ithilien

COM	MOR	END	RING	CAP/ESC	SORC
3	3	5	4	2/3	-

### 19 IMRAHIL

Prince of Dol Amroth

COM	MOR	END	RING	CAP/ESC	SORC
3	2	5	3	3/3	-

### 20 THEODEN

King of the Mark

COM	MOR	END	RING	CAP/ESC	SORC
2	3	5	3	2/3	-

### 21 THEODRED

Second Marshal of the Mark

COM	MOR	END	RING	CAP/ESC	SORC
3	2	5	3	3/3	-

### 22 EOMER

Third Marshal of the Mark

COM	MOR	END	RING	CAP/ESC	SORC
3	3	5	3	3/3	-

### 23 EOWYN

Princess of Rohan

COM	MOR	END	RING	CAP/ESC	SORC
2	(3)	4	3	3/4	-

## FORCES OF SAURON

### 24 LORD OF THE NAZGUL

Witch-King of Angmar

COM	MOR	END	RING	CAP/ESC	SORC
3	4	6	0	-/-	B

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 25 GOTHMOG

Lieutenant of the Tower of Minas Morgul

COM	MOR	END	RING	CAP/ESC	SORC
3	3	5	0	-/-	B

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 26 NAZGUL #3

Ringwraith

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	4	0	-/-	D

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 27 NAZGUL #4

Ringwraith

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	4	0	-/-	D

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 28 NAZGUL #5

Ringwraith

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	4	0	-/-	D

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 29 NAZGUL #6

Ringwraith

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	4	0	-/-	D

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 30 NAZGUL #7

Ringwraith

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	4	0	-/-	D

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 31 NAZGUL #8

Ringwraith

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	4	0	-/-	D

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 32 NAZGUL #9

Ringwraith

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	4	0	-/-	D

- \* Can only be wounded by an Elven blade or Sorcery.
- \* Can search.

### 33 MOUTH OF SAURON

Lieutenant of Barad-Dur

COM	MOR	END	RING	CAP/ESC	SORC
2	3	5	0	-/-	C

## FORCES OF SARUMAN

### 34 SARUMAN

The Multi-Colored Wizard

COM	MOR	END	RING	CAP/ESC	SORC
2	1	5	0	-/-	B

### 35 CHIEF OF THE DUNLENDINGS

Chief of the Dunlendings

COM	MOR	END	RING	CAP/ESC	SORC
3	3	5	-	-/-	-

## VARIABLE LOYALTY

**36**

### **GOLLUM**

Smeagol. Finder of the Ruling Ring

COM	MOR	END	RING	CAP/ESC	SORC
2	(2)	4	0	3/4	-

\* Can pass through Cirith Ungol/Minas Morgul and avoid Search.

\* Can pass through marshes.

## SERVANTS OF SAURON

### 37 BALROG!

Demon of Morgoth

COM	MOR	END	RING	CAP/ESC	SORC
4	(4)	6	-	-/-	-

\* -3 on Sorcery rolls.

### 38 TROLL

Giant Renegade Troll

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	5	-	-/-	-

### 39 SHELOB

Last of the Giant Spiders

COM	MOR	END	RING	CAP/ESC	SORC
3	(3)	4	-	-/-	-

### 40 BARROW-WIGHT

The Undead

COM	MOR	END	RING	CAP/ESC	SORC
3	(2)	4	-	-/-	-

### 41 A FRIGHTENING RUMOR

### 42 A FRIGHTENING RUMOR

## MAGIC

### 43 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."

### 44 PALANTIR OF MINAS TIRITH

### 45 PALANTIR OF ORTHANC

### 46 PALANTIR OF MINAS ITHIL

Also known as the 'Palantir of Minas Morgul'.  
Considered to be at Barad-Dur.

### 47 STING

Elven Short Sword

Adds "one" to the Combat Value of any individual  
Hobbit character in possession of it.

### 48 GLAMDRING

Elven Sword

Adds "one" to the Combat Value of any individual  
Character in possession of it.

### 49 ANDURIL, 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.

If Aragorn has it, add "one" to his Morale Value.

### 50 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).

### 51 MITHRIL MAIL

Elven-wrought chainmail

For any Hobbit (only)

Any result against the Character obtained on the  
Individual Character 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".

### 52 ELVEN CLOAK

Garment which lends excellent camouflage to wearer.

Any Character in possession adds "two" to any  
Capture die roll.

### 53 ELVEN ROPE

Any one group of Characters (starting in the same  
hex) may be moved through (into and out of) any one  
impassable hex, at a cost of four additional 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 card from play after use).

### 54 GALADRIEL'S LIGHT

Elven light.

A Character in possession of it may - along with any  
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 its Combat Value in any combat with Shelob (only).

### 55 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 play after use).

### 56 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.



## EVENT CARD

### **57 MISTY PASSES OPEN ANY PLAYER**

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

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

### **60 FIERCE STORMS ANY PLAYER**

"Elven Boats" or "Corsairs of Umbar" card may not be played this Game-Turn, unless they already have been. All land Movement is halved; add "one" to any Search die rolls.

### **61 FIERCE STORMS ANY PLAYER**

"Elven Boats" or "Corsairs of Umbar" card may not be played this Game-Turn, unless they already have been. All land Movement is halved; add "one" to any Search die rolls.

### **62 FIERCE STORMS ANY PLAYER**

"Elven Boats" or "Corsairs of Umbar" card may not be played this Game-Turn, unless they already have been. All land Movement is halved; add "one" to any Search die rolls.

### **63 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.

### **66 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.

### **67 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.

### **68 PIPEWEED CACHE DISCOVERED DARK POWER OR SARUMAN PLAYER**

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

### **69 GATE OF MORANNAN FELLOWSHIP OR SARUMAN PLAYER**

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

### **70 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 summons.

3 - Saruman Neutralized; may not move for two Game-Turns.

4,5,6 - Gandalf captured at Isengard.

**71 WIZARD EMPLOYS PALANTIR  
ANY 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).

**72 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).

**73 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).

**74 SHADOW OF SAURON  
DARK POWER PLAYER**

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

**75 BOROMIR ATTEMPTS TO SIEZE  
THE RING  
DARK POWER PLAYER**

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

**76 GOLLUM ATTEMPTS TO SEIZE  
THE RING  
DARK POWER PLAYER**

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

**77 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.

**78 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.

**79 NAZGUL'S FLYING BEAST  
KILLED  
FELLOWSHIP 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 the Nazgul of the ability to search until he returns to Barad-dur or Dol Guldur, where extra flying beasts are available.

**80 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.

**81 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.

**82 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.

**83 WORMTONGUE BEMUSES  
THEODEN  
SARUMAN PLAYER**

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.

**84 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.

**85 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.

**86 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.

**87 ENTS VENT RAGE  
ANY 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.

**88 SARUMAN RESURRECTS ORCS  
AT ISENGARD  
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.

**89 ROHAN MOBILIZES  
FELLOWSHIP OR SARUMAN PLAYER**

**90 GONDOR MOBILIZES  
ANY PLAYER**

**91 WOSES ALLY WITH FREE  
PEPLES  
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.

**92 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.

**93 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.

**94 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.

**95 SARUMAN ESCAPES TO THE  
SHIRE  
SARUMAN PLAYER**

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.

**96 MIND BATTLE: ELROND AND  
GALANDRIEL DISTRACT  
SAURON  
FELLOWSHIP PLAYER**

The Dark Power Player must immediately expend two Shadow Points.

## SEARCH

**97            THREE NAZGUL**  
South Ithilien, Anorien, Lebennin, Rohan,  
Belfalas, East Emnet (Rohan)

**98            THREE NAZGUL**  
North Ithilien, Brown Lands, Anorien,  
Rhovanion (Wilderland), Esgaroth, Moria

**99            THREE NAZGUL**  
Lebennin, Anfalas, Belfalas, Lamedon,  
Brown Lands, Rhudaur

**100           THREE NAZGUL**  
Rohan, East Emnet (Rohan), Enedwaith,  
Dunland, Anfalas, Eregion

**101           THREE NAZGUL**  
Minhiriath, Brown Lands, Rhudaur,  
Breeland, The Shire, Rhovanion  
(Wilderland)

**102        EYE ORCS: 10 Strength Points**  
South Ithilien, North Ithilien, Ered Lithui,  
Brown Lands, The Wild, Rhovanion  
(Wilderland), Rhun

**103        EYE ORCS: 6 Strength Points**  
South Ithilien, North Ithilien, Ered Lithui,  
Brown Lands, The Wild, Rhovanion  
(Wilderland), Desolate Area

**104        EYE ORCS: 10 Strength Points**  
South Ithilien, North Ithilien, Ered Lithui,  
East Emnet (Rohan), Eregion, Dimrill  
Dale, Moria

**105        EYE ORCS: 8 Strength Points**  
South Ithilien, North Ithilien, Brown  
Lands, Rhovanion (Wilderland), Esgaroth,  
Northern Waste, Dimrill Dale

**106        EYE ORCS: 8 Strength Points**  
South Ithilien, Eregion, Dimrill Dale,  
Moria, Rhudaur, Brown Lands,  
Rhovanion (Wilderland)

**107        HAND ORCS: 5 Strength Points**  
Anorien, Rohan, East Emnet (Rohan),  
Dunland, Enedwaith

**108        HAND ORCS: 8 Strength Points**  
Rohan, East Emnet (Rohan), Fangorn,  
Dunland, Eregion

**109        HAND ORCS: 10 Strength Points**  
Enedwaith, Dunland, Minhiriath, Rohan,  
East Emnet (Rohan)

**110        HAND ORCS: 10 Strength Points**  
Enidwaith, Dunland, Minhiriath,  
Breeland, The Shire

**111        HAND ORCS: 9 Strength Points**  
Rohan, East Emnet (Rohan), Fangorn,  
Enedwaith, Anfalas

**112        HAND ORCS: 7 Strength Points**  
Breeland, The Shire, Rhudaur, Eregion,  
Dunland