

006



THE FELLOWSHIP
Peregrin Took
"Pippin" — a Hobbit

Combat	1
Morale	(2)
Endurance	4
Ring Rating	4
Capture/Escape	5/6

007



THE FELLOWSHIP
Gandalf the Grey
Mithrandir, the Grey-wanderer

Combat	3
Morale	4
Endurance	5
Ring Rating	3
Capture/Escape	2/2
Sorcery	B

008



THE FELLOWSHIP
Gimli
Dwarf of the Kingdom
under the Mountain

Combat	3
Morale	(2)
Endurance	6
Ring Rating	4
Capture/Escape	2/4

009



THE FELLOWSHIP
Legolas
Elven-prince of Mirkwood

Combat	3
Morale	(2)
Endurance	5
Ring Rating	4
Capture/Escape	2/2

010



THE FELLOWSHIP
Gandalf the White

Combat	2
Morale	4
Endurance	6
Ring Rating	3
Capture/Escape	1/1
Sorcery	A

Replaces Gandalf the Grey if
he is killed.

001



THE FELLOWSHIP
Aragorn II
Fifteenth Chieftain
of the Dunedain of Arnor

Combat	3
Morale	4
Endurance	6
Ring Rating	3
Capture/Escape	1/1

Aragorn can
challenge Sauron, if
he has a Palantir.
Has the ability to
Heal.

002



THE FELLOWSHIP
Boromir
Heir to the
Stewardship of Gondor

Combat	3
Morale	2
Endurance	5
Ring Rating	0
Capture/Escape	3/3

Can seize the Ring.

003



THE FELLOWSHIP
Frodo Baggins
A Hobbit

Combat	1
Morale	(3)
Endurance	4
Ring Rating	5
Capture/Escape	5/6

004



THE FELLOWSHIP
Samwise Gamgee
"Sam" — a Hobbit

Combat	1
Morale	(3)
Endurance	4
Ring Rating	5
Capture/Escape	5/6

005

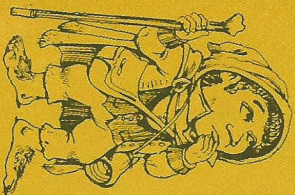


THE FELLOWSHIP
*Meriadoc
Brandybuck*

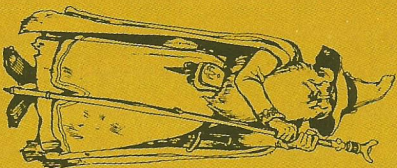
Combat	1
Morale	(2)
Endurance	4
Ring Rating	4
Capture/Escape	5/6

"Merry" — a Hobbit

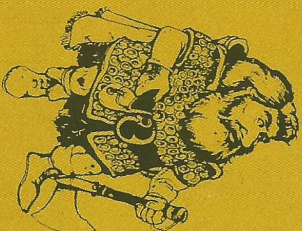
Peregrin Took



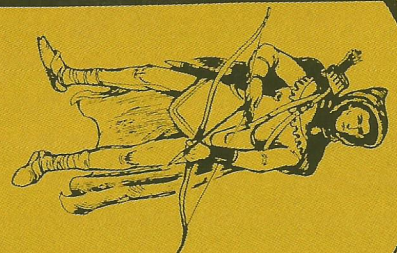
Gandalf the Grey



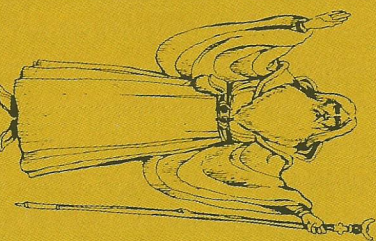
Gimli



Legolas



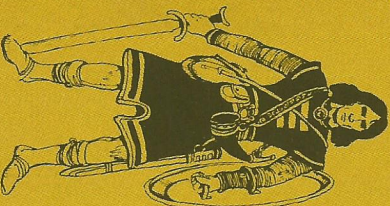
Gandalf the White



Aragorn II



Boromir



Frodo Baggins



Samwise Gamgee



Meriadoc Brandybuck



016



THE FREE PEOPLES
Brand III
Third King of Dale Restored

Combat	3
Morale	2
Endurance	5
Ring Rating	3
Capture/Escape	3/3

017



THE FREE PEOPLES
Denethor II
Steward of Gondor

Combat	1
Morale	1
Endurance	4
Ring Rating	0
Capture/Escape	3/5

018



THE FREE PEOPLES
Faramir
Prince of Ithilien

Combat	3
Morale	3
Endurance	5
Ring Rating	4
Capture/Escape	2/3

019



THE FREE PEOPLES
Imrahil
Prince of Dol Amroth

Combat	3
Morale	2
Endurance	5
Ring Rating	3
Capture/Escape	3/3

020



THE FREE PEOPLES
Theoden
King of the Mark

Combat	2
Morale	3
Endurance	5
Ring Rating	3
Capture/Escape	2/3

011



THE FREE PEOPLES
Elrond
Master of Rivendell

Combat	3
Morale	(3)
Endurance	6
Sorcery	B

Cannot be moved;
has the ability to Heal.

012



THE FREE PEOPLES
Galadriel
Lady of Lothlorien

Combat	2
Morale	(3)
Endurance	5
Sorcery	B

Cannot be moved;
has the ability to Heal.

013



THE FREE PEOPLES
Celeborn
Even-king of Lothlorien

Combat	3
Morale	3
Endurance	6
Ring Rating	3
Capture/Escape	1/1

014



THE FREE PEOPLES
Thranduil
Even-king of Northern Mirkwood

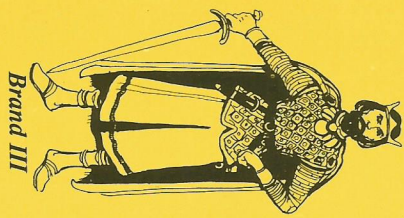
Combat	2
Morale	3
Endurance	5
Ring Rating	3
Capture/Escape	2/2

015

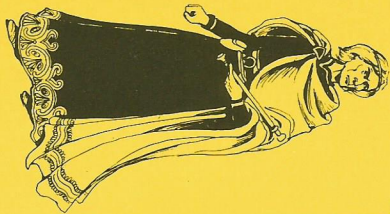


THE FREE PEOPLES
Dain II
King of Durin's Folk

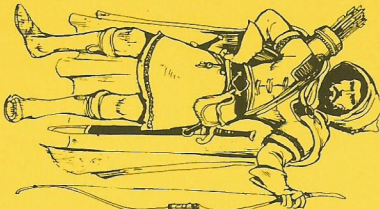
Combat	3
Morale	2
Endurance	6
Ring Rating	3
Capture/Escape	2/4



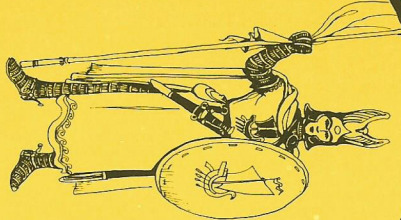
Brand III



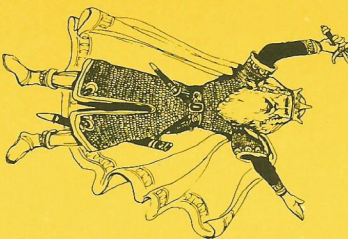
Denethor II



Faramir



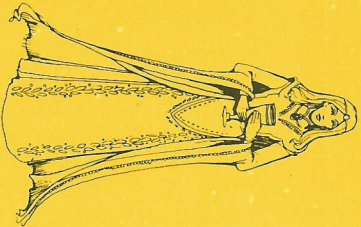
Imrahil



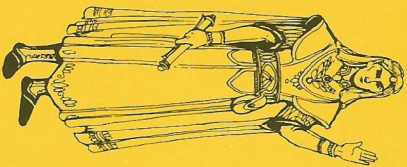
Theoden



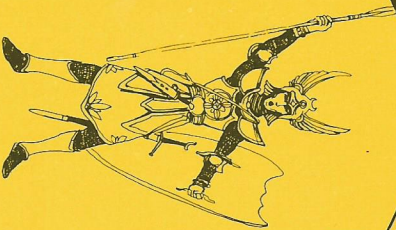
Elrond



Galadriel



Celeborn



Thranduil



Dain II

021



THE FREE PEOPLES
Theodred
 Second Marshal of the Mark

Combat	3
Morale	2
Endurance	5
Ring Rating	3
Capture/Escape	3/3

022



THE FREE PEOPLES
Eomer
 Third Marshal of the Mark

Combat	3
Morale	3
Endurance	5
Ring Rating	3
Capture/Escape	3/3

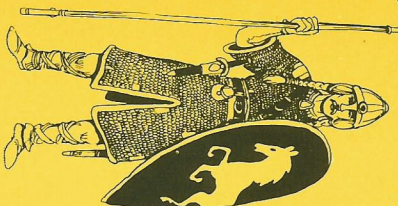
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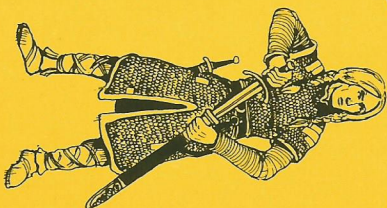
THE FREE PEOPLES
Eowyn
 Princess of Rohan

Combat	2
Morale	(3)
Endurance	4
Ring Rating	3
Capture/Escape	3/4

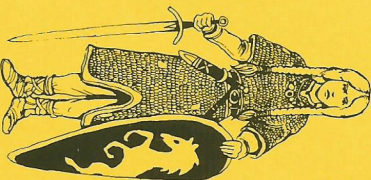
Theodred



Eomer



Eowyn



029



FORCES OF SAURON
Nazgul #6

Combat	3
Morale	(2)
Endurance	4
Ring Rating	0
Sorcery	D

Can only be wounded by an Elven blade, or sorcery.
Can search.

030



FORCES OF SAURON
Nazgul #7

Combat	3
Morale	(2)
Endurance	4
Ring Rating	0
Sorcery	D

Can only be wounded by an Elven blade, or sorcery.
Can search.

031



FORCES OF SAURON
Nazgul #8

Combat	3
Morale	(2)
Endurance	4
Ring Rating	0
Sorcery	D

Can only be wounded by an Elven blade, or sorcery.
Can search.

032



FORCES OF SAURON
Nazgul #9

Combat	3
Morale	(2)
Endurance	4
Ring Rating	0
Sorcery	D

Can only be wounded by an Elven blade, or sorcery.
Can search.

033



FORCES OF SAURON
Mouth of Sauron
Lieutenant of Barad-dûr

Combat	2
Morale	2
Endurance	5
Ring Rating	0
Sorcery	C

024



FORCES OF SAURON
Lord of the Nazgul
Witch-king of Angmar

Combat	3
Morale	4
Endurance	6
Ring Rating	0
Sorcery	B

Can only be wounded by an Elven blade, or Sorcery.
Can search.

025



FORCES OF SAURON
Gothmog
Lieutenant of the Tower of Minas Morgul

Combat	3
Morale	3
Endurance	5
Ring Rating	0
Sorcery	D

Can only be wounded by an Elven blade, or Sorcery.
Can search.

026



FORCES OF SAURON
Nazgul #3

Combat	3
Morale	(2)
Endurance	4
Ring Rating	0
Sorcery	D

Can only be wounded by an Elven blade, or Sorcery.
Can search.

027



FORCES OF SAURON
Nazgul #4

Combat	3
Morale	(2)
Endurance	4
Ring Rating	0
Sorcery	D

Can only be wounded by an Elven blade, or sorcery.
Can search.

028



FORCES OF SAURON
Nazgul #5

Combat	3
Morale	(2)
Endurance	4
Ring Rating	0
Sorcery	D

Can only be wounded by an Elven blade, or sorcery.
Can search.

Nazgul #6



Nazgul #7



Nazgul #8



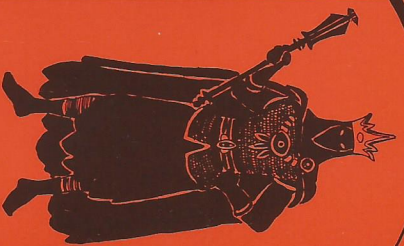
Nazgul #9



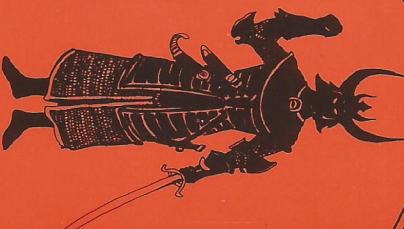
Mouth of Sauron



Lord of the Nazgul



Gothmog



Nazgul #3



Nazgul #4



Nazgul #5



034



FORCES OF SARUMAN
Saruman
 The Multi-colored Wizard

<i>Combat</i>	2
<i>Morale</i>	1
<i>Endurance</i>	5
<i>Ring Rating</i>	0
<i>Sorcery</i>	B

035



FORCES OF SARUMAN
Chief of the
Dunlendings

<i>Combat</i>	3
<i>Morale</i>	3
<i>Endurance</i>	5

036

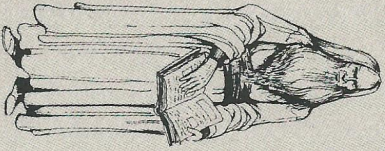


VARIABLE LOYALTY
Gollum
Smeagol, finder of the
Ruling Ring

<i>Combat</i>	2
<i>Morale</i>	(2)
<i>Endurance</i>	4
<i>Ring Rating</i>	0
<i>Capture/Escape</i>	3/4

Can pass through Cirith Ungol/Minas Morgul and avoid Search; can pass through marshes.

Saurman



Chief of the
Dunlendings



Gollum



042

SERVANTS OF SAURON

*A Frightening
Rumor*

037



SERVANTS OF SAURON

Balrog!

Demon of Morgoth

Combat 4

Morale (4)

Endurance 6

038



SERVANTS OF SAURON

Giant Renegade Troll

Combat 3

Morale (2)

Endurance 5

039



SERVANTS OF SAURON

Shelob

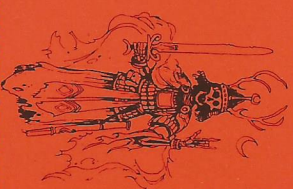
The Last of the Giant Spiders

Combat 3

Morale (3)

Endurance 4

040



SERVANTS OF SAURON

Barrow-Wight

The Undead

Combat 3

Morale (2)

Endurance 4

041

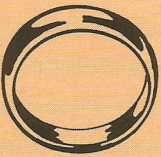
SERVANTS OF SAURON

*A Frightening
Rumor*



043

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.”

044

MAGIC



Palantir
of Minas Tirith

045

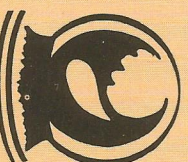
MAGIC



Palantir
of Orthanc

046

MAGIC



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



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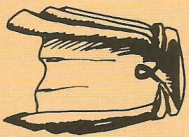
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052

MAGIC



Elven Cloak

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

053

MAGIC



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).

054

MAGIC

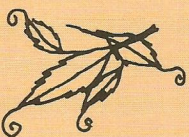


Galadriel's Light

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 his Combat Value in any combat with Shelob (only).

055

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 play after use.)

056

MAGIC



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.

047

MAGIC

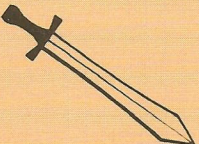


Sting

Elven Short Sword; adds "one" to the Combat Value of any Individual Hobbit Character in possession of it.

048

MAGIC

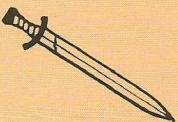


Glamdring

Elven Sword; adds "one" to the Combat Value of a Character in possession of it.

049

MAGIC



Anduril 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.

050

MAGIC

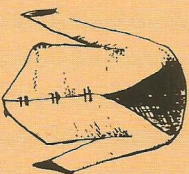


Lembas Elven "way-bread"

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.)

051

MAGIC



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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