

Theses are the "Master Cards" which were provided to everybody for translations.
 If you have difficulties interpreting some of your FP Event Cards or Battle Effects please consult this document to solve the issue. If you still have questions you can post them on the message board on the playtester's web site, located at:
<http://www.warofthering.webb.se>

<p>(CHARACTER) Elven Cloak</p> <p>Put "Elven Cloaks" Special Hunt Tile in play.</p> <p>BATTLE: It is a gift Play if the defending Army is in the same Region as the Fellowship. Add +1 to your Combat and Leader Reroll.</p>	<p>(CHARACTER) Elven Rope</p> <p>Put "Elven Rope" Special Hunt Tile in play.</p> <p>BATTLE: It is a gift Play if the defending Army is in the same Region as the Fellowship. Add +1 to your Combat and Leader Reroll.</p>	<p>(CHARACTER) Phial of Galadriel</p> <p>Put "Phial of Galadriel" Special Hunt Tile in play.</p> <p>BATTLE: It is a gift Play if the defending Army is in the same Region as the Fellowship. Add +1 to your Combat and Leader Reroll</p>
<p>(CHARACTER) Sméagol Helps Nice Master</p> <p>Put "Sméagol Helps Nice Master" Special Hunt Tile in play.</p> <p>BATTLE: It is a gift Play if the defending Army is in the same Region as the Fellowship. Add +1 to your Combat and Leader Reroll.</p>	<p>(CHARACTER) Mithril Coat and Sting</p> <p><i>Play on the table.</i></p> <p>In case of a successful Hunt, discard "Mithril Coat and Sting" to replace the Hunt tile just drawn with another one. Apply the effects of the second tile, and put the first tile back in the Hunt pool.</p> <p>BATTLE: Blade of Westernesse Play if a Hobbit is in the Battle. Use one hit in the Leader Reroll to eliminate one Minion of your choice.</p>	<p>(CHARACTER) Wizard's Staff</p> <p><i>Play on the table if Gandalf the Grey is in the Fellowship.</i></p> <p>In case of a successful Hunt, discard "Wizard's Staff" instead of drawing a Hunt tile.</p> <p><i>Discard immediately if Gandalf the Grey leaves the Fellowship.</i></p> <p>BATTLE: Servant of the Secret Fire Play if Gandalf is in the Battle. Add +1 to your Combat Roll.</p>
<p>(CHARACTER) Axe and Bow</p> <p><i>Play on the table if Gimli or Legolas are in the Fellowship.</i></p> <p>In case of a successful Hunt, discard "Axe and Bow" to reduce the Hunt damage by one. Any remaining Hunt damage must be confronted normally.</p> <p><i>Discard immediately if both Companions leave the Fellowship.</i></p> <p>BATTLE: Mighty Attack Forfeit the Leadership of one Companion to score one automatic hit.</p>	<p>(CHARACTER) Horn of Gondor</p> <p><i>Play on the table if Boromir is in the Fellowship.</i></p> <p>In case of a successful Hunt, discard "Horn of Gondor" to reduce the Hunt damage by one. Any remaining Hunt damage must be confronted normally.</p> <p><i>Discard immediately if Boromir leaves the Fellowship,</i></p> <p>BATTLE: Mighty Attack Forfeit the Leadership of one Companion to score one automatic hit.</p>	<p>(CHARACTER) Bilbo's Song</p> <p>Heal one Corruption point.</p> <p>If Gollum is the Guide, heal two Corruption points instead.</p> <p>BATTLE: Fateful Strike If you score one hit with your Leader Reroll, additionally eliminate one Nazgûl. If you score two or more hits, you can eliminate a Minion instead.</p>

<p>(CHARACTER) Athelas</p> <p>Roll three dice and heal one Corruption point for every die result of 5+.</p> <p>If Strider is the Guide, heal one Corruption point for each result of 3+ instead.</p> <p>BATTLE: Andúril Forfeit Strider's Leadership to score one automatic hit, or forfeit Aragorn's Leadership to score two automatic hits.</p>	<p>(CHARACTER) Gwahir the Windlord</p> <p>Move or separate one Companion or one group of Companions from the Fellowship as if their Level was 4.</p> <p>This movement can end in a Stronghold under siege.</p> <p>BATTLE: Daring Defiance. Play if a Companion is in the Battle. Forfeit your total Companions' Leadership to cancel the Combat Card played by the Shadow player.</p>	<p>(ARMY) To the Last Battle <i>Play on the table if Aragorn or Gandalf the White is with a Free Peoples Army in South or North Ithilien, Dagorlad, or in any Region in Mordor.</i></p> <p>The Action Dice used to move the Fellowship are not added to the Hunt box.</p> <p><i>Discard "To the Last Battle" as soon as there is not a Free Peoples Army in the Regions listed above.</i></p> <p>BATTLE: Daylight The Shadow player rolls a maximum of three Combat dice.</p>
<p>(CHARACTER) House of the Stewards</p> <p><i>Play if Boromir is in a Gondor Region.</i></p> <p>Recruit one Gondor unit (Regular or Elite) in the Region with Boromir.</p> <p>Draw two Strategy cards.</p> <p>BATTLE: Brave Stand. Play if a Companion is in the Battle. The Shadow player rolls one Combat die less for every Companion present (to a minimum of one).</p>	<p>(CHARACTER) Dead Men of Dunharrow</p> <p><i>Play if Strider/Aragorn is in any Rohan Region.</i> Move him (and optionally one group of Companions in the same Region) to Erech, Lamedon or Pelargir. If the chosen Region is occupied by a Shadow Army, that Army takes a number of hits equal to the roll of a die and must then retreat. Recruit up to three Gondor Regular units in the chosen Region.</p> <p>BATTLE: Sudden Strike. Before the Combat Roll, roll an additional attack using a number of dice equal to your Leadership (up to 5) and apply immediately the result.</p>	<p>(CHARACTER) Challenge of the King <i>Play if Strider/Aragorn is with a Free Peoples Army in Gondor or Rohan.</i> Draw three Hunt tiles and discard all tiles bearing an Eye. However, if all three drawn tiles show Eyes, put them back in the Hunt pool and eliminate Strider/Aragorn.</p> <p>Put back in the Hunt pool all tiles not bearing an Eye.</p> <p>BATTLE: Sudden Strike Before the Combat Roll, roll an additional attack using a number of dice equal to your Leadership (up to 5) and apply the result immediately.</p>
<p>(CHARACTER) The Grey Company</p> <p><i>Play if Strider/Aragorn is with a Free Peoples Army.</i></p> <p>Recruit one Elite unit and eliminate one Regular unit, of the same Nation, in the Army.</p> <p>Draw two Strategy cards.</p> <p>BATTLE: Brave Stand. Play if a Companion is in the Battle. The Shadow player rolls one Combat die less for every Companion present (to a minimum of one).</p>	<p>(CHARACTER) I Will Go Alone</p> <p>Separate one Companion or a group of Companions as if their Level was +1 to heal one Corruption point.</p> <p>BATTLE: Daring Defiance Play if a Companion is in the Battle. Forfeit your total Companions' Leadership to cancel the Combat Card played by the Shadow player.</p>	<p>(CHARACTER) Ents Awake: Treebeard</p> <p><i>Play if Saruman is in play and Gandalf the White is in a Rohan Region or in Fangorn.</i></p> <p>Attack a Shadow Army in Orthanc. Roll three dice and score hits on results of 4+. If no Shadow units remain in Orthanc, eliminate Saruman.</p> <p>If a Companion is in Fangorn, you may play another Character Event card.</p> <p>BATTLE: Ents Rage. Play if the defending Army is in a Rohan Region, Fangorn or Orthanc. Add +2 to your Combat roll.</p>

<p>(CHARACTER) Ents Awake: Entmoot <i>Play if Saruman is in play and Gandalf the White is in a Rohan Region or in Fangorn.</i></p> <p>Attack a Shadow Army in Orthanc. Roll three dice and score hits on results of 4+. If no Shadow units remain in Orthanc, eliminate Saruman.</p> <p>If a Companion is in Fangorn, you may play another Character Event card.</p> <p>BATTLE: Nameless Wood. Play if the defending Army is in a Rohan Region, Fangorn or Orthanc. If you score at least one hit during the current Combat round, score two additional hits.</p>	<p>(CHARACTER) Ents Awake: Huorns <i>Play if Saruman is in play and Gandalf the White is in a Rohan Region or in Fangorn.</i></p> <p>Attack a Shadow Army in Orthanc. Roll three dice and score hits on results of 4+. If no Shadow units remain in Orthanc, eliminate Saruman.</p> <p>If a Companion is in Fangorn, you may play another Character Event card.</p> <p>BATTLE: Huorn-dark. Play if the defending Army is in a Rohan Region, Fangorn or Orthanc. The Shadow player rolls a maximum of two Combat dice.</p>	<p>(CHARACTER) Mirror of Galadriel</p> <p>Turn any one unused Character Action Die result into a Will of the West Action Die result.</p> <p>If the Fellowship is in Lorien, heal one Corruption point.</p> <p>BATTLE: Heroic Death Before you remove casualties, eliminate a Leader to cancel one hit, or eliminate a Companion to cancel a number of hits up to the Companion's Level.</p>
<p>(CHARACTER) There and Back Again</p> <p>Separate one Companion or group of Companions from the Fellowship as if their Level was +1.</p> <p>If Gimli or Legolas are in Dale, Erebor or Woodland Realm, activate the Dwarves and The North and advance the Dwarves, Elves and The North one step each on the Political Track.</p> <p>BATTLE: Brave Stand Play if a Companion is in the Battle. The Shadow player rolls one Combat die less for every Companion present (to a minimum of one).</p>	<p>(CHARACTER) We Prove the Swifter</p> <p>Move or separate one Companion or one group of Companions as if their Level was +2.</p> <p>This movement can end in a Stronghold under siege.</p> <p>BATTLE: Daring Defiance. Play if a Companion is in the Battle. Forfeit your total Companions' Leadership to cancel the Combat Card played by the Shadow player.</p>	<p>(CHARACTER) A Safe Hiding Place</p> <p>Heal one Corruption point.</p> <p>If Gollum is the Guide, hide or move the Fellowship.</p> <p>BATTLE: Heroic Death Before you remove casualties, eliminate a Leader to cancel one hit, or eliminate a Companion to cancel a number of hits up to the Companion's Level.</p>
<p>(MUSTER) Imrahil of Dol Amroth</p> <p>Recruit one Gondor unit (Regular or Elite) and one Gondor Leader in Dol Amroth.</p> <p>BATTLE: Shield-wall. Before you remove casualties, if your opponent scored two or more hits, cancel one hit.</p>	<p>(MUSTER) Dain Ironfoot's Guard</p> <p>Recruit one Dwarven unit (Regular or Elite) and one Dwarven Leader in Erebor.</p> <p>BATTLE: Valour. Play if a Free Peoples Elite unit is in the Battle. Add +1 to your Combat Roll.</p>	<p>(MUSTER) Grimbeorn the Old, son of Beorn</p> <p>Recruit one North unit (Regular or Elite) and one North Leader in Carrock.</p> <p>BATTLE: Scouts. Before the Combat Roll, retreat your Army.</p>

<p>(MUSTER) Thranduil's Archers</p> <p>Recruit one Elven unit (Regular or Elite) in Woodland Realm.</p> <p>Draw one Strategy card.</p> <p>BATTLE: Valour. Play if a Free Peoples Elite unit is in the Battle. Add +1 to your Combat Roll.</p>	<p>(MUSTER) King Brand's Men</p> <p>Recruit two North Regular units in Dale.</p> <p>Draw one Strategy card.</p> <p>BATTLE: Shield-wall. Before you remove casualties, if your opponent scored two or more hits, cancel one hit.</p>	<p>(MUSTER) Fire! Fear! Foes!</p> <p>Move all Companions on the map. If a Companion is in The Shire or Bree, move the North directly to the "At War" step, even if the North is not Active.</p> <p>BATTLE: Shield-wall. Before you remove casualties, if your opponent scored two or more hits, cancel one hit.</p>
<p>(MUSTER) Éomer, son of Éomund</p> <p>Recruit one Rohan unit (Regular or Elite) and one Rohan Leader in a free Rohan settlement.</p> <p>BATTLE: Valour. Play if a Free Peoples Elite unit is in the Battle. Add +1 to your Combat Roll.</p>	<p>(MUSTER) Riders of Théoden</p> <p>Recruit one Rohan unit (Regular or Elite) and one Leader in Edoras or in a Rohan Region containing a Companion.</p> <p>BATTLE: Daylight. The Shadow player rolls a maximum of three Combat dice.</p>	<p>(ARMY) Faramir's Rangers</p> <p>Attack a Shadow Army in Osgiliath or South Ithilien or North Ithilien. Roll three dice and score hits on results of 5+.</p> <p>If there is a Free Peoples Army in Osgiliath, recruit one Gondor unit (Regular or Elite) and one Gondor Leader there.</p> <p>BATTLE: Shield-wall. Before you remove casualties, if your opponent scored two or more hits, cancel one hit.</p>
<p>(MUSTER) Book of Mazarbul</p> <p>Move all Companions on the map.</p> <p>If a Companion is in Erebor or Ered Luin, move the Dwarves directly to the "At War" step, even if the Dwarves are not Active.</p> <p>BATTLE: Advantageous Position Play if the defending Army is inside the borders of a Free Peoples Nation. Subtract -1 to the Combat roll of the enemy army (a '6' is always a hit).</p>	<p>(MUSTER) Celeborn's Galadhrim</p> <p>Recruit one Elven unit (Regular or Elite) in Lorien.</p> <p>Draw one Strategy card.</p> <p>BATTLE: Daylight. The Shadow player rolls a maximum of three Combat dice.</p>	<p>(MUSTER) Guards of the Citadel</p> <p>Recruit one Gondor unit (Regular or Elite) and one Gondor Leader in Minas Tirith.</p> <p>BATTLE: Charge. Before the Combat Roll, roll an additional attack using only the Free Peoples Elite units and apply immediately the result.</p>

<p>(MUSTER) Wisdom of Elrond</p> <p>Activate one Free Peoples Nation of your choice and advance that Nation one step on the Political Track.</p> <p>BATTLE: Confusion. Every die result of '1' in the Shadow Combat Roll scores one hit against the Shadow Army</p>	<p>(MUSTER) Cirdan's Ships</p> <p>Play if the Elves are at War.</p> <p>Recruit two Elven units (Regular or Elite) in any one coastal Region containing a Free Peoples Army.</p> <p>BATTLE: Charge. Before the Combat Roll, roll an additional attack using only the Free Peoples Elite units and apply immediately the result.</p>	<p>(MUSTER) Swords in Eriador</p> <p>Recruit one North unit (Regular or Elite) in The Shire and one Dwarven unit (Regular or Elite) in Ered Luin.</p> <p>Draw one Strategy card.</p> <p>BATTLE: Advantageous Position. Play if the defending Army is inside the borders of a Free Peoples Nation. Subtract -1 to the Combat roll of the enemy army (a '6' is always a hit).</p>
<p>(MUSTER) The Red Arrow</p> <p>Play if Gondor is active.</p> <p>Advance Rohan one step on the Political Track. Recruit one Rohan unit (Regular or Elite) and one Rohan Leader in Edoras.</p> <p>BATTLE: Scouts. Before the Combat Roll, retreat your Army.</p>	<p>(ARMY) Help Unlooked For</p> <p>Attack a Shadow Army besieging a Free Peoples Stronghold with an Army in an adjacent region.</p> <p>For the entire battle, the Shadow player rolls one Combat die less for each Free Peoples unit in the besieged Stronghold (to a minimum of one).</p> <p>BATTLE: No Quarter. If you score at least one hit during the current Combat round, score one additional hit.</p>	<p>(MUSTER) Kindred of Glorfindel</p> <p>Recruit one Elven unit (Regular or Elite) in Rivendell.</p> <p>Draw one Strategy card.</p> <p>BATTLE: Advantageous Position. Play if the defending Army is inside the borders of a Free Peoples Nation. Subtract -1 to the Combat roll of the enemy army (a '6' is always a hit).</p>
<p>(ARMY) Paths of the Woses</p> <p><i>Play if in Minas Tirith there is a Free Peoples Army and Rohan is at War.</i></p> <p>Move an Army from any one Rohan Region directly to Minas Tirith.</p> <p>If Minas Tirith is under siege, move the Army to a free Region adjacent to Minas Tirith.</p> <p>BATTLE: Sudden Strike. Before the Combat Roll, roll an additional attack using a number of dice equal to your Leadership (up to 5) and apply the result immediately.</p>	<p>(CHARACTER) The Eagles are Coming!</p> <p><i>Play if a Free Peoples Army containing a Companion is adjacent to, or is in the same Region as, a Shadow Army containing Nazgûl.</i></p> <p>Roll a die for every Nazgûl present (up to a maximum of five dice): eliminate a Nazgûl on a roll of 5+.</p> <p>All remaining Nazgûl must be placed in a Sauron Stronghold. The Witch-King is not affected by this card.</p> <p>BATTLE: Heroic Death. Before you remove casualties, eliminate a Leader to cancel one hit, or eliminate a Companion to cancel a number of hits up to the Companion's Level.</p>	<p>(ARMY) Through a Day and a Night</p> <p><i>Play on a Free Peoples Army containing a Companion.</i></p> <p>Move a Free Peoples Army containing a Companion up to two Regions.</p> <p>BATTLE: Confusion. Every die result of '1' in the Shadow Combat Roll scores one hit against the Shadow Army.</p>

<p>(ARMY) The Spirit of Mordor</p> <p>Attack a Shadow Army composed of units of different Nations. Roll five dice and score hits on results of 5+.</p> <p>BATTLE: Scouts. Before the Combat Roll, retreat your Army.</p>	<p>(ARMY) A Power Too Great <i>Play on the table.</i></p> <p>Shadow Armies cannot move or attack Lórien, Rivendell or The Grey Havens.</p> <p>The Elves advance one step on the Political Track.</p> <p>To discard "A Power too Great", the Shadow player(s) must use any one Action Die and discard one Army card and one Character Card from the hand.</p> <p>BATTLE: No Quarter. If you score at least one hit during the current Combat round, score one additional hit.</p>	<p>(ARMY) The Power of Tom Bombadil <i>Play on the table.</i></p> <p>Shadow Armies cannot move or attack into The Old Forest, The Shire, or Buckland.</p> <p>The North advances one step on the Political Track.</p> <p><i>To discard "The Power of Tom Bombadil", the Shadow player(s) must use any one Action Die and discard one Army card and one Character Card from the hand.</i></p> <p>BATTLE: Advantageous Position Play if the defending Army is inside the borders of a Free Peoples Nation. Subtract -1 to the Combat roll of the enemy army (a '6' is always a hit).</p>
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