

These are the "Master Cards" which were provided to everybody for translations.  
 If you have difficulties interpreting some of your Shadow 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><b>(CHARACTER)</b>  <b>Shelob's Lair</b></p> <p>Put "Shelob's Lair" Special Hunt Tile into play.</p> <p><b>BATTLE:</b>  <b>One for the Dark Lord</b>  <b>Play if the defending Army is in the same Region of the Fellowship.</b>      Add +1 to your Combat and Leader Reroll.</p>	<p><b>(CHARACTER)</b>  <b>The Ring is Mine!</b></p> <p>Put "The Ring is Mine!" special Hunt Tile into play.</p> <p><b>BATTLE:</b>  <b>One for the Dark Lord</b>  <b>Play if the defending Army is in the same Region of the Fellowship.</b>      Add +1 to your Combat and Leader Reroll.</p>	<p><b>(CHARACTER)</b>  <b>On, on They Went</b></p> <p>Put "On, On They Went" Special Hunt Tile into play.</p> <p><b>BATTLE:</b>  <b>One for the Dark Lord</b>  <b>Play if the defending Army is in the same Region of the Fellowship.</b>      Add +1 to your Combat and Leader Reroll.</p>
<p><b>(CHARACTER)</b>  <b>Give it to Uss!</b></p> <p>Put "Give it to Uss!" Special Hunt Tile into play.</p> <p><b>BATTLE:</b>  <b>One for the Dark Lord</b>  <b>Play if the defending Army is in the same Region of the Fellowship.</b>      Add +1 to your Combat and Leader Reroll.</p>	<p><b>(CHARACTER)</b>  <b>Cruel Weather</b></p> <p><i>Play if the Fellowship is at step 1+ on the Fellowship Track.</i></p> <p>Move the Fellowship to an adjacent Region.</p> <p><b>BATTLE:</b>  <b>Cruel as Death</b>  <b>Play if the total Nazgûl Leadership is 2 or more.</b>      Subtract 2 from your total Nazgûl Leadership to add +1 to your Combat Roll.</p>	<p><b>(CHARACTER)</b>  <b>Flocks of Crebain</b></p> <p><i>Play on the table.</i></p> <p>Discard "Flocks of Crebain" to add +1 to a Hunt Roll.</p> <p><i>Discard "Flocks of Crebain" if the Fellowship is declared in a Free Peoples City or Stronghold.</i></p> <p><b>BATTLE:</b>  <b>They are Terrible</b>  <b>Play if a Nazgûl is in the battle.</b>      Subtract 1 from your total Nazgûl Leadership to add +1 to your Leader Reroll.</p>
<p><b>(CHARACTER)</b>  <b>Balrog of Moria</b>  <i>Play on the table.</i></p> <p>Discard "Balrog of Moria" to draw an additional Hunt tile if the Fellowship enters or leaves Moria whilst being declared or revealed.      If the tile shows an Eye, discard it without effect.  <i>Discard "Balrog of Moria" to use its Battle effect as if playing the card from your hand.</i></p> <p><b>BATTLE:</b>  <b>Durin's Bane</b>  <b>Play if the defending Army is within two regions from Moria.</b>      Before the Combat Roll, roll an additional attack using three Combat dice; score hits on 4+ and apply the result immediately.</p>	<p><b>(CHARACTER)</b>  <b>Foul Thing from the Deep</b>  <i>Play if the Fellowship is not in a Free Peoples settlement.</i></p> <p>Draw a Hunt tile.      If the tile shows an Eye or is a Fellowship Special Tile, discard it without effect.      If the tile is numbered (including Shadow Special Tiles without an Eye), follow the rules for a successful Hunt, but the Free Peoples player must take a random Casualty if possible.</p> <p><b>BATTLE:</b>  <b>They are Terrible</b>  <b>Play if a Nazgûl is in the battle.</b>      Subtract 1 from your total Nazgûl Leadership to add +1 to your Leader Reroll.</p>	<p><b>(CHARACTER)</b>  <b>Nazgûl Search</b></p> <p><i>Play if the Fellowship is at step 1+ on the Fellowship Track.</i></p> <p>Move all the Nazgûl.      If at least one Nazgûl is in the Region with the Fellowship, reveal the Fellowship.</p> <p><b>BATTLE:</b>  <b>Foul Stench</b>  <b>Play if a Nazgûl is in the battle.</b>      If the Nazgûl Leadership equals or exceeds the total Free Peoples Leadership, the Free Peoples Leader Reroll is cancelled.</p>

<p><b>(CHARACTER)</b> <b>Worn with Sorrow and Toil</b> <i>Play on the table.</i></p> <p>When “Worn with Sorrow and Toil” is in play, if a Companion in the Fellowship is taken as a Casualty you may discard one Character card of the Free Peoples player from his hand (choosing it randomly) or from the table.</p> <p><i>Discard “Worn with Sorrow and Toil” if the Fellowship is declared in a Free Peoples City or Stronghold.</i></p> <p><b>BATTLE:</b> <b>Words of Power</b> <b>Play if a Nazgûl is in the battle.</b> Choose a Companion: ignore his Leadership and special abilities for this round.</p>	<p><b>(CHARACTER)</b> <b>The Nazgûl Strike!</b> <i>Play if the Fellowship is at step 1+ on the Fellowship Track.</i></p> <p>Move all the Nazgûl. If at least one Nazgûl is in the Region with the Fellowship, discard one Character Card from the table or roll for the Hunt.</p> <p><b>BATTLE:</b> <b>Black Breath</b> <b>Play if a Nazgûl is in the battle.</b> If you score at least one hit on your Leader Reroll, additionally eliminate one Free Peoples Leader. You can eliminate a Companion of your choice if the number of hits equals or exceeds the Companion’s Level.</p>	<p><b>(CHARACTER)</b> <b>The Breaking of the Fellowship</b> <i>Play if the Fellowship is revealed.</i> Draw a Hunt tile. If the tile is numbered, the Free Peoples player must separate an equal number of Companions, placing them in the Region with the Fellowship (eliminate them if the Fellowship is in Mordor). If the tile shows an Eye or is a Fellowship Special Tile, discard it without effect. If Gollum is the Guide, add one Corruption point instead.</p> <p><b>BATTLE:</b> <b>Dread and Despair</b> <b>Play if a Nazgûl is in the battle.</b> The Free Peoples player rolls one Combat die less (to a minimum of 1) for every point of Nazgûl Leadership you choose to forfeit.</p>
<p><b>(CHARACTER)</b> <b>Orc Patrol</b></p> <p><i>Play if the Fellowship is not in a Free Peoples Settlement.</i> Draw a Hunt tile. If the tile shows an Eye or is a Fellowship Special Tile, discard it without effect. If the tile is numbered (including Shadow Special Tiles without an Eye), follow the rules for a successful Hunt.</p> <p><b>BATTLE:</b> <b>Cruel as Death</b> <b>Play if the total Nazgûl Leadership is 2 or more.</b> Subtract 2 from your total Nazgûl Leadership to add +1 to your Combat Roll.</p>	<p><b>(CHARACTER)</b> <b>The Lidless Eye</b></p> <p>Change up to three unused Shadow Action dice results into “Eye” results.</p> <p>Put these dice in the Hunt Box immediately.</p> <p><b>BATTLE:</b> <b>Words of Power</b> <b>Play if a Nazgûl is in the battle.</b> Choose a Companion: ignore his Leadership and special abilities for this round.</p>	<p><b>(CHARACTER)</b> <b>Wormtongue</b></p> <p><i>Play on the table if Saruman is in play.</i> When “Wormtongue” is in play, Rohan can be activated only by a Companion or by the Fellowship. <i>Discard “Wormtongue” as soon as Rohan is activated.</i> <i>Discard “Wormtongue” and activate Rohan if Helm’s Deep or Edoras is attacked.</i></p> <p><b>BATTLE:</b> <b>Foul Stench</b> <b>Play if a Nazgûl is in the battle.</b> If the Nazgûl Leadership equals or exceeds the total Free Peoples Leadership, the Free Peoples Leader Reroll is cancelled.</p>
<p><b>(CHARACTER)</b> <b>The Palantir of Orthanc</b> <i>Play on the table if Saruman is in play.</i> When “The Palantir of Orthanc” is in play, every time you use an Event Action die result to play a card, immediately draw another card from a deck of your choice. <i>To discard “The Palantir of Orthanc”, the Free Peoples player must use a Will of the West Action Die result, or use any Action Die and one Elven Ring.</i></p> <p><b>BATTLE:</b> <b>Cruel as Death</b> <b>Play if the total Nazgûl Leadership is 2 or more.</b> Subtract 2 from your total Nazgûl Leadership to add +1 to your Combat Roll.</p>	<p><b>(CHARACTER)</b> <b>Candles of Corpses</b></p> <p><i>Play if the Fellowship is not in a Free Peoples Settlement.</i></p> <p>Roll three dice: add one Corruption point on each result of 4+. If Gollum is the Guide, add one Corruption point on each result of 6.</p> <p><b>BATTLE:</b> <b>Dread and Despair</b> <b>Play if a Nazgûl is in the battle.</b> The Free Peoples player rolls one Combat die less (to a minimum of 1) for every point of Nazgûl Leadership you choose to forfeit.</p>	<p><b>(CHARACTER)</b> <b>Isildur’s Bane</b> <i>Play if the Fellowship is not in a Free Peoples Settlement.</i> Draw a Hunt tile. If the tile shows an Eye or is a Fellowship Special Tile, discard it without effect. If the tile is numbered (including Shadow Special Tiles without an Eye), follow the rules for a successful Hunt, but the Free Peoples player must take Corruption.</p> <p><b>BATTLE:</b> <b>Cruel as Death</b> <b>Play if the total Nazgûl Leadership is 2 or more.</b> Subtract 2 from your total Nazgûl Leadership to add +1 to your Combat Roll.</p>

<p><b>(CHARACTER)</b> <b>Lure of the Ring</b></p> <p><i>Play if the Fellowship is revealed.</i></p> <p>Randomly select one Companion in the Fellowship. The Free Peoples player must choose either to add Corruption equal to the Companion's Level, or to eliminate him.</p> <p>If Gollum is the Guide, add one Corruption point instead.</p> <p><b>BATTLE:</b> <b>They are Terrible</b> <b>Play if a Nazgûl is in the battle.</b> Subtract 1 from your total Nazgûl Leadership to add +1 to your Leader Reroll.</p>	<p><b>(CHARACTER)</b> <b>Morgul Wound</b></p> <p><i>Play if the Fellowship is revealed.</i></p> <p>If the current Corruption is three or less, add two Corruption points, otherwise add one Corruption point.</p> <p><b>BATTLE:</b> <b>Black Breath</b> <b>Play if a Nazgûl is in the battle.</b> If you score at least one hit on your Leader Reroll, additionally eliminate one Free Peoples Leader. You can eliminate a Companion of your choice if the number of hits equals or exceeds the Companion's Level.</p>	<p><b>(CHARACTER)</b> <b>The Ringwraiths Are Abroad</b></p> <p>Move all the Nazgûl. Afterwards, either move two Armies containing a Nazgûl, or attack with one Army containing a Nazgûl.</p> <p><b>BATTLE:</b> <b>Words of Power</b> <b>Play if a Nazgûl is in the battle.</b> Choose a Companion: ignore his Leadership and special abilities for this round.</p>
<p><b>(CHARACTER)</b> <b>The Black Captain Commands</b></p> <p><i>Play if the Witch-king is in play.</i></p> <p>Recruit two Nazgûl in the Region with the Witch-king, or move all the Nazgûl. Move or attack with the Army containing the Witch-king.</p> <p><b>BATTLE:</b> <b>Foul Stench</b> <b>Play if a Nazgûl is in the battle.</b> If the Nazgûl Leadership equals or exceeds the total Free Peoples Leadership, the Free Peoples Leader Reroll is cancelled.</p>	<p><b>(CHARACTER)</b> <b>Grond, Hammer of the Underworld</b></p> <p><i>Play if the Witch-king is in play.</i></p> <p>Attack a Stronghold with a besieging Army containing the Witch-king. The battle lasts for three Combat rounds instead of one. During the first round, the Free Peoples player cannot use Combat Cards unless a Companion is in the battle.</p> <p><b>BATTLE:</b> <b>Dread and Despair</b> <b>Play if a Nazgûl is in the battle.</b> The Free Peoples player rolls one Combat die less (to a minimum of 1) for every point of Nazgûl Leadership you choose to forfeit.</p>	<p><b>(CHARACTER)</b> <b>Dreadful Spells</b></p> <p><i>Play if a Shadow Army containing Nazgûl is adjacent to, or is in the same Region as, a Free Peoples Army.</i></p> <p>Attack the Free Peoples Army rolling a number of dice equal to the number of Nazgûl (up to 5). Score hits on a 5+.</p> <p><b>BATTLE:</b> <b>Devilry of Orthanc</b> <b>Play if an Isengard unit is in the battle and the defending Army is in a Stronghold.</b> Add +1 to your Combat roll.</p>
<p><b>(MUSTER)</b> <b>A New Power is Rising</b></p> <p><i>Play if Saruman is in play.</i></p> <p>Recruit two Isengard Regular units in each of North and South Dunland and two units (Regular or Elite) in Orthanc.</p> <p><b>BATTLE:</b> <b>Great Host</b> If after removing casualties your units are at least twice as many as the enemy units, score one automatic hit.</p>	<p><b>(MUSTER)</b> <b>Rage Of The Dunlendings</b></p> <p><i>Play if Isengard is at War.</i></p> <p>Recruit two Isengard Regular units in a free Region adjacent to North or South Dunland. You may also move to this Region up to four Isengard units (Regular or Elite) from North Dunland and/or South Dunland.</p> <p><b>BATTLE:</b> <b>Relentless Assault</b> Before the Combat Roll, eliminate up to two Shadow units. Add +1 to your Combat Roll for every eliminated unit.</p>	<p><b>(MUSTER)</b> <b>Return of the Witch-King</b></p> <p><i>Play if the Witch-king is in play.</i></p> <p>Move the Witch-king to Angmar and recruit two Sauron Regular units and one Sauron Elite unit in Angmar.</p> <p><b>BATTLE:</b> <b>Swarm of Bats</b> Cancel the effects of any one Combat Card played by the Free Peoples player. If the Free Peoples player did not play a card, add +1 to the Leader Reroll.</p>

<p><b>(MUSTER)</b> <b>Monsters Roused</b></p> <p>Recruit one Sauron Regular unit in Angmar, Ettenmoors and Weather Hills, and one Sauron Elite unit in Trollshaws.</p> <p><b>BATTLE:</b> <b>Desperate Battle</b> Both Armies add +1 to their Combat Roll and Leader Reroll.</p>	<p><b>(ARMY)</b> <b>Corsairs of Umbar</b></p> <p><i>Play if the Southrons &amp; Easterlings are at War.</i></p> <p>Move one Army from Umbar to a Gondor coastal Region. If there is a Free Peoples Army in the Region, fight a battle. Follow the normal rules, however the attacking Army cannot retreat.</p> <p><b>BATTLE:</b> <b>Deadly Strife</b> Both Armies add +2 to their Combat Roll and Leader Reroll.</p>	<p><b>(MUSTER)</b> <b>Many Kings to the Service of Mordor</b></p> <p>Recruit two Southrons &amp; Easterlings Regular units in each of three different Southrons &amp; Easterlings Settlements.</p> <p><b>BATTLE:</b> <b>Great Host</b> If after removing casualties your units are at least twice as many as the enemy units, score one automatic hit.</p>
<p><b>(MUSTER)</b> <b>Horde From the East</b></p> <p><i>Play if Southrons &amp; Easterlings are at War.</i></p> <p>Recruit five Southrons &amp; Easterlings Regular units in a free Region inside their Nation, adjacent to the eastern border of the map.</p> <p><b>BATTLE:</b> <b>Deadly Strife</b> Both Armies add +2 to their Combat Roll and Leader Reroll.</p>	<p><b>(MUSTER)</b> <b>The King is Revealed</b></p> <p><i>Play if Aragorn is in play.</i></p> <p>Recruit five Sauron Regular units and a Nazgûl in Minas Morgul.</p> <p><b>BATTLE:</b> <b>Relentless Assault</b> Before the Combat Roll, eliminate up to two Shadow units. Add +1 to your Combat Roll for every eliminated unit.</p>	<p><b>(MUSTER)</b> <b>Shadows on the Misty Mountains</b></p> <p>Recruit two Sauron units (Regular or Elite) and one Nazgûl in Mount Gram or in Moria.</p> <p><b>BATTLE:</b> <b>Onslaught</b> After removing casualties, eliminate up to four Shadow units. Roll one die for each eliminated unit: score one hit on each result of 4+.</p>
<p><b>(MUSTER)</b> <b>Musterings of Long-planned War</b></p> <p><i>Play if all Shadow Nations are at War.</i></p> <p>Place five Southrons &amp; Easterlings Regular units in Gorgoroth and five Sauron Regular units in Nurn.</p> <p><b>BATTLE:</b> <b>Desperate Battle</b> Both Armies add +1 to their Combat Roll and Leader Reroll.</p>	<p><b>(MUSTER)</b> <b>Pits of Mordor</b></p> <p><i>Play if Sauron is at War.</i></p> <p>Recruit two Sauron Regular units in each of three different Sauron Strongholds.</p> <p><b>BATTLE:</b> <b>Desperate Battle</b> Both Armies add +1 to their Combat Roll and Leader Reroll.</p>	<p><b>(MUSTER)</b> <b>Orcs Multiplying Again</b></p> <p>Recruit three Sauron Regular units in Dol Guldur and three Sauron Regular units in Mount Gundabad.</p> <p><b>BATTLE:</b> <b>Onslaught</b> After removing casualties, eliminate up to four Shadow units. Roll one die for each eliminated unit: score one hit on each result of 4+.</p>

<p><b>(MUSTER)</b> <b>Stormcrow</b></p> <p><i>Play if either the Fellowship or a Companion is inside the borders of a Free Peoples Nation not at War.</i></p> <p>Move that Nation back one step on the Political Track and eliminate one Leader or unit of that Nation (Free Peoples player's choice).</p> <p><b>BATTLE:</b> <b>Great Host</b> If after removing casualties your units are at least twice in number than the enemy units, score one automatic hit.</p>	<p><b>(MUSTER)</b> <b>Threats and Promises</b> <i>Play on the table.</i></p> <p>When "Threats and Promises" is in play, the Free Peoples player cannot advance a passive Nation on the Political Track using a Muster Action die.</p> <p><i>Discard "Threats and Promises" if a Free Peoples Nation advances on the Political Track due to an attack or a Companion special ability.</i></p> <p><b>BATTLE:</b> <b>Devilry of Orthanc</b> <b>Play if an Isengard unit is in the battle and the defending Army is in a Stronghold.</b> Add +1 to your Combat roll.</p>	<p><b>(ARMY)</b> <b>Half-Orcs and Goblin-Men</b></p> <p><i>Play if Isengard is at War.</i></p> <p>Recruit one Isengard unit (Elite or Regular) in a Region already occupied by a Shadow Army.</p> <p><b>BATTLE:</b> <b>We Come to Kill</b> After removing casualties, roll an additional attack using only the Shadow Elite units: score hits with 5+.</p>
<p><b>(ARMY)</b> <b>Olog-Hai</b></p> <p><i>Play if Sauron is at War.</i></p> <p>Recruit one Sauron unit (Elite or Regular) in a Region already occupied by a Shadow Army.</p> <p><b>BATTLE:</b> <b>We Come to Kill</b> After removing casualties, roll an additional attack using only the Shadow Elite units: score hits with 5+.</p>	<p><b>(ARMY)</b> <b>Hill-Trolls</b></p> <p><i>Play if Sauron is at War.</i></p> <p>Replace two Sauron Regular units in play with two Sauron Elite units.</p> <p><b>BATTLE:</b> <b>We Come to Kill</b> After removing casualties, roll an additional attack using only the Shadow Elite units: score hits with 5+.</p>	<p><b>(ARMY)</b> <b>The Shadow is Moving</b></p> <p><i>Play if all Shadow Nations are At War.</i></p> <p>Move four Shadow Armies.</p> <p><b>BATTLE:</b> <b>Swarm of Bats</b> Cancel the effects of any one Combat Card played by the Free Peoples player. If the Free Peoples player did not play a card, add +1 to the Leader Reroll.</p>
<p><b>(ARMY)</b> <b>Shadows Gather</b></p> <p>Move one Shadow Army up to three Regions. The movement must end in a Region already occupied by another Shadow Army.</p> <p><b>BATTLE:</b> <b>Mûmakil</b> <b>Play if a Southrons &amp; Easterlings Elite unit is in the battle.</b> Add +1 to your Combat Roll. If, after the Leader Reroll, you scored more hits than your opponent, one additional hit is scored.</p>	<p><b>(ARMY)</b> <b>The Shadow Lengthens</b></p> <p>Move two Shadow Armies up to two Regions. The movements must end in Regions already occupied by other Shadow Armies.</p> <p><b>BATTLE:</b> <b>Mûmakil</b> <b>Play if a Southrons &amp; Easterlings Elite unit is in the battle.</b> Add +1 to your Combat Roll. If, after the Leader Reroll, you scored more hits than your opponent, one additional hit is scored.</p>	<p><b>(ARMY)</b> <b>Denethor's Folly</b> <i>Play on the table if Minas Tirith is besieged by a Shadow Army.</i> Eliminate one Free Peoples Leader in Minas Tirith. When "Denethor's Folly" is in play, the Free Peoples player cannot use Combat Cards for battles fought in Minas Tirith. <i>To discard "Denethor's Folly", the Free Peoples player must use a Will of the West Action Die result, or any Action Die if Gandalf or Aragorn are in Minas Tirith.</i></p> <p><b>BATTLE:</b> <b>Devilry of Orthanc</b> <b>Play if an Isengard unit is in the battle and the defending Army is in a Stronghold.</b> Add +1 to your Combat roll.</p>

<p><b>(ARMY)</b> <b>Dawnless Day</b></p> <p><i>Play if all Shadow Nations are at War.</i></p> <p>Discard all unused Free Peoples Action dice with a Will of the West result.</p> <p><b>BATTLE:</b> <b>Relentless Assault</b> Before the Combat Roll, eliminate up to two Shadow units. Add +1 to your Combat Roll for every eliminated unit.</p>	<p><b>(ARMY)</b> <b>The Fighting Uruk-Hai</b></p> <p><i>Play if Saruman is in play.</i></p> <p>Attack a Stronghold with a besieging Army containing Isengard units. The battle lasts for three Combat rounds instead of one. During the first round, the Free Peoples player cannot use Combat Cards unless a Companion is in the battle.</p> <p><b>BATTLE:</b> <b>Onslaught</b> After removing casualties, eliminate up to four Shadow units. Roll one die for each eliminated unit: score one hit on each result of 4+.</p>	<p><b>(ARMY)</b> <b>Return to Valinor</b></p> <p><i>Play if you control at least one Elven stronghold.</i></p> <p>Attack each Elven Stronghold not under siege. Roll a number of dice equal to the number of Elven units in that Region (up to 5) and score hits on 6.</p> <p><b>BATTLE:</b> <b>Deadly Strife</b> Both Armies add +2 to their Combat Roll and Leader Reroll.</p>
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