

Section 1 – Preface

UPDATED AUGUST 3, 2004.

This current rulings document is an official rules supplement to the Comprehensive Rulebook v3.0. All rulings made prior to May 2004 can be found in that Comprehensive Rulebook

- The following sections make up this CRD:
- Section 1 – Preface (and legal information)
 - Section 2 – X-List
 - Section 3 – Cards with errata (by card number)
 - Section 4 – Cards with Clarifications (by card number)
 - Section 5 – Other Clarifications (by game term)

Δ An entry preceded by a delta symbol identifies a change in gameplay since the previous published CRD. To give tournament directors and players a chance to familiarize themselves with these gameplay changes, they are not official until one week after the date of this document. This document is normally updated (when necessary) on the first Tuesday of every month.

§ An entry preceded by a section mark is either: (a) emphasizing existing rules, or clarifying text where no other clear play ruling exists (no change to gameplay); or (b) a rewording, rearrangement, or reproduction of an existing rule or ruling since the previous month's published CRD. Such entries are either already in force (due to previously published material), or are effective immediately.

All *Lord of the Rings* Trading Card Game rules questions and comments should be emailed to: elrond@decipher.com.

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Section 2 – X-List

The following cards may not be played in Standard format tournaments for *The Lord of the Rings*™ TCG:

ELROND, LORD OF RIVENDELL	1 R 40
GALADRIEL, LADY OF LIGHT	1 R 45
OTAR, MAN OF LAKETOWN	1 R 80
NO STRANGER TO THE SHADOWS	1 U 108
SAVAGERY TO MATCH THEIR NUMBERS	1 R 139
RELICS OF MORIA	1 R 195
ÚLAIRÉ NERTÉA, MESSENGER OF DOL GULDUR	1 U 234
FORCES OF MORDOR	1 C 248
STING	1 R 313
FLAMING BRAND	2 R 32
ARAGORN, HEIR TO THE WHITE CITY	3 R 38
HORN OF BOROMIR	0 P 5 AND 3 R 42
THE PALANTÍR OF ORTHANC	3 R 67
SARUMAN, KEEPER OF ISENGARD	3 R 68
BILL THE PONY	0 P 2 AND 3 U 106
FRYING PAN	3 C 108
STEADFAST CHAMPION	7 U 49
GONDORIAN CAPTAIN	7 C 96
AGGRESSION	8 C 1
Δ MEMORIES OF DARKNESS	10 R 2
MORDOR FIEND	10 C 91

Section 3 – Cards with Errata

No cards have received an erratum since the release of Comprehensive Rulebook 3.0.

Section 4 – Cards with Clarifications

O ELBERETH! GITHONIEL! 2 R 108

As skirmishes involving the Ring-bearer cannot be cancelled, the skirmish action of this condition can only be used to take off The One Ring.

SMÉAGOL, BEARER OF GREAT SECRETS 9 R+ 30

You do not add a burden when you start this card as your Ring-bearer. (Your Ring-bearer is placed on the table, not played.)

§ CELEBORN, LORD OF THE GALADHRIM 10 R 7

This card's collector's info was misprinted as 10 R 6.

GOLLUM, MAD THING 10 R 21

Gollum's game text does not apply if a Shadow player assigns him to a skirmish.

§ FIELD OF THE FALLEN 10 U 43

To play, spot a Man. While there is a character in the dead pile, each companion of the same culture as that character is strength -1. **Skirmish:** Exert your Southron to make him strength +1.

Section 5 – Other Clarifications

"is about to" actions

Some actions are performed when a described situation "is about to" happen. Typically, only one such action can be performed in a given situation, because its effect will "prevent" that situation or replace it with another effect "instead."

Example: Isildur is wearing The One Ring, Answer to All Riddles. ("While wearing The One Ring,... each time he is about to take a wound in a skirmish, add a burden instead.") The Free Peoples player has Sapling of the White Tree in play. (Response: If a Man is about to take a wound, discard this artifact to prevent that.) Isildur loses a skirmish and is about to take a wound. Because the required action of The One Ring causes a burden to be added "instead" of a wound, the optional action of Sapling of the White Tree cannot be used, as the situation it responds to no longer exists.

playing Shadow cards

A Shadow player cannot play a Shadow artifact on another Shadow player's minion

§ preventing effects

If something happens to prevent one effect which in turn would have prevented a second effect, the second effect is performed.

Example: Morgul Destroyer is played. ("When you play this minion, you may spot a Nazgûl to add 2 threats. The Free Peoples player may wound the Ring-bearer to prevent this.") The Free Peoples player wounds the Ring-bearer to prevent the threats from being added. The Free Peoples player then discards Sapling of the White Tree. (Response: If a Man is about to take a wound, discard this artifact to prevent that.) Because Sapling has prevented the effect (a wound) that would have prevented Morgul Destroyer's effect, the threats are now added.

The Rule of 9

Each copy of a companion in play or in your dead pile counts as a separate companion, whether it is unique or non-unique.

§ "when you play" effects

If a card with a "when you play" effect is killed by a response action before you perform that effect, you may still perform the effect.

Example: You play Corsair Marauder. ("When you play this minion, if you can spot another corsair, you may discard a possession to add 2 tokens to a card that already has a token on it.") The Free People player uses Shadowplay to exert Corsair Marauder ("Each time a minion is played, you may exert a Hobbit companion to exert that minion."), then plays Unheeded to wound and kill it. ("If a minion exerts, exert an unbound Hobbit to wound that minion.") You may still use Corsair Marauder's text.