

Section 1 – Preface

UPDATED APRIL 5, 2004.

This current rulings document is an official rules supplement to the Comprehensive Rulebook v2.0.

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
OTTAR, 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
ÚLAIRĚ NERTĚA, MESSENGER OF DOL GULDUR	1 U 234
FORCES OF MORDOR	1 C 248
STING	1 R 313
FLAMING BRAND	2 R 32
FILIBERT BOLGER, WILY RASCAL	2 C 101
O ELBERETH! GILTHONIEL!	2 R 108
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

Section 3 – Cards with Errata

BOOK OF MAZARBUL – Erratum 0 P 7

Tale. Bearer must be a Dwarf.
At the start of each fellowship phase when the fellowship is at site 4 or higher, you may draw a card for each Dwarf companion.

GIMLI, DWARF OF EREBOR – Erratum 1 U 12

Damage +1.
Fellowship: If the twilight pool has fewer than 2 twilight tokens, add ● to place a card from hand beneath your draw deck.

FAR-SEEING EYES – Erratum 1 C 43

This Elven condition is unique (*FAR-SEEING EYES).

GIFT OF BOATS – Erratum 1 U 46

To play, exert an Elf ally. Plays to your support area. When the fellowship moves from a river during the fellowship phase, the move limit for this turn is +1.

THE MIRROR OF GALADRIEL – Erratum 1 R 55

Plays to your support area. Each Elf ally whose home is site 6 is strength +1.
Maneuver: If an opponent has at least 7 cards in hand, exert Galadriel to look at 2 of those cards at random. Discard one and replace the other.
If you may not look at a Shadow player's hand, the effect of The Mirror of Galadriel's special ability is ignored.

A RANGER'S VERSATILITY – Erratum 1 U 113

Maneuver: Exert a ranger at a river or forest to exhaust a minion.

THRÓR'S MAP – Erratum 1 R 318

Plays to your support area.
Fellowship or Regroup: Exert 2 Hobbits and discard Thrór's Map to play the fellowship's next site (replacing opponent's site if necessary).

WE MUST GO WARILY – Erratum 3 C 48

Response: If the fellowship moves in the regroup phase, exert a * companion twice to make each minion's twilight cost +1 until the next regroup phase.

HOWL OF HARAD – Erratum 4 U 236

Plays to your support area.
Each time a companion or ally loses a skirmish involving a Southron, you may remove ● to make the Free Peoples Player wound a Ring-bound companion.

ITHILIEN WILDERNESS – Erratum 4 R 237

Plays to your support area.
At the end of each phase during which the fellowship moved to 7^h, 8th, or 9th and the twilight pool has fewer than 7 twilight tokens, you may add ●.
Skirmish: Discard this condition to make a ● Man strength +2.

Section 4 – Cards with Clarifications

THE ONE RING, ISILDUR'S BANE 1 R 1

THE ONE RING, THE RULING RING 1 C 2

The One Ring's first paragraph is a special ability, and therefore optional. The second paragraph of game text is not optional, so once The One Ring is "worn," all wounds taken must be "converted" to burdens.

When you are about to take a wound and put on The One Ring, you must take a burden (or burdens) for that wound.

THE ONE RING, THE RULING RING 1 C 2

You may use the special ability of this card in response to a wound placed by The Witch-king, Lord of the Nazgûl or ÚlairĚ EnquĚa, Ringwraith in Twilight.

AXE STRIKE 1 C 3

Skirmish: Make a Dwarf strength +2 (or +3 if bearing a ☞ hand weapon).

Only copies of this card from *The Fellowship of the Ring* set need this clarification.

DWARVEN AXE 1 C 9

This card can trigger only once for each Shadow player with a minion in that skirmish, regardless of how many minions that player had.

GALADRIEL, LADY OF LIGHT 1 R 45

The twilight cost of an Elf played using Galadriel's text is zero, and cannot be raised or lowered.

QUESTIONS THAT NEED ANSWERING 1 R 81

Verify that the twilight pool has fewer than 3 tokens before paying this card's twilight cost.

SLEEP, CARADHRAS 1 C 84

"Discard every condition" means to discard every active condition. Inactive conditions are not discarded.

§ ONE WHOM MEN WOULD FOLLOW 1 U 109

Maneuver: Exert Aragorn to spot an ally. Until the regroup phase, that ally is strength +2 and participates in archery fire and skirmishes.

SARUMAN'S CHILL 1 C 134

The cost of this condition is 1. Some copies of this card are misprinted.

SARUMAN'S SNOWS 1 C 138

Spell. Weather. To play, exert a ☞ minion. Plays on a site. No player may play skirmish events or use skirmish special abilities during skirmishes at this site. Discard this condition at the end of the turn.

SAVAGERY TO MATCH THEIR NUMBERS 1 R 139

The strength +4 bonus lasts until the regroup phase.

WARINESS 1 U 161

This card exerts or discards one of your Uruk-hai.

WORRY 1 U 162

To play, exert an Uruk-hai. Plays to your support area.
Each time a companion or ally loses a skirmish involving an Uruk-hai, the opponent must choose to either exert the Ring-bearer or add a burden.

GOBLIN MARKSMAN 1 C 176

Italic text within parentheses is descriptive only, and has no added game play effect.

PLUNDERED ARMORIES 1 C 193

If a minion bearing a ☞ weapon is discarded due to losing a skirmish, Plundered Armories takes effect before optional actions triggered by winning/losing that skirmish occur.

When an effect discards "all" minions (thereby discarding their weapons), they are discarded at the same time. None of those minions may have weapons played on them with Plundered Armories.

DRAWN TO ITS POWER 1 U 211

Plays to your support area.
Each time a companion is killed in a skirmish involving a Nazgûl, add a burden.

RETURN TO ITS MASTER 1 R 224

This card creates a skirmish in addition to regular and fierce skirmishes.

ÚLAIRĚ NERTĚA, MESSENGER OF DOL GULDUR 1 U 234

If two or more minions are played, the Shadow player decides in what order those minions are played.

<p>ÚLAIRÈ OSTÈA, LIEUTENANT OF MORGUL 1 U 235 Shadow: Exert Úlairè Ostèa to make a  minion fierce until the regroup phase. The name “Ostèa” in the title of this card should be “Otsèa.” Future printings will have this correction. All versions of this card have the same card title for uniqueness purposes.</p> <p>A HOST AVAILS LITTLE 1 U 251 If you can spot 7 or more companions, you may wound the same companion more than once.</p> <p>ORC AMBUSER 1 C 261 This <i>Fellowship of the Ring</i> card was misprinted in the Gimli <i>Mines of Moria</i> starter deck. The word “non-native” should be “roaming.”</p> <p>ORC ASSASSIN 1 U 262 This <i>Fellowship of the Ring</i> card was misprinted in the Gimli <i>Mines of Moria</i> starter deck. The word “non-native” should be “roaming.”</p> <p>§ ORC BANNER 1 R 263 Plays to your support area. Each time a companion or ally loses a skirmish that involves a  minion, each  Orc is strength +1 until the regroup phase.</p> <p>BILBO BAGGINS, RETIRED ADVENTURER 1 R 284 This card’s title should now be read as: • Bilbo, Retired Adventurer</p> <p>MERRY, FRIEND TO SAM 1 R 302 After Merry’s skirmish has resolved, he is no longer assigned and you may use his special ability. The strength bonus another companion receives from Merry’s skirmish special ability is equal to Merry’s strength at that time. That bonus does not increase if Merry’s strength is boosted at a later time during the same skirmish phase.</p> <p>ETTENMOORS 1 C 331 Plains. Skirmish: Exert your companion or minion to make that character strength +2.</p> <p>ROSIE COTTON 1 U 309 Sam is strength +1. Fellowship: Exert Rosie Cotton to heal Sam.</p> <p>FORD OF BRUINEN 1 U 338 River. Sanctuary. The twilight cost of the first Nazgûl played to Ford of Bruinen each turn is -5.</p> <p>BALIN’S TOMB 1 U 343 Underground. Maneuver: Discard your tale from play or from hand to heal your companion.</p> <p>EMYN MUIL 1 U 360 Maneuver: Exert your minion to make that minion fierce until the regroup phase.</p> <p>WHAT ARE WE WAITING FOR? 2 R 15 If a second copy of this card is played and that Shadow player has already chosen to skip his or her next Shadow phase, that player may choose to skip the same Shadow phase again (which has no effect).</p> <p>URUK SCOUT 2 C 47 The special ability of this minion may only cancel an event that specifically requires a ranger in its game text.</p> <p>CAVE TROLL’S CHAIN 2 R 53 When an exhausted Cave Troll, armed with the Cave Troll’s Chain, takes its last wound during the archery phase, the Chain may not be used to wound an archer companion (since the wound is a required action and takes effect before the Chain can be used).</p> <p>ÚLAIRÈ ATTÈA, THE EASTERLING 2 U 82 This card may not be spotted by cards that require an Easterling. “The Easterling” is his subtitle, meaning “Man of the East.” Keywords are not found in subtitles.</p>	<p>ORC SCOUT 2 C 89 See Uruk Scout 2 C 47.</p> <p>BILBO BAGGINS, WELL-SPOKEN GENTLEHOBBIT 2 U 96 This card’s title should now be read as: • Bilbo, Well-spoken Gentlehobbit</p> <p>ÚLAIRÈ OTSÈA, RINGWRAITH IN TWILIGHT 3 U 86 The title of this card is spelled correctly. Refer to entry Úlairè Ostèa, Lieutenant of Morgul, 1 U 235. If Frodo dies in a skirmish involving Otsèa with Sam also in play, The One Ring is transferred to Sam before Blade Tip may be transferred with Otsèa’s game text.</p> <p>MELILOT BRANDYBUCK, MERRY DANCER 3 R 110 Response: If a burden is about to be added by a Shadow card, exert Melilot Brandybuck to prevent that burden.</p> <p>OLD NOAKES, PURVEYOR OF WISDOMS 3 C 111 If a Shadow card gives you the choice of discarding a card from hand or taking a different action, that card does not activate Old Noakes’ game text.</p> <p>THE ONE RING (OVERSIZED VERSION) 4 M 1 A special, promotional version of this oversized card has been produced in regular card size. This card cannot be used to play the game.</p> <p>MY AXE IS NOTCHED 4 R 52 The strength bonus derived from this condition is based on the lowest number of tokens on either card. <i>Example:</i> If there are two  tokens on Final Count and three  tokens on My Axe Is Notched, the strength bonus is +2.</p> <p>FINAL COUNT 4 R 69 See entry My Axe Is Notched 4 R 52.</p> <p>ELVEN BROOCH 4 U 63 To play, spot an Elf. Bearer must be a companion. Response: If another possession borne by bearer is about to be discarded by a Shadow card, discard this possession instead. <i>This clarification is a change from a previous ruling.</i></p> <p>UNDER THE LIVING EARTH 4 C 105 The twilight token added for the cost of this card adds to the strength bonus provided by its effect. <i>Example:</i> If the twilight pool is empty when this card is played, Gandalf is strength +1.</p> <p>COME DOWN 4 R 146 This card allows all allies to take wounds from archery fire.</p> <p>URUK REGULAR 4 C 192 This card’s special ability makes the twilight cost of an Uruk-hai -1 for each Uruk-hai you spot other than this card. <i>Example:</i> If you have four Uruk Regulars in play and you use the special ability on one of them to play an Uruk Searcher (twilight cost of 4), the Searcher’s twilight cost is 1.</p> <p>SOUTHRON FIGHTER 4 R 251 The foil version of this card has a different image from the non-foil version.</p> <p>FRODO, COURTEOUS HALFLING 4 R 301 This card only prevents Shadow cards that make you discard from hand or draw deck. If a Shadow card gives you a choice, you may choose to discard. <i>Example:</i> If a Dunlending Rampager is played, Courteous Halfling does not prevent the Free Peoples player from discarding. Since the game text of the Rampager says “may discard,” a choice is provided.</p>	<p>HORSE-COUNTRY 4 U 326 This <i>Two Towers</i> card was misprinted in an <i>Ents of Fangorn</i> starter deck. The correct text follows: Plains. While you can spot a  mount at Horse-country, the move limit is +1 for this turn.</p> <p>DERNDINGLE 4 U 330 This <i>Two Towers</i> card was misprinted in an <i>Ents of Fangorn</i> starter deck. The correct text follows: Forest. While you can spot an unbound Hobbit at Derndingle, the move limit is +1 for this turn.</p> <p>ERED NIMRAIS 4 U 343 When Sméagol is played to Ered Nimrais and The Nine Walkers is in play, his twilight cost is 1.</p> <p>CAVES OF AGLAROND 4 U 352 Underground. Sanctuary. Maneuver: Spot your Uruk-hai and remove  to make one of your Uruk-hai fierce until the regroup phase.</p> <p>GREAT HALL 4 U 353 Each  ally participates in archery fire and skirmishes at this site as if this were his or her home site.</p> <p>BERSERK RAGER 5 U 45 The strength bonus for this minion is increased for any wound on any minion, companion, or ally in its skirmish. The tokens removed for the special ability on this card must all be removed from the same machine.</p> <p>BERSERK SAVAGE 5 R 46 See Berserk Rager 5 U 45.</p> <p>BERSERK SLAYER 5 R 47 See Berserk Rager 5 U 45.</p> <p>URUK-HAI BERSERKER 5 U 63 The strength bonus for this minion is increased for any wound on any minion, companion, or ally in its skirmish.</p> <p>EYE OF BARAD-DÛR 5 R 96 This card must be played in order to use its response text, which is affected by cards like Legolas, Dauntless Hunter. The text “discard this card to” is superfluous.</p> <p>§ STING, BAGGINS HEIRLOOM 5 R 116 The collector’s information printed on the Tengwar version of this card (found in the <i>Two Towers Anthology</i>) was printed incorrectly as 4 R 100. This information should be read as 5 R 116.</p> <p>QUICKBEAM, BREGALAD 6 C 33 Like other similar cards, this card’s game text should say “Ent or unbound Hobbit.” For each Ent or each unbound Hobbit, the twilight cost is -1.</p> <p>SWORD OF DOL GULDUR 6 R 85 Bearer must be a Nazgûl. While bearer is Úlairè Toldèa, each time he wins a skirmish the Free Peoples player must discard a Free Peoples possession or a Free Peoples condition.</p> <p>HELD 6 R 109 The “site 9” referred to on this card is <i>any</i> site 9 card from <i>any</i> block.</p> <p>DON’T LOOK AT THEM 6 R 39 Plays to your support area. Skirmish: Spot Sméagol and discard 3 cards from hand to wound a minion Sméagol is skirmishing once (or twice if that minion is a  minion).</p> <p>THEY STOLE IT 6 R 46 Plays to your support area. Skirmish: Spot Gollum and discard 3 cards from hand to wound a companion Gollum is skirmishing once (or twice if that companion is a  companion).</p>
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Section 5 – Other Clarifications

IT BURNS US 6 U 110
This card counts both Free Peoples cultures and Shadow cultures when cards are revealed.

§ **LOYALTY UNSHAKEN** 7 R 10
When you play this condition, you may stack 2 cards from hand here and draw a card for each ☉ card you stack.
Skirmish: Make a Dwarf strength +2. Also, make that Dwarf **damage +2** for each ☉ card stacked on this condition. Discard this condition.

§ **SLAKED THIRSTS** 7 U 14
Choose one: Spot a Dwarf to draw a card; or, if this card is stacked on a ☉ condition, spot a Dwarf companion and discard this event to exert a minion twice.

TERRIBLE AND EVIL 7 R 50
If Gandalf is exhausted, he cannot exert to pay the cost of this card, even if X is equal to zero.

§ **NO SAFE PLACES** 7 R 66
Exert Sméagol to reveal an opponent's hand. That opponent must discard a card from hand for each culture revealed.

§ **CITY OF MEN** 7 C 83
You may discard only one ☞ minion for each copy of this card played.

FOOTMAN'S ARMOR 7 U 93
Each time the response for this card is activated, the conditions for being overwhelmed must be checked again.

PIPPIN'S SWORD 7 R 114
Bearer must be Pippin
Skirmish: Exert Pippin twice to make him strength +1 for each * companion you spot.

DESERT RUNNER 7 C 133
Southron. Ambush ●.
When the Free Peoples player assigns this minion to a character and you have initiative, you may wound that character.

DESERT SCOUT 7 C 134
Southron. Ambush ●.
When the Free Peoples player assigns this minion to a character and you have initiative, you may wound that character.

DESERT SNEAK 7 C 135
Southron. Ambush ●.
When the Free Peoples player assigns this minion to a character and you have initiative, you may wound that character.

LOATHSOME 7 R 182
If a skirmish that involved a Nazgûl is about to end, discard a possession borne by a companion in that skirmish.

This card is played as a response to the end of a skirmish that involved a Nazgûl, even if that skirmish ends before resolution. If the skirmish is ending because it is resolving normally, the discard of the possession does not effect the resolution of that skirmish.

ABOVE THE BATTLEMENT 7 C 262
When you play this card you must choose one of the following actions:
(1) play a besieger stacked on a site you control; or
(2) remove a burden to play a ☞ Orc from your discard pile.

BREACHED 7 R 266
"Place that companion in the dead pile" is the equivalent of killing that character.

MORDOR ASSASSIN 7 R 284
Response: If a companion is overwhelmed during a skirmish involving a ☞ Orc and threat wounds are about to be placed, remove a threat to assign this minion to the Ring-bearer (even if the Ring-bearer is already assigned).
Removing the threat is a cost that must be paid before threats are triggered.

MORDOR DEFENDER 7 C 285
Skirmish: Exert this minion and spot another ☞ minion to add a threat.

MORDOR SAVAGE 7 C 289
Skirmish: Exert this minion and spot another ☞ minion to add a threat.

§ **ORC OFFICER** 7 U 302
Each time a companion is overwhelmed in a skirmish that involves a ☞ minion, add 3 burdens.

ORC PURSUER 7 C 303
This card from *The Return of the King* set has the same name as card 5 C 108 from the *Battle of Helm's Deep* set. You may have up to four copies of 5 C 108 and up to four copies of 7 C 303 in your deck.

§ **ISENGARD RUINED** 7 U 331
Fellowship: Spot Gandalf to add ●. Each player may draw a card.

ANDUIN BANKS 7 U 341
This card from *The Return of the King* set has the same name as card 1 C 356 from the *Fellowship of the Ring* set.

MORGUL VALE 7 U 357
Skirmish: Spot your ☞ minion and remove 2 threats to make your ☞ minion strength +3.

§ **SAVED FROM THE FIRE** 8 R 20
Spot Gandalf and place a companion (except the Ring-bearer) in the dead pile to take up to 3 cards from that companion's culture into hand from your draw deck. Shuffle your draw deck.

ELESSAR'S EDICT 8 R 33
If a * Wraith is about to be killed, discard him and either exhaust another * Wraith or spot another exhausted * Wraith to prevent that.

§ **BLACK DART** 8 U 69
Archery: Spot your enduring or mounted Nazgûl to transfer this condition from your support area to an unbound companion. Discard a mount borne by that companion.
Bearer cannot heal or bear mounts.

active cards

During your turn, only these cards are active:

- sites on the adventure path,
- sites in any player's support area,
- your Free Peoples cards,
- your copy of The One Ring, and
- your opponents' Shadow cards.

adventure deck – "or higher"

When an effect says "site X or higher," it applies only to sites from the Fellowship block.

§ **ambush**

When a minion with the **Ambush X** keyword is given the **Ambush X** keyword by some other card or ability, each of those instances of ambush is considered to be printed on that minion's card. When that minion is subsequently assigned to a skirmish by the Free Peoples player, the Shadow player would then have the option to add pool for each separate instance indicated by the text on the minion, and other instances given by other cards.

Example: **Desert Scout** is equipped with **Raider Bow**. This minion now has the keyword **Ambush ●**, as well as the keyword **Ambush ●**. Each of these instances of ambush would resolve separately.

assignment

After the Free Peoples player informs the Shadow player that he or she is done making assignments, all assignments take effect simultaneously. All subsequent timing conflicts are resolved according to normal procedure.

The creation of leftover minions happens *only* when the Free Peoples player is done making assignments. If an assigned minion subsequently becomes unassigned as a result of a card's gametext (e.g. a triggered ability), it is not a leftover minion. Therefore it is not eligible to be assigned by the Shadow player.

cannot take wounds

If a character cannot take wounds, wounds cannot be assigned to that character. Some cards use the phrase "may not" instead of "cannot."

culture

To spot a "Free Peoples culture" means to spot any Free Peoples card of that culture. You may not spot a Gollum culture Shadow card to spot a Free Peoples culture.

damage bonuses

When an effect says that a character "loses all damage bonuses," that character cannot gain a damage bonus due to some other effect.

effects – when a card comes into play

If a card is discarded when it comes into play, ignore any effects triggered when it comes into play. This includes effects from a minion's own game text (such as "When you play this minion...") and effects from other cards in play (such as "Each time you play...").

Example: If **Watcher in the Water** is in play and you...

- (1) play **Goblin Runner**, ● is not added.
- (2) use the site text of **Northern Ithilien** to play Gollum, no burdens are added.
- (3) play **Úlairë Nertëa, Messenger of Dol Guldur**, no minions may be played from the discard pile.

events

Some event cards affect only cards that are currently in play, even though their effects might seem to apply to cards played later in the same turn.

These events take a “snapshot” of the current game state, and only those cards are affected.

Example: **Region’s Trails** affects only minions that are roaming when that event is played.

Example: **Deft in Their Movements** affects only sites on the adventure path when it is played.

Events are not in play and can never be spotted.

first printing mark

The first time a card is printed, it gets a “●” first printing mark at the end of its copyright line. This mark is removed on any subsequent printings. There is no way to tell a second printing from a third, for example.

for each

When an effect wounds (or exerts or heals) characters using the phrase “for each,” you may wound (or exert or heal) a character more than once.

Example: **Aragorn, Wingfoot** says, “Each time the fellowship moves, you may wound a minion for each unbound Hobbit you spot.” If you spot two unbound Hobbits, you may wound two minions each once or one minion twice.

Example: **Merry’s Sword** says, “**Maneuver:** Exert Merry twice to exert a minion once for each companion you spot.” If you spot 3 companions, you may exert one minion 3 times or 3 different minions once each.

leaving play

When a card leaves play for any reason, any cards played on that card (or borne by or stacked on that card) are discarded. *Exception:* When a site is replaced, all cards played on or stacked on the old site are moved to the new site.

limit

When a card has a limit, such as “(limit +3),” the limit applies to that card only for one phase. A limit does not apply to a different copy of the same card, and a limit does not span multiple phases.

Example: If you use the special ability of **Sting** in your fellowship phase and your opponent’s hand has 3 Orcs, you remove ●. If you use that special ability again in the same fellowship phase, you remove only ● and ignore the rest, because that special ability has the game text “(limit ●).” **Sting** cannot remove more than ● per phase.

Example: With one copy of **Trust Me As You Once Did** in play, and assuming you have sufficient signets and exertions, during a single skirmish phase:

- You may add +3 to one companion in a single action (at least 3 signets).
- You may add +1 to three different companions in three different actions (only 1 signet).
- You may add +2 to one companion and +1 to another in two different actions (only 2 signets). Note that once the limit is reached, no more may be added and the last +1 is ignored.

The limit is per copy of the condition per phase, so that a single copy of **Trust Me** may not provide more than +3 total benefits in a single skirmish phase, no matter how many companions are receiving those benefits.

It might help to conceptualize this process as three “+1 tokens,” placed on each copy of **Trust Me** at the start of each skirmish phase.

loops

Occasionally, a game will reach a state in which a set of actions can be repeated forever. The following clarifications govern how to break these loops:

(1) If a loop in a game contains one or more optional actions and one player controls them all, that player chooses a number. The loop is treated as repeating that number of times or until the other player intervenes with their own action, whichever comes first.

Example: A player is using the ability of **Sam, Faithful Companion** to search their draw deck for **Bill the Pony**. The Free Peoples player would choose a number of times that this action will take place. The action is assumed to take place that number of times, or until the Shadow player intervenes with their own action, whichever takes place first.

(2) If a loop contains at least one optional action controlled by each player and actions by both players are required to continue the loop, the **Free Peoples player** chooses a number. The **Shadow player** then has two choices: He or she can choose a lower number, in which case the loop continues that number of times including a final action in that loop by the Free Peoples player. Or he or she can agree to the number chosen by the active player, in which case the loop continues that number of times including a final action in that loop by the Shadow player.

Example: The active player has **Sméagol, Slinker** skirmishing a minion at **Anduin Banks**. One of the above cards (Sméagol, Slinker) has a skirmish action that allows the addition of a burden for a strength bonus, and the other has a skirmish action that allows for the removal of a burden for a strength bonus (Anduin Banks). The repetitive addition and removal of a burden for strength bonuses will create a game loop. In the above case, to break this loop, the Free Peoples player would name a number of iterations for this action. The Shadow player would have the option to either:

- a) name a lower number of iterations, whereupon the loop would continue for that many iterations with the Free Peoples player taking the final action (adding one additional action, if necessary), OR
- b) the Shadow player could agree with the Free Peoples player’s choice of iterations. The loop would continue for that number of iterations with the Shadow player being allowed the final action (adding an additional action if necessary).

losing the game – site control

When a player loses the game and some of his sites are controlled by other players, replace those sites according to the procedure from the Starter Rulebook.

If such a player has sites under his control, replace them first (using the above procedure) and then liberate each site (discarding cards on those sites as needed).

may not take wounds

See **cannot take wounds**.

modifiers – applying

Example: Frodo bears **The Ruling Ring** and has 6 burdens. His strength is 4 (3 + 1 for the Ring). During a skirmish with a Sauron Orc, **Enduring Evil** is played. Since Frodo has 6 burdens, his strength is 4 – 6 = –2. This is reset to zero. **Hobbit Intuition** is played. All applicable modifiers are reapplied to Frodo’s strength. Strength of 3 (Frodo) +1 (Ring) – 6 (Enduring Evil) + 3 (Intuition) = +1.

Example: **Legolas, Greenleaf** is in play. The fellowship archery total is 1. A **Goblin Bowman** is played. **Pinned Down** is played. The fellowship archery total is 1 – 1 = 0. Another **Pinned Down** is played. The fellowship archery total is 1 – 1 – 1 = –1, set to zero. **Double Shot** is played. The fellowship archery total is 1 – 1 + 1 = 0. Another **Double Shot** is played. The fellowship archery total is 1 – 1 – 1 + 1 + 1 = 1.

Example: **Legolas, Dauntless Hunter** is in play with two unbound Hobbits to spot. Playing **Bred for Battle** (an event with twilight cost of 0) now costs 2. **Saruman’s Ambition** is played. **Bred for Battle** now costs 0 + 2 – 1 = 1. Another **Ambition** is played. **Bred for Battle** now costs 0 + 2 – 1 = 0. A third **Ambition** is played. **Bred for Battle** now costs 0 + 2 – 1 – 1 – 1 = –1, set to zero.

modifiers – timing

When a card specifically names itself in its game text, that card can be modified by its own game text when played. Otherwise, the modification takes effect only after the card is in play.

Example: The game text of **Orc Ambusher** says, “The roaming penalty for each ◀ minion you play is –1.” The roaming penalty reduction on this card does not apply to this Orc Ambusher when he is played.

Example: The game text of **Éomer** says, “While you can spot a ♀ Man, Éomer’s twilight cost is –1.” Since this game text specifically names Éomer himself, it does apply to Éomer when he is played.

Example: The game text of **Grishnákh** says, “The site number of each ◀ Orc is –3.” While Grishnákh is himself a ◀ Orc, he is not specifically named by this game text. Therefore, the site number reduction does not apply to Grishnákh when he is played (although it does apply to him after he is in play).

§ **modifiers – twilight cost**

Cards or abilities already in play that affect another card’s (or cards’) twilight cost have their effect only when the modified card (or cards) comes into play.

Example: A Free Peoples player uses the site text of **Rohirrim Road** to make the twilight cost of each condition and possession +2 until the end of turn. That player then uses **Catapult** during that turn to reveal the top card of the Shadow player’s draw deck, which is a condition. The twilight cost of this revealed card is NOT modified by the site text of Rohirrim Road.

Example: If an effect uses the twilight cost of a card revealed from hand, use the printed twilight cost of that card. Other cards in play do not modify that cost.

moving the fellowship – current site

The fellowship has not moved to the new site (and the game text there cannot be used) until all moving actions are concluded (which include “move from,” “moves,” “move to,” adding tokens for Shadow number, and adding tokens for companions).

opponent

If you are the Free Peoples player, all Shadow players are your opponents. If you are a Shadow player, only the Free Peoples player is your opponent (not other Shadow players).

over X

When a card says “for each companion over X,” that means the same as “do this Y times, where Y is the number of companions in the fellowship minus X.”

Example: **Anduin Banks** says, “For each companion in the fellowship over 4, add 2 to the minion archery total.” If there are 4 or less companions in the fellowship, nothing is added. For 5 companions, 2 is added; for 6 companions, 4 is added; and so on.

overwhelmed

Despite the procedure implied in the rulebook, a character which is overwhelmed does not take any wounds at all. Players should check to see if the losing side is overwhelmed before placing any wounds.

§ paying costs

If a player is paying costs for a card and a response action occurs which modifies those costs, that player must continue to pay as many costs as he can, even if it is no longer possible to pay them all. If all the costs cannot be paid, that card has no effect.

Example: A Shadow player attempts to pay the cost for the special ability on **Grishnákh, Orc Captain**. After exerting Grishnákh once, the Free Peoples player plays **Unheeded** to wound Grishnákh. In this case, the Shadow player is no longer able to exert Grishnákh the second time. Therefore, the Shadow player would not be able to draw 3 cards.

playing a card – discard pile

If an action plays a card from your hand (or discard pile) as part of its effect, then that card must be in your hand (or discard pile) before you can begin to perform that action.

Example: The Orc you play with **They Are Coming** cannot be one of the cards you discarded from your hand to pay the cost of that special ability.

promotional and league cards

Please follow the link from Decipher’s rules page to determine when promotional and league cards become tournament legal.

revision mark

When a reprint card has its wording changed, that card gets an “A” revision mark at the end of its copyright line. When an “A” card is reprinted with a change, that card gets a “B.” Cards have their wording changed for errata, clarifications, spelling errors, and game text convention changes.

skirmish phase – losing character

A losing character is any character on the losing side in a skirmish when it resolves.

Also, any character removed during his or her skirmish is a losing character, even if that character’s side eventually wins. That character is not wounded (or overwhelmed) when the skirmish resolves.

Example: Boromir bearing a **Blade of Gondor** faces two **Uruk-hai Raiding Parties**, each with two wounds. Boromir exerts once to use the Blade and kill one of the Raiding Parties. That Raiding Party is a losing character. Then the skirmish resolves and Boromir loses. Boromir is a losing character, and the other Raiding Party is a winning character.

skirmish phase – participation

A card which cannot participate in skirmishes:

- cannot be assigned to a skirmish
- cannot be affected by assignment actions (except an assignment action that would allow such a card to skirmish)
- cannot be assigned leftover minions by a Shadow player

skirmish phase – resolving a skirmish

When a skirmish resolves (or is canceled) for any reason (including when one side is removed before strength has been totaled), no more skirmish actions may be taken.

§ skirmish phase – skirmishing, involving, involves

A character is “skirmishing” or in a skirmish “involving” that character only while the skirmish phase that character is assigned to is happening.

Example: **Sméagol, Slippery Sneak** is assigned to skirmish a minion. However, Frodo is also assigned to a skirmish, and the Free Peoples player chooses to resolve Frodo’s skirmish first. The Free Peoples player cannot use the special ability on the Sméagol card until he or she chooses to resolve Sméagol’s skirmish.

starting fellowship

When you play the cards for your starting fellowship, you must play them one at a time to ensure that requirements for twilight cost discounts are properly used.

Example: When your starting fellowship includes Théoden and Éomer, you must reveal Théoden first so that Éomer receives the –1 discount and your starting companions will cost 4 instead of 5.


threats

When you are the Free Peoples player, only threats on your dead pile are active. Threats on any Shadow player’s dead pile are not active (much like the burdens on that Shadow player’s inactive Ring-bearer).

transferring The One Ring

If The One Ring is transferred to Sam after Frodo is killed, Sam is considered to be bearing The One Ring (not wearing The One Ring) regardless of whether Frodo was wearing it before being killed.

unhasty

The Free Peoples player cannot assign this character to a skirmish unless it is at its home site or when a  card allows it to do so.

Shadow players may assign any leftover unassigned minions to unhasty companions.

§ wound prevention

Cards that indicate wound prevention do not prevent wounds from being assigned.

Example: Faramir, Wizard’s Pupil has a special ability that exerts Gandalf to prevent all wounds to Faramir during a skirmish. This special ability prevents wounds as they are assigned to Faramir, not the assignments themselves.

Example: Gimli’s Helm, when discarded during a skirmish, prevents all wounds to Gimli. This action does not prevent the Free Peoples player (nor does it prevent the Shadow player) from assigning wounds to Gimli during that skirmish. The result of this card is that each wound assigned to Gimli (during the skirmish in which Gimli’s Helm is discarded by the Free Peoples player) is prevented.