

The Lord Of The Rings™ TRADING CARD GAME

ANSWERS TO FREQUENTLY ASKED QUESTIONS

Section 0. Preface

Updated January 11, 2002.

This frequently asked questions document is an official rules supplement to the The Lord of The Rings™ Trading Card Game rulebook.

The following parts make up this FAQ, each ordered alphabetically:

Section One - Rulings by card title.

Section Two - Rulings by game term (phrase or rule).


Entries marked with a delta symbol (Δ) are new. Where required, this document is updated on the first Tuesday of every month.

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

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Section 1. By Card Title

Axe Strike Clarification

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

Blade Tip Clarification

Start of turn actions occur before start of fellowship phase actions.

Council Courtyard Clarification

Refer to entry "moving the fellowship."

Drawn To Its Power Clarification

Each copy of this card can trigger only once for each companion killed, regardless of how many Nazgûl are in that skirmish.

Dwarven Axe Clarification

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

Far-seeing Eyes Erratum

This Elven condition has been errated to be unique (•Far-seeing Eyes).

Ford of Bruinen Clarification

River. Sanctuary. The twilight cost of the first Nazgûl played to Ford of Bruinen each turn is -5.

Galadriel Lady of Light Clarification

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

Gandalf's Cart Clarification

Refer to entry "stack."

Goblin Marksman Clarification

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


Goblin Swarms Clarification

Refer to entry "stack."

Merry Friend To Sam Clarification

After Merry's skirmish has resolved, he is no longer assigned and you may use his special ability.

Plundered Armories Clarification

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

Questions That Need Answering Clarification

Verify that the twilight pool has fewer than 3 tokens before paying this card's twilight cost. Refer to entry "playing a card - costs."


Sam Faithful Companion Clarification

There is no card for Bill the Pony in The Fellowship of the Ring set. There will be a card for Bill The Pony in The Lord of The Rings TCG League Kit as well as the Realms Of The Elf-lords expansion.

Saruman's Chill Clarification

The cost of this condition is 1.

Saruman's Snows Clarification

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 Clarification

The strength +4 bonus lasts until the regroup phase.

The Bridge of Khazad-dûm Clarification

There is no card for The Balrog in The Fellowship of the Ring set. There will be a card for The Balrog in the Mines of Moria expansion.

The Mirror Of Galadriel Erratum




Plays to your support area. Each Elf ally whose home is site 6 is strength +1. Fellowship: 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.

The One Ring Clarification


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 Ring's Oppression Clarification

A  Orc kills a companion when the game text that kills that companion comes from a  Orc minion card, or that companion is killed by losing a skirmish involving a  Orc minion.

Úlairë Ostëa Lieutenant Of Morgul Clarification

Shadow: Exert Úlairë Ostëa to make a  minion fierce until the regroup phase.

Wariness Clarification

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

Worry Clarification

This card can trigger only once for each skirmish, regardless of how many Uruk-hai are in that skirmish.

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ANSWERS TO FREQUENTLY ASKED QUESTIONS

Section 2. By Game Term

allies Clarification

When your fellowship is at an ally's home that ally participates in archery fire and skirmishes. An ally does not participate when the fellowship moves away from that ally's home site.

corrupted Clarification

If your Ring-bearer is corrupted, you lose the game.

defender Clarification

A character that is defender +2 (or greater) satisfies a condition requiring a character that is defender +1.

discard pile Clarification

The discard pile is face-up.

events - discarding Clarification.

An event is discarded after it is played, and before the next action is taken. Even after being discarded, an event often has an ongoing or delayed effect until the end of the phase, or until a specified phase or condition is met.

exerting Clarification

Exerting a character is different from wounding a character, though both require placement of a wound token. Cards that prevent wounds may not prevent a wound token placed by exerting. Once placed, wound tokens are identical, whether placed from exerting or wounding.

exhaust Clarification

To exhaust a character means to exert that character as many times as you can.

fellowship actions - healing a companion

Clarification

The following text replaces paragraph 3 on page 17 of the rulebook:
"• Spot a unique companion or ally with at least one wound and discard a card from your hand with the same card title (it may have a different subtitle) to heal that character."

fierce Clarification

When completing an assignment phase for fierce skirmishes, ignore an effect that results in assignment with a minion that is not fierce.

maneuver phase Clarification

Maneuver actions are special abilities and events with the "Maneuver:" timing word. There are no rules-based actions for the maneuver phase.

modifiers Clarification

When all modifiers are applied to a number (like strength, vitality, a twilight cost, or an archery total), if its final value is less than zero, then that number is zero.

moving the fellowship Clarification.

When the fellowship moves, first perform any actions that are triggered when the fellowship leaves the old site, and then perform actions that occur when the fellowship moves to the new site (including adding twilight tokens for the Shadow number and the number of companions).

multiplayer – conditions Clarification

Even though all copies may be active, only 4 copies of a condition are in effect at any one time – the 4 conditions closest to the right of the Free Peoples player. All other copies are active, but their game text is ignored.

playing a card – costs Clarification.

Check all requirements to play a card (or take an action) before paying its costs.

Whenever you play card, even from your discard pile, all costs must be paid.

playing a card – effects Clarification

If you meet all the requirements and pay all the costs for playing a card, you may play that card, even if the card will have no effect. If an action offers a choice of effects, the player must choose one that can be fully satisfied (if possible).

playing a site Clarification

When playing the next site of the adventure path, look through your adventure deck and play the site with a site number one greater than the site the fellowship is moving from.

replacing a site Clarification

When a player replaces an opponent's site (such as with the event "Pathfinder"), return the replaced site to its owner's adventure deck.

required actions Clarification

Required actions are those that must happen when a specified requirement or trigger occurs. Events, special abilities, and actions that use the word "may" are not required actions.

responses Clarification

Responses are optional.

After all required actions to a particular trigger have resolved, players may perform response actions to the same trigger using the action procedure described in the rulebook on page 22.

roaming Clarification

A minion is roaming when the fellowship is at a site whose number is less than that minion's site number.

sites Erratum.

Sites are always active. A site's game text may not be used unless the fellowship is there, although a card (like "Silinde") may copy and use that game text.

skirmish phase - resolving a skirmish Clarification

When resolving a skirmish, a side with a total strength greater than zero will overwhelm a side whose total strength is zero. If the strength of both sides is zero, the Shadow side wins the skirmish (but does not overwhelm).

If all characters of one side are removed during a skirmish before strength has been totaled, the skirmish resolves with that side having zero strength.

If a skirmish is canceled, it ends immediately with no winner or loser.

If all characters of one side are removed from a skirmish before that skirmish begins, that skirmish does not occur.

A skirmish phase ends after all actions triggered by winning or losing that skirmish have resolved.

skirmishing Clarification

A character is 'skirmishing' only while the skirmish that character is assigned to is the one being resolved.

stack Clarification

Stacking a card is not playing a card. Stacked cards are placed face up and may be looked at by any player at any time. Stacked cards are inactive.

start of turn Clarification

When your turn begins, remove all tokens from the twilight pool. Then you may perform any "at start of turn" actions. Upon completion of all "start of turn" actions, the fellowship phase begins.

starting fellowship Clarification

A card in your starting fellowship may be spotted to play another starting fellowship card. "When you play" effects on starting companions work normally.

twilight pool - removing all twilight tokens

Clarification

All twilight tokens are removed from the twilight pool at the beginning of every turn. Once this is completed, any "at start of turn" actions may be performed.