

# The Lord Of The Rings™ TRADING CARD GAME

## ANSWERS TO FREQUENTLY ASKED QUESTIONS

### Section 0. Preface

Updated November 20, 2001.

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 (  $\delta$  ) are new.

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

#### Council Courtyard Clarification.

Refer to entry "moving the fellowship."

#### 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."

#### Saruman's Chill Clarification




The cost of this condition is 1.

#### 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.

### 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.

#### effect Clarification

If an action offers a choice of effects, the player must choose one that can be fully satisfied (if possible).

#### 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.

#### 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).

#### 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 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.

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### **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.

### **stack** Clarification

Stacking a card is not playing a card. Stacked cards are inactive.

### **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.

### **zero strength** Clarification

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