

DELUXE RULES TURN SEQUENCE

Remove all tokens from the twilight pool
Perform any “at the start of each of your turns” actions

1. Fellowship Phase

Perform **fellowship** actions
Move to the next site

2. Shadow Phase(s) – one for each Shadow player

Perform **Shadow** actions

3. Maneuver Phase

Perform **maneuver** actions

4. Archery Phase

Perform **archery** actions
Conduct archery fire

5. Assignment Phase

Perform **assignment** actions
Assign defenders

6. Skirmish Phase(s) – one for each skirmish

Perform **skirmish** actions
Resolve that skirmish

7. Regroup Phase

Perform **regroup** actions
Reconcile Shadow players’ hands
Either the Free Peoples player moves to the next site
(*return to Shadow phase*) — or the Free Peoples player
reconciles and Shadow players discard all minions in play

THE LORD OF THE RINGS

TRADING CARD GAME™

QUICKSTART

Tutorial Rulebook

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THE LORD OF THE RINGS™ TRADING CARD GAME

COMPREHENSIVE RULEBOOK

If you have never played a trading card game...

The best way to learn is from a friend who already knows how to play. If your friends aren't players yet, we've designed this rulebook to get you started... then you can show them how to play!

You'll find a tutorial CD with this rulebook that is another good way to become familiar with the game.

If you have played another trading card game...

Play a game or two with just the **Starter Rules** and the cards in your two 60-card fixed packs, as if you were new to TCGs. Then read the **Deluxe Rules** and add some booster packs to find all the depth and strategy of the full game.

If you have played this game before...

This **Comprehensive Rulebook** combines the previous Starter Rulebook and the Deluxe Rulebook.

This rulebook is divided into two parts. The **Starter Rules** describe how to play with the two 60-card fixed decks that came with this rulebook.

After that part, there are the **Deluxe Rules** that tell you what you need to know about advanced rules concepts.

All the rules are here, along with a comprehensive table of contents and complete index.

STARTER RULES INTRODUCTION

Most card games have just one deck of cards that never changes, but a trading card game (or TCG) works differently. In a TCG, you personalize your playing deck using cards from your collection.

The Lord of the Rings Trading Card Game provides two or more players with the same challenges that Frodo Baggins, bearer of the One Ring, faced on his fateful journey from Hobbiton to Mount Doom to destroy the Ring.

Each player's cards include his own fellowship — a group of companions, each represented by a different card. Other cards represent allies, possessions, artifacts, events, and conditions that support and defend the fellowship.

On each player's turn, a marker representing that player's fellowship advances along the adventure path — a sequence of site cards, each representing the scene of an episode in the adventure. All players share the same adventure path, even though it is made up of cards from all the players.

Each time a fellowship moves, minions played by one or more opponents may attack it; these minions may be supported by possessions, artifacts, events, and conditions of their own. The attacks will succeed or fail depending on the relative strengths of the companions and minions.

The minions of evil become more numerous as the fellowship moves farther into Middle-earth, resulting in greater risks to the fellowship and the

Ring-bearer. In great need, the Ring-bearer can save himself by putting on the Ring — but this puts him in greater peril of succumbing to the burden of the Ring, and losing the game.

If your fellowship survives its adventures to reach the final site first, you are the winner!

IMPORTANT CONCEPTS

KINDS OF CARDS

The Lord of the Rings TCG has three basic kinds of cards: site, Free Peoples, and Shadow. There is also The One Ring, which is different from all other cards.

Site cards

Each player has an adventure deck that consists of only nine site cards. These cards are used to chart the progress of the game.

The adventure deck is separate from the cards drawn and played during the game, which are placed in the draw deck.

The site numbers on your site cards have a special site identifier called the tower symbol (♠) to differentiate them from the sites in previous sets.

Rivendell is site 3, from an earlier set.
Streets of Edoras is site 3♠ from The Two Towers set.



Free Peoples cards

Free Peoples cards represent the forces of good. Each player has his own fellowship, made up of a Ring-bearer and other companions. When you take your turn, you play and use your Free Peoples cards.

Free Peoples cards have a light colored circular field in the upper left corner.



Shadow cards

Shadow cards represent the forces of evil and corruption. When another player takes his turn, you play and use your Shadow cards to hinder that player.

Shadow cards have a dark colored diamond-shaped field in the upper left corner.

The One Ring

This card represents the uniquely powerful item that is the focus of the story of *The Lord of the Rings*. In the middle of the card, The One Ring has its subtitle. It has no twilight cost, and its card type is "The One Ring."

The One Ring is not a Free Peoples card and it is not a Shadow card.

THE ONE RING



The One Ring has several versions in the game represented by different cards, but you'll only use one version at a time.

COMPANION



A **companion** is a Free Peoples character in your fellowship.

MINION



A **minion** is a Shadow character that attacks other players' fellowships.

*There are three kinds of characters in the game. **Minions** are controlled by Shadow players. **Companions** and **allies** are controlled by the Free Peoples player.*

POSSESSION



A **possession** is a weapon, suit of armor, or other kind of object used by a character.

EVENT



An **event** is a card played from your hand representing an important occurrence, which you discard after you play it.

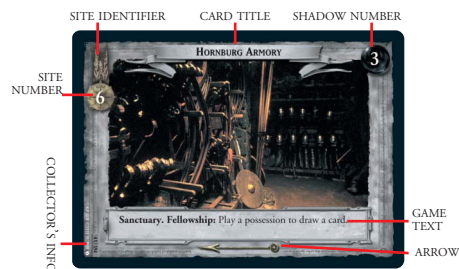
*Most possessions tell you who their **bearer** can be, which is the kind of character you can play them on.*

CONDITION



A **condition** is a card representing a significant change in the world, which stays in play until discarded. Some are played on other cards, while most play to your **support area** (see playmat).

SITE



You bring a set of nine sites in your adventure deck. Each of those must have a different site number, with one for each number from 1 to 9. Sanctuary sites, numbered 3 or 6, have a different colored template from other sites.

The following two card types may be found in a booster pack or a different starter deck. The two 60-card fixed decks that come with this rulebook do not include them.

ALLY



An **ally** is a character that helps your companions from afar but does not move with them.

ARTIFACT



An **artifact** is a unique weapon, suit of armor, or other kind of special object used by a character.

Artifacts are played and used much like possessions, although they are a different card type. Artifacts are not affected by cards that affect possessions.

CULTURE

Most cards are part of a specific culture. A card's color, its background texture, and an icon in its upper right corner indicate its culture.

You'll find that cards from the same culture work well together. Sorting your cards by culture can make building your own deck easier. However, your deck may contain cards from several different cultures if you like.

Site cards and The One Ring are not part of any culture.

Culture names and symbols

Free Peoples cards

-  Dwarven
-  Elven
-  Gandalf
- Gollum
-  Gondor
-  Rohan
-  Shire

Shadow cards

-  Dunland
- Gollum
-  Isengard
- Moria
-  Raider
-  Ringwraith
-  Sauron

You don't have to memorize these names, since cultures are always referred to with icons in game text.

SIGNET



Some of the Free Peoples character cards have a signet, found in the lower left corner of the card. Cards with the same signet generally give bonuses to each other and work well in the same deck.

Each signet is based around an important character in the story. The available signets are Aragorn, Frodo, Gandalf, and Théoden.

VITALITY

All characters in the game (companions, minions, and allies) have vitality. This number represents a character's life force, stamina, sturdiness, and will to live.

Wounds

When a character is wounded by an enemy attack, his vitality is depleted. Place a wound token on the character to illustrate this. Glass beads (preferably blood red) make good tokens for this purpose. Wounds are always placed on a character one at a time. When you "wound a character," you place only one wound.

If a card tells you to "wound 2 companions," you must choose two different companions to wound one time each (you may not wound one companion twice).

Each wound a character has reduces its vitality by 1. When a character's vitality is reduced to zero, that character is immediately killed. (Reducing a character's strength to zero does not kill that character.)

Healing

A wounded character is a character who has at least one wound token.

When a wound is removed from a character, this represents resting or healing. If game text says you should heal a character, the default meaning for that phrase is to remove one wound.

If a card tells you to "heal 2 companions," you must choose two different companions to heal one time each (you may not heal one companion twice).

Generally, your fellowship only heals (removes wounds) at a site with the keyword **sanctuary**. At the start of your turn when your fellowship is at a sanctuary, you may heal up to 5 wounds from your companions (not allies).

When the rules say "you may heal up to 5 wounds from your companions," you may choose to heal 5 different companions once, or one companion twice and another three times, or any other combination. You don't have to heal any wounds at all since it says "up to 5," which means you may choose any number from zero to 5.

Killed

When a character's vitality is reduced to zero, that character is immediately killed. Place killed Free Peoples characters (companions and allies) in your dead pile. The **dead pile** is separate from and next to your discard pile (see playmat). Place all killed minions in your discard pile.

When you have a unique companion or ally in your dead pile, you may not play another copy of that card, or any other card with the same title. (You may play another copy of a non-unique card that is in your dead pile.)

A unique card has a dot (•) in its card title.

When you discard a companion or ally to use its game text or as a result of some other effect, place that card in your discard pile (not your dead pile).

When a card that provides a vitality bonus for its bearer is discarded, that bearer is immediately killed if his vitality is then reduced to zero.

Exert

Sometimes you may **exert** a character by placing a wound on that card to show that the character takes an action that depletes his vitality.

Exerting a character is different from wounding a character, even though both require placement of a wound token. Cards that prevent wounds may not prevent a wound token placed by exerting.

Conceptually, wearing armor protects you from a sword strike (taking a wound token), but it won't help you lift a heavy weight (placing an exertion token).

Once a wound token is placed, whether from exerting or wounding, it can be healed by any effect that heals a wound.

No player may exert a character who is **exhausted** (who has only 1 vitality). An exhausted character cannot exert to pay the cost of an action. If the effect of an action says a character "must exert" and that character is exhausted, then nothing happens. To exhaust a character means to exert that character as many times as you can.

If a card tells you to exhaust a character with a vitality of 3, then you must exert that character 2 times by placing 2 wound tokens. A character with a vitality of 2 is exhausted with a single wound. A character with a vitality of 1 is always exhausted.

A mount says, "At the start of each skirmish involving bearer, each minion skirmishing bearer must exert." If an exhausted minion is skirmishing a character bearing this mount, this exertion is ignored.

If the cost of an action requires a character to exert X times, then that character must have X+1 or more vitality or that action may not be performed.

TWILIGHT POOL

The twilight pool is an area on the table where twilight tokens are placed. The tokens in the twilight pool represent how dangerous the world is for the fellowship. Glass beads (preferably black) make good twilight tokens, but any convenient tokens will do. Keep a large reserve of twilight tokens handy.

Twilight Cost

In the upper left corner of each Free Peoples and Shadow card is that card's twilight cost. This is the number of twilight tokens that must be added to or removed from the twilight pool to play that card.

When you play a Free Peoples card, you must **add** a number of twilight tokens (from the reserve) to the twilight pool equal to that card's twilight cost.

When your opponent plays a Shadow card, he must **remove** a number of twilight tokens from the twilight pool equal to that card's twilight cost. A Shadow card may not be played if its twilight cost cannot be met by the tokens available in the twilight pool.

In game text, you will find phrases like "Add ●" which means, "Add 1 twilight token to the twilight pool."

Check all requirements to perform an action (such as playing a card) before paying its costs. Some cards require you to see how many tokens are in the twilight pool, for example.

If a Free Peoples event requires you to spot twilight tokens, they must be there before you add tokens to pay for that card's cost.

PHASE ACTIONS

Before you learn more about the phases of a turn, you need to know how certain game actions link to those phases.

During each phase of a turn, one or more players are allowed to perform phase actions that use a word matching the name of that phase. These words are printed in boldface and followed by a colon.

Each phase action lasts for the duration of the phase named in the boldface word (unless otherwise specified).

*The effects of a phase action with the keyword **Skirmish**: last only for the skirmish phase in which it is used.*

Each phase action must be completely performed before another phase action can be performed. Phase actions cannot be combined.

*If one card says, "**Fellowship**: Play an Elf from your draw deck" and another card says, "**Fellowship**: Play an Elf to draw a card," you may not play one Elf from your draw deck to draw a card. You must choose one phase action or the other.*

An action labeled with the word "**Response**:" is not a phase action. Responses are explained later in this rulebook.

EVENTS

Most event cards have a phase action that defines when you may play that card from your hand. The game text on that event may be performed only once for each copy of that event played. You may not play an event during a phase that does not match its phase action.

Discard an event after you play it, 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.

SPECIAL ABILITIES

Besides events, other types of cards may have a phase action as a part of their game text called a **special ability**, which may be used only while the card is in play. (The boldfaced word defines when you may do so.)

Each special ability is optional; you don't have to use it if you don't want to. You may use each special ability as many times as you like (even repeatedly during the same phase), as long as you meet the requirements for it and pay its costs. You may not combine special abilities.

*Pippin, Mr. Took (**Fellowship**: Play Gandalf or Aragorn; his twilight cost is -2) may not be combined with The Prancing Pony (**Fellowship**: Add a burden to play Aragorn from your draw deck) to play Aragorn at -2 from your draw deck. Both actions are special abilities, and you must choose one or the other.*

WHEN, EACH TIME, AND WHILE

A few special words or phrases you'll see in game text govern the timing of an action, just like the names of phases that are in phase actions. These include *when*, *each time*, and *while*; each is described below with an example.

- **When** is used if an effect can happen only once. *When you play this possession, you may draw a card.*

This game text activates only once, when this card is played.

- **Each time** is used if an effect can happen more than once. *Each time you play a possession or artifact on your companion, draw a card.* If you play one possession, this game text activates once; if you play a second possession, it activates again, and so on.

- **While** is used if an effect is continuous. For example, *While Merry bears a weapon, he is strength +2.* When you play a weapon on Merry, this game text is activated; if that weapon is discarded, then this game text "turns off."

Each of these effects has a *trigger* describing what makes it happen. The trigger is always described first, and followed by a comma.

SETTING UP THE GAME

Players need a supply of wound tokens (preferably red) and twilight tokens (preferably black). Each player will also need a player marker (a differently-colored token) that shows where his fellowship is on the adventure path.

Adventure Deck

Take all 9 of your site cards and place them face down in a pile on the table. This is your adventure deck.

No other player may look through your adventure deck during the game.

You don't have to keep your adventure deck in any order. Just look through it to get a card when you need to.

If a site is replaced, take the old site from the adventure path and put it back in its owner's adventure deck.

Since only one card with each site number is played to the adventure path, a site belongs to the adventure deck that's missing a site card with that number.

Who goes first?

Determine randomly who goes first. The first player places his copy of site 1 (from his adventure deck) on the table to begin the adventure path. Each player places his player marker onto that site card.

Place the adventure path off to the side, opposite from the twilight pool (see playmat). That leaves room in the middle of the table for minions.

Starting Fellowship

Take one copy of each of the cards indicated below (depending on which starter deck you're playing). Place them face up on the table, with Frodo bearing The One Ring (place it under Frodo with its title showing).

Théoden Starter:

Éowyn, Éomer, Frodo, The One Ring

Gandalf Starter:

Gandalf, Frodo, The One Ring

Don't place any tokens into the twilight pool for the cards in your starting fellowship.

Draw deck

The rest of your cards form your draw deck. Shuffle your draw deck, give the opponent on your right the opportunity to cut it, and draw eight cards to form your starting hand.

Note: If at any time you have no cards in your draw deck, you may reshuffle your discard pile to make a new draw deck. You may only do this once per game. **When you play using the Deluxe Rules, you won't be able to reshuffle your draw deck.**

Game Setup Summary

- Each player places his adventure deck on the table.
- Determine randomly who goes first.
- First player plays site 1.
- Each player puts his player marker on site 1.
- Each player places his starting fellowship on the table.
- Each player shuffles his draw deck and draws 8 cards.

PLAYING THE GAME

Each player, going clockwise around the table, takes a turn according to the following **turn sequence**.

1. Fellowship Phase
2. Shadow Phase
3. Maneuver Phase
4. Archery Phase
5. Assignment Phase
6. Skirmish Phase(s)
7. Regroup Phase

When one player finishes his turn, the next player in clockwise rotation (to his left) takes a turn and so on.

Although the turn order rotates to the left (clockwise), note that many other procedures in the game actually rotate to the right (counter-clockwise).

START OF TURN

When your turn begins, remove all tokens from the twilight pool. (The pool begins the game empty, so this is not necessary on the first turn of the game.)

Then you complete any "at the start of each of your turns" actions. Each of these actions may be performed only once per turn.

I. FELLOWSHIP PHASE

During your fellowship phase, you may perform fellowship actions including playing most Free Peoples cards. Finally, move your fellowship forward along the adventure path.

Perform fellowship actions

If you are the Free Peoples player, you may perform fellowship actions during this phase, in any order.

Two fellowship actions are always available:

- Play a Free Peoples companion, ally, possession, artifact, or condition from your hand to the table.
- Spot a unique companion or unique 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.

A unique card has a dot (•) in its card title.

You may find other fellowship actions on events in your hand, or as special abilities on cards you already have in play.

Paying costs

To play a Free Peoples card, add a number of twilight tokens to the twilight pool equal to the card's twilight cost.

Playing companions

Play companion cards in a row, near the other members of your fellowship already in play.

You may not play a card from your hand to replace another card in play, even if those cards have the same card title or represent the same personality.

Playing possessions

Play Free Peoples possessions under a character, with the left edge of the card visible for its card title and **attribute bonuses** (modifiers for the character's strength and/or vitality, written with a plus sign like "+2"). Some possessions play to your support area (a row of cards behind your fellowship, see playmat).

Class

Each character may bear one possession or artifact of each class at one time. For example, a character may bear only one hand weapon, only one ranged weapon, only one armor, only one cloak, and only one staff.

Some possessions do not have a class. There is no limit to the number of possessions without a class that a character may bear.

Some cards use the term **mounted** in game text, which means, "bearing a possession with the class of mount."

Playing conditions

Free Peoples conditions are always played during the fellowship phase, even if they provide a special ability that is performed during a different phase.

Play Free Peoples conditions either under a character (like a possession, if the card says, "Bearer must be...") or to your support area, as indicated in the game text of the condition card.

Moving your fellowship

During each of your fellowship phases, when you are finished performing fellowship actions, your fellowship must move forward to the next site on the adventure path.



All players use the same adventure path for their player markers. The cards that make up that path are taken from the adventure decks of the players. There is only one site 1 in play (on the adventure path), one site 2, and so on.

A new site is added to the path only when a player's fellowship is ready to move to the next site and there is no site card available on the adventure path for that move.

How to move

Place your player marker on the next site on the adventure path. If there is no site there yet (as is the case for the first player in the first turn), then a new site must be played from one of the Shadow players' adventure decks.

Place new sites in order by their site number. When the first player moves for the first time, place a site with the site number of 2.

To determine which player places the new site on the adventure path, look at the site you are moving from. Each site has an arrow at the bottom center of the card. This indicates who is to play the new site, with  meaning the Shadow player to your right and  meaning the Shadow player to your left. (In a two-player game, there is only one Shadow player at a time, so that player always plays the new site.)

When you move your player marker to the next site first perform any actions triggered by leaving the old site. Then perform actions that say, "When the fellowship moves..." Finally, perform actions that occur when moving to the new site. This includes adding tokens to the twilight pool equal to the Shadow number on the site you moved to.

In addition, for each companion in your fellowship, you must add one token to the twilight pool each time your fellowship moves.

Movement Summary

- Shadow player places the next site card if needed.
- Move your player marker to the next site.
- Perform "When you move from..." actions.
- Perform "When the fellowship moves..." actions.
- Perform "When you move to..." actions.
- Add twilight tokens equal to the new site's Shadow number.
- Add one twilight token for each companion.

2. SHADOW PHASE(S)

Each other player in the game, starting with the player immediately to your right, has one Shadow phase.

During each player's Shadow phase, that player may perform Shadow actions, including playing most Shadow cards. Each Shadow player may perform Shadow actions in any order desired during his or her Shadow phase.

Each player has only one Shadow phase in which to perform all of his actions.

Perform Shadow actions

There is one Shadow action that is always available:

- Play a Shadow minion, possession, artifact, or condition from your hand to the table.

Each Shadow player may perform any Shadow actions during his Shadow phase. When he has completed all of the Shadow actions he wishes to perform, the next Shadow player to his right (if any) then performs a Shadow phase.



Playing Shadow cards

A minion is played to the center of the table, across from the active fellowship. Artifacts, possessions, and conditions state in their game text where they play. The Shadow player must remove twilight tokens from the twilight pool as required when playing Shadow cards.

A Shadow player may not play a Shadow condition or possession on another Shadow player's minion or to another player's support area. However, Shadow cards may give bonuses or other game effects to other players' Shadow cards, and Shadow players may play events for other players' Shadow cards as appropriate.

A Shadow player's minion may receive a strength bonus from another Shadow player's condition.

Each minion is normally played to a certain range of sites beginning with the minion's site number. Thus, if the minion is played to (or currently at) a site that has a lower site number, that minion is **roaming**. The player must pay a roaming penalty by removing an additional two twilight tokens when playing that minion.

A minion with a site number of 4 must remove 2 more twilight tokens to play at site 3 (or site 3 ). If that same minion plays to site 4 (or site 4 ), there is no roaming penalty. If he survives the fellowship's first move to 3, he would no longer be roaming when the fellowship moves to site 4.

When the first Shadow player completes his Shadow phase, the next Shadow player does so. All Shadow players pay for cards by using the same twilight pool. The second Shadow player uses twilight tokens left over from the first Shadow player, and so on.

When all Shadow players have each completed a Shadow phase, it is time for the maneuver phase. (If there are no minions in play at the end of the final Shadow phase, then skip directly to the regroup phase.)

3. MANEUVER PHASE

Perform maneuver actions

Players may perform maneuver actions (special abilities on cards in play with "**Maneuver:**" and events with that keyword) using the action procedure.

ACTION PROCEDURE

As the Free Peoples player, you get the first opportunity to perform an action, and then the player on your right gets an opportunity, and so on counter-clockwise around the table.

If a player does not wish to perform an action, he may simply pass. Passing does not prevent a player from performing an action later in the same phase.

When all players consecutively pass, proceed to the archery phase.

4. ARCHERY PHASE

During the archery phase, you and your opponents may perform archery actions (special abilities on cards in play with “**Archery:**” and events with that keyword) and then conduct archery fire.

Perform archery actions

Players may perform archery actions using the action procedure described in the maneuver phase. When all players consecutively pass, proceed to archery fire.

Archery fire

All Shadow players count the number of all their minions with the keyword **archer** to determine the “minion archery total.” No matter how many Shadow players there are, there is only one minion archery total.

As the Free Peoples player, you also count the number of your Free Peoples archer companions to determine the “fellowship archery total.”

There is always a “default” archery total of zero for each side. A card may add to

your archery total even though you have no archers in play at that time.

You must then assign a number of wounds equal to the minion archery total to your companions (and participating allies) in any way you wish.

After you have assigned archery wounds, you choose one Shadow player who must then assign a number of wounds equal to the fellowship archery total to his minions in any way he wishes.

Since these tokens are assigned as wounds and not from exertion, any player may assign enough wounds to kill his own minion or companion.

Wounds are assigned one at a time, so a character may not have more wounds assigned than that character’s vitality. Ignore any leftover wounds that cannot be assigned.

If there are no minions left after the archery phase, then skip directly to the regroup phase.

Archery Phase Summary

- Determine archery totals for each side.
- Free Peoples player assigns archery wounds to his companions (and participating allies).
- Free Peoples player chooses one Shadow player.
- That Shadow player assigns archery wounds to his minions.

5. ASSIGNMENT PHASE

During your assignment phase, you may assign companions to defend against attacking minions. When the assignment phase is complete, each companion being attacked will lead to a separate skirmish phase.

Assign defenders

You may now assign companions to defend against attacking minions. Inform the Shadow players when you are done making assignments.

A player may not assign more than one companion to the same minion.

Frodo and Aragorn face a single Uruk-hai. The Free Peoples player assigns Aragorn to the Uruk-hai, protecting Frodo from harm. He may not assign both companions to the Uruk-hai.

When the Free Peoples player assigns one of his characters to skirmish a minion with the keyword **ambush** ●, the Shadow player who owns that minion may add ●.

*If your Southron with **ambush** ● is assigned by the Free Peoples player, you may add two tokens to the twilight pool. The Free Peoples player may decide not to assign any characters to your minion with **ambush**. However, you may then assign that minion to any character later in the phase (see below).*

All assignments of characters are on a one-to-one basis, with the following two exceptions:

- If your assigned companion has the keyword **defender +1**, you may assign that character at this time to one additional unassigned minion.

Defender +2 allows that companion to defend against two additional unassigned minions, and so on. A character with defender +2 (or greater) satisfies any requirement for defender +1.

Frodo and Aragorn face two Uruk-hai. The Free Peoples player could assign Aragorn to one and Frodo to the other. However, Aragorn has defender +1, so he may be assigned to defend against both minions, leaving Frodo again unharmed.

- When you have informed the Shadow players that you are done making assignments, they may assign any unassigned minions to any companions (even if those companions are already assigned). The first Shadow player on your right may assign any of his unassigned minions, and so on, counter-clockwise around the table.

Frodo and Aragorn face four Uruk-hai. The Free Peoples player uses Aragorn’s defender +1 and assigns him to defend against two minions. He assigns Frodo to another. This leaves one unassigned Uruk-hai, so the Shadow player assigns the last minion to Frodo, trying to kill the Ring-bearer.

Assignment Phase Summary

- Free Peoples player may assign defending companions to minions.
- Shadow players may assign leftover unassigned minions to any companions.

6. SKIRMISH PHASE(S)

When the assignment phase is complete, each defending companion will fight in a

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separate skirmish phase. In an order decided by the Free Peoples player, skirmishes are resolved one at a time by conducting a skirmish phase for each.

During each skirmish phase, players may perform skirmish actions, and then that skirmish must be resolved. All skirmish actions must be complete before proceeding to resolve the skirmish.

Once a skirmish phase has finished, the Free Peoples player must select another defending companion (one who is still assigned to a minion), and perform another skirmish phase.

Perform skirmish actions

Players may perform skirmish actions (special abilities on cards in play with “**Skirmish:**” and events with that keyword) using the action procedure described in the maneuver phase.

Each skirmish action lasts only for a single skirmish. When all players consecutively pass, proceed to resolve that skirmish.

Resolve that skirmish

If the total strength of one side is more than the strength of the other side, the side with the most strength wins that skirmish. (If there is a tie, the Shadow side wins.) Place one wound on each character on the losing side.

Whenever there are two or more minions on one side of a skirmish, the strengths of those minions are added up for a single total.

If Aragorn, with strength of 8, faces two Orcs, each with strength of 3 (total strength of 6), then Aragorn wins that skirmish and each losing Orc takes one wound.

When the winning side has one or more characters with the keyword **damage +1**, then each losing character takes one additional wound for each damage +1. (Damage +2 adds two wounds, and so on.) This is called a **damage bonus**, which may be added to or removed by various effects.

To continue the above example, if Aragorn has damage +1, then each Orc takes two wounds.

But if both Orcs have damage +1 and strength of 4 (thus winning the skirmish with combined strength of 8), then Aragorn takes three wounds instead.

If the total strength of one side is at least double the total strength of the other side, all the characters on the losing side are killed (regardless of how many wounds or how much vitality each has). This is also called being **overwhelmed**. When a character is overwhelmed, that character does not take any more wounds — he simply dies.

When the Ring-bearer is overwhelmed, he is killed, regardless of whether he wears the Ring. The One Ring’s ability to convert wounds into burdens does not protect him from being overwhelmed, since no wounds are placed.

A skirmish phase ends after all actions triggered by winning or losing that skirmish have resolved. At this point, characters who were involved in that skirmish are no longer assigned.

A surviving minion or companion may skirmish again this turn if the fellowship makes another move (or if the minion has the keyword **fierce**).

Skirmish Phase Summary

- Free Peoples player chooses a skirmish.
- Players perform skirmish actions.
- Resolve that skirmish and assign wounds.
- If any skirmishes are unresolved, repeat this procedure.

FIERCE

After all the normal skirmishes are resolved, surviving minions with the keyword **fierce** must be defended against a second time.

Players perform another assignment phase and then complete a separate skirmish phase for each fierce skirmish.

Assignment Phase (Fierce)

The Free Peoples player assigns defenders using the same procedure as before, and then Shadow players assign any fierce minions that remain unassigned.

Skirmish Phase(s) (Fierce)

When the assignment phase for fierce minions is complete, each defending companion will fight in a separate skirmish phase. The procedure for each of these skirmish phases is the same as for a normal skirmish phase.

Aragorn is assigned to defend against a fierce Uruk-hai. In the normal skirmish phase, Aragorn wins and the Uruk-hai takes one wound. During the following fierce skirmish phase, the Free Peoples player may once more assign a companion to defend against the Uruk-hai. This companion may be Aragorn or may be a different companion.

Only when all skirmishes (both normal and fierce) have been resolved do the players move on to the regroup phase.

7. REGROUP PHASE

During the regroup phase, each Shadow player reconciles his hand. Then, the Free Peoples player decides whether to end his turn now or move again this turn.

Shadow players reconcile

Each Shadow player must **reconcile** his hand to eight cards, as follows:

- He may first discard one card from his hand.
- If he then has less than eight cards in his hand, he must draw cards until he has eight.
- Otherwise (when he has more than eight cards in his hand), he must discard from his hand until he has only eight.

Free Peoples player chooses

At the end of the regroup phase, if you are the Free Peoples player, you must select one of the following two choices:

- Move the fellowship to the next site (allowing the proper Shadow player to place a new site if needed), add tokens to the twilight pool (both for the Shadow number of the new site and for the number of companions in the fellowship), and return to the Shadow phase(s).
- Or, reconcile your hand (just as the Shadow players did above). Then the Shadow players discard all minions in play (and cards borne by them), and your turn ends.

Move limit

During each of your turns, your fellowship must move once, and may move a number of times up to your move limit.

In a two- or three-player game, your move limit is two. In a game with four or more players, your move limit is equal to the number of your opponents when the game begins. During your regroup phase, you may decide to make another move, subject to the limit above.

WINNING THE GAME

A player wins the game when his fellowship is at site 9 and his Ring-bearer survives all skirmish phases. The game ends, and there is no regroup phase on the last turn.

A player may also win the game if he becomes the last player left in the game (see below).

Losing the Game

A player loses the game if his Frodo is killed and Sam is not part of his fellowship to carry on as Ring-bearer. (Alternately, if Sam has become your Ring-bearer, you lose the game when Sam is killed.)

A player also loses the game if his Ring-bearer becomes **corrupted**. If the Ring-bearer has a number of burdens on his card equal to his resistance, he is corrupted.

A **burden** is a black token (like a twilight token) that is placed on your Ring-bearer (usually Frodo). There are many cards that add or remove burdens. Burdens are only placed on your Ring-bearer.

There are also card effects that can corrupt the Ring-bearer, regardless of how many burdens he might have.

If a player loses a game and there are at least two other players remaining, remove his player marker and all of his cards from play (and discard any opponent's cards that were on them).

Remove his sites on the adventure path in numerical order, and replace each one with an opponent's corresponding site, in counter-clockwise order starting with the player on his right.

The other players complete the losing player's turn.

OTHER IMPORTANT RULES

ACTIVE CARDS

During your turn, only these cards are active:

- sites,
- your Free Peoples cards, and
- your opponents' Shadow cards.

All other cards are inactive. Inactive cards are not affected by the game and do not affect the game.

Your companions and your opponent's minions are active. Your opponents' companions are not.

Exception: Any cards that are borne by inactive cards are inactive.

An opponent's Shadow condition on another opponent's companion is not active because that companion is not.

You may not play another copy of a unique card that is already in play and currently active.

Sites are always active. A site's game text may not be used unless the fellowship is there, although some cards may copy and use that game text.

If the game text of a site has a Shadow special ability, you may use that special ability only when the active fellowship is at that site and you are a Shadow player.

Exception: Site text is not active when the starting fellowships are played.

UNIQUENESS

Unique cards

Many character, possession, and artifact cards represent a thing that there is only one of. Such a card has a dot (•) before the card title, to tell you that only one of that card may be active and in play at a time.

You may have only one card with the card title of •Gandalf in play at one time. Other players may also have a card with the title of •Gandalf in play, but only one is allowed per player.

Two cards represent the same thing if they have the same card title (even if their subtitles or collector's info are different) or they have the same collector's info (even if their titles and subtitles are different). Two cards can have the same card title even if they are in different languages.

For Shadow cards, if a copy of a unique card is already in play and active, you may not play another card that has the same title (regardless of subtitles).

You may not play a card from your hand to replace another card in play, even if those cards have the same card title or represent the same personality.

Non-unique cards

All cards that do not have a dot (•) before their card title are non-unique. This means that all players may have many copies of those cards in play at one time.

Most conditions are non-unique, and you may have multiple copies of these conditions in play at one time. The effects of these cards are cumulative.

Subtitles

Some possession, artifact, and condition cards have subtitles. These function in the same manner as subtitles on character cards.

The cards Gandalf's Staff, Walking Stick and Gandalf's Staff (no subtitle) represent the same thing.

RESPONSES

A special ability or event labeled with the word "**Response:**" indicates that you may perform that action whenever the trigger described in its game text happens.

A response action is not a phase action (because there is no "response phase").

THE ONE RING

Frodo always begins the game as your Ring-bearer. He bears The One Ring for you, much as when he carried the Ring in his pocket or on a chain around his neck.

When can he put on the Ring?

The Ruling Ring, the version of The One Ring in your starter deck, has a "**Response:**" special ability. It can be used during any skirmish phase, even one that doesn't involve your Ring-bearer. Before you place a wound

token on your Ring-bearer, you may tell your opponent that your Ring-bearer is putting on The Ruling Ring instead. When you use the special ability on The One Ring, your Ring-bearer “wears” the Ring. Using this special ability on The One Ring is optional.

Remember, wounds are always placed on a character one at a time. Once activated, this special ability continues to be in effect as long as your Ring-bearer wears The Ruling Ring.

Your Ring-bearer cannot put on the Ring to save himself from being overwhelmed. When he is overwhelmed, no wounds are taken and he is killed.

What happens while he wears the Ring?

While your Ring-bearer wears The Ruling Ring, each time he is about to take a wound, a burden is added instead.

While wearing the Ring, your Ring-bearer can perform all normal actions such as moving and skirmishing. He may defend against attacking minions as usual.

There are special Shadow cards with powerful effects that can only be played while your Ring-bearer wears the Ring.

How does he become corrupted?

If your Ring-bearer ever has as many burdens as his resistance (usually 10), he becomes corrupted and you lose the game.

Your Ring-bearer may also become corrupted by a card effect. This takes effect immediately, regardless of how many burdens are currently on your Ring-bearer.

How does he take the Ring off?

At the start of the regroup phase, your Ring-bearer takes off the Ring and simply carries it again.

What happens when he is killed?



If your Ring-bearer is killed (even if he is overwhelmed), you lose the game.

Exception: Sam has a special ability on his card that is a response action you may use when Frodo is killed (not corrupted). If Sam is in play at that moment, this allows you to transfer the Ring to Sam, and then he becomes your Ring-bearer.

KEYWORDS

Each card has one or more keywords that identify it. Most keywords are *unloaded* keywords, with no special rules (although they may be referenced by other cards). Keywords with rules are called *loaded* keywords. Find the explanation for each loaded keyword with the index.

Unloaded keywords

Race (such as Man, Elf, Ent, Orc, Uruk-hai, or Wizard) is an unloaded keyword. The race of “Man” includes women of the appropriate culture. A possession that requires a  Man bearer may be borne by a  female character who has the race of “Man.”

Note that in *The Lord of the Rings TCG*, Uruk-hai is a different race from Orc.


Sites have unloaded keywords like battleground, forest, mountain, plains, river, and underground. Other unloaded keywords include Easterling, fortification, knight, machine, ranger, search, Southron, spell, stealth, tale, tracker, valiant, villager, and warg-rider.

Loaded keywords

Card type (such as minion or event) and *class* (such as staff or hand weapon) are loaded keywords. Other loaded keywords include ambush, archer, damage +1, defender +1, fierce, Ring-bearer, sanctuary, and unhasty.

Ring-bound and unbound. Only companions can be unbound or Ring-bound (not allies or minions). Any companion without the Ring-bound keyword is an unbound companion.

Exception: All versions of Frodo and Sam are Ring-bound.

Unhasty is a loaded keyword found on Ents that means, “This character may only participate in skirmishes when at its home site or when a  card allows it to do so.”

MISCELLANEOUS

Discard

The default meaning of the word “discard” is “discard from play.” Discarding from other locations (such as from your hand or from the top of your draw deck) is always specified.

Playing cards from your draw deck

Some cards allow you to play a card directly from your draw deck or discard pile. You must still pay any costs and meet requirements necessary for playing that card.

When you finish looking through your draw deck, reshuffle it and give the player to your right the opportunity to cut it.

Spot

The word *spot* sets up a requirement for playing a card or using a special ability in conjunction with a noun such as, “To play, spot an Elf.” This is equivalent to, “An Elf must be in play and active for you to play this card.”

Cards in your dead pile are active during your turn, but they’re not in play. You can’t spot a card in your dead pile.

Normally, you don’t have to spot all the cards in play that meet the requirement if you don’t want to.

If a card says, “for each Elf you spot” and there are 2 Elves in play (and active), you may choose to spot 2 Elves, 1 Elf, or none.

However, if a card says, “you can spot,” that means you don’t have a choice and you have to spot anything and everything that meets the requirement.

“While you can spot The Balrog, skip the archery phase” means you can’t make a choice (it either works or it doesn’t).

THE END OF THE STARTER RULES

If this is your first time playing *The Lord of the Rings* Trading Card Game, play a few games with the two 60-card fixed decks that came with this rulebook before continuing onward to the Deluxe Rules.

DELUXE RULES

INTRODUCTION

The Deluxe Rules follow the same general format as the Starter Rules. We assume that you are familiar with the Starter Rules.

The body of rules found in this Comprehensive Rulebook replaces and supersedes all previous rulebooks (including the Expanded Rulebook). This book is all you need to get the rules for *The Lord of the Rings* TCG.

SETTING UP THE GAME

BUILDING YOUR DECK

Each player brings to the game at least 71 cards:

- Frodo, bearing The One Ring (2 cards),
- a draw deck of at least 60 cards, and
- a 9-card adventure deck.

Ring-bearer

You must start the game with one copy of Frodo (any version) bearing The One Ring (again, any version). These two cards are not part of your draw deck (they do not count against your total of Free Peoples cards).

Draw Deck

Your draw deck must have at least 60 cards and must have an equal number of Shadow cards and Free Peoples cards, shuffled together. You may not have any copies of The One Ring or sites in your draw deck.

You may have up to four copies of each card title (ignoring subtitles) in your draw deck.

You may have four copies of Aragorn, King in Exile in your draw deck, or you may have two copies of that card and two copies of Aragorn, Ranger of the North. You may not have four copies of each of those cards, since they have the same title (although they have different subtitles).

Exception: Since one copy of Frodo is always part of your starting fellowship, you may have only three copies of Frodo in your draw deck.

When you draw the last card from your draw deck, you don't lose the game. Continue with the cards you have in hand and in play. **Do not reshuffle your discard pile to make a new draw deck.** (You reshuffle your draw deck only when playing with a starter deck and the Starter Rules).

Adventure Deck

Your adventure deck has nine different site cards, one for each of the nine site numbers.

You may not mix sites from different *blocks* in the same adventure deck. The sites in your adventure deck must be either from the *Fellowship* block (sets 1, 2, and 3) or from the *Tower* block (sets 4, 5, and 6).

Since cards from all the adventure decks combine to form a shared adventure path, all players in the same game must have sites from the same block.

WHO GOES FIRST?

In the Starter Rules, players decide randomly who goes first. However, for the Deluxe Rules, players bid burdens to determine this.

Players place secret bids for the right to determine who goes first in the game. The bidding is done with black tokens, which will become **burdens** on your Ring-bearer.

Don't bid too high, or your Ring-bearer will start with too many burdens and be close to being corrupted. (If Frodo accumulates 10 burdens, you lose the game.)

If you bid a number of burdens equal to your Ring-bearer's resistance, your Ring-bearer becomes corrupted before the game starts (before the first player plays site 1) and you lose the game.

Each player secretly places a number of burdens in his hand (you may bid zero). When all players are ready, simultaneously reveal the bids. The highest bid wins the right to choose where he goes in the turn order. Any choice is available.

Next, the second highest bidder chooses from the remaining positions in the turn order, and so on. Keep track of each player's bid, as these tokens will become burdens on his copy of Frodo.

If there are any ties, then the tied players resolve randomly who chooses first among them.

Tom, Chuck, Tim, and Mike are playing, and the initial bids are Tom 3, Chuck 4, Tim 3, and Mike 1. Chuck wins the right to choose, and he chooses to go first (placing 4 burdens on Frodo). Tom and

Tim are tied, so they flip a coin, and Tom wins the tiebreak. He chooses second (placing 3 burdens on Frodo). Tim chooses to go fourth (3 burdens), leaving third for Mike (1 burden).

The first player sits down, and the others then sit in clockwise order around the table according to their choices.

Place your adventure deck (face down) and Frodo (face up) on the table. Place The One Ring under him (so the title is showing) and place the burdens that you bid on Frodo.

The first player places his copy of site 1 (from his adventure deck) on the table to begin the adventure path. Each player places his player marker onto site 1.

Starting Fellowship

In the Starter Rules, players select their starting fellowships based upon which deck they have. However, for the Deluxe Rules, players customize their starting fellowships.

Your fellowship begins with Frodo bearing The One Ring. You may play other companions (not allies, possessions, artifacts or conditions) from your draw deck, as long as the total twilight cost of your starting companions is 4 or less.

Play these cards one at a time, even though you do not add twilight tokens for playing your starting fellowship. Site text is not active when the starting fellowships are played.

You may use "When you play" game text on a starting companion. You may spot a companion in your starting fellowship as a requirement to play another starting companion.

If Legolas is in your starting fellowship, you may play him first and spot him to play another Elf companion who has the game text, “To play, spot an Elf.” Be sure to play your starting fellowship cards in the correct order if you use such text.

Select and reveal starting fellowships in player order. (In tournament play, you may change your starting fellowship from game to game.)

PLAYING THE GAME FELLOWSHIP PHASE

Although the rules provide card drawing only in the regroup phase, many card effects allow you to draw cards in the fellowship phase as well. The following rule limits such card drawing.

The Rule of 4: You may not draw (or take into hand) more than 4 cards during your fellowship phase.

This applies to cards taken into hand by any means. This does not apply to cards drawn “at the start of each of your turns.” An effect that would require you to exceed this limit is performed as much as possible and the rest is ignored.

Playing companions

The Rule of 9: You may not have more than nine total companions in play and in your dead pile at any time.

(Each copy of a non-unique companion in play or in your dead pile counts as a separate companion.)

If you have Merry (a unique companion) and two copies of Dwarf Guard (a non-unique companion) in your dead pile, you may not have more than 6 companions in your fellowship.

Playing allies

Allies are characters that do not count as members of your fellowship. Play them to a row behind your fellowship called your **support area**. An ally may be played during any of your fellowship phases (you do not have to wait until your fellowship is at the ally’s home). There is no limit to the number of allies you may have in play.

Playing artifacts

Play Free Peoples artifacts just as you play Free Peoples possessions.

SHADOW PHASE(S)

Playing Shadow cards

You may use (and exert) another player’s character to pay a cost for your Shadow card or special ability.

Shadow players may converse and plan among themselves. They may name cards in their hands, but they may not actually show each other those cards. They may make agreements, but those agreements are not binding.

ASSIGNMENT PHASE

In the Starter Rules, there were no assignment actions. However, for the Deluxe Rules, the assignment phase includes opportunities for both players to perform assignment actions.

During the assignment phase, you and your opponents may perform assignment actions (special abilities on cards in play with “**Assignment:**” and events with that keyword).

Then you may assign companions to defend against attacking minions. All assignment actions must be complete before proceeding to assign defenders.

When the assignment phase is complete, each companion being attacked will lead to a separate skirmish phase.

Perform assignment actions

Players may perform assignment actions using the action procedure described in the maneuver phase.

Many assignment actions assign a minion to a companion. All of these assignments are “one-on-one” — you cannot assign one character to another unless both of them are unassigned.

When all players consecutively pass, proceed to assign defenders.

Assign defenders

When the fellowship is at an ally’s home (or if a card effect has allowed an ally to participate in skirmishes), that ally may be assigned to a skirmish in the same way that companions are assigned to skirmishes.

SKIRMISH PHASE(S)

Resolve that skirmish

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.

If all characters of one side are removed *during* a skirmish before strength has been totaled, the skirmish resolves and the other side wins.

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).

FIERCE

Assignment Phase (Fierce)

For the Deluxe Rules, the fierce assignment phase also includes opportunities for both players to perform assignment actions.

During the fierce assignment phase, ignore an effect that results in assignment with a minion that is not fierce.

A minion must be in play and fierce at the start of the fierce assignment phase to participate in a fierce skirmish.

An ally that was able to be assigned to a normal skirmish (because the fellowship is at that ally’s home or as a result of a card effect) is also able to be assigned to a fierce skirmish.

Skirmish Phase(s) (Fierce)

Once a minion is assigned in the fierce assignment phase, that minion’s fierce skirmish must be resolved, even if that minion somehow becomes no longer fierce.

REGROUP PHASE

In the Starter Rules, there were no regroup actions. However, for the Deluxe Rules, the regroup phase includes opportunities for both players to perform regroup actions.

During the regroup phase, players may perform regroup actions (special abilities on cards in play with “**Regroup:**” and events with that keyword). Then each Shadow player reconciles his hand.

Perform regroup actions

Players may perform regroup actions using the action procedure described in the maneuver phase. When all players consecutively pass, proceed to reconcile the Shadow players’ hands.

Move limit

If the move limit is modified for a turn, then that modification is in effect for the whole turn, even if the conditions for the modification change.

OTHER IMPORTANT RULES

ACTIONS

Nearly everything that occurs during the game is some kind of action. Players perform actions to play cards, use special abilities, move their fellowships, reconcile, and so on.

Required or optional

Every action is either optional or required. An optional action is defined as either: an event, a special ability, or an action that uses the word “may.” All other actions are required actions.

All required actions responding to a particular trigger are performed before any optional actions.

If two or more required actions are occurring at the same time (for example, more than one “at the start of each of your turns” actions), the Free Peoples player decides in which order they occur.

After all required actions to a particular trigger have resolved, players may perform optional actions responding to that same trigger using the action procedure.

Response actions

Response is a timing word that means that you may play an event (or use a special ability) whenever the situation described in its game text happens.

You may respond more than once to the same situation.

Sometimes a response action interrupts another action to cancel it before it resolves. When this happens, that other action does not have its effect, but its costs and requirements are still paid.

Phase actions

Phase actions include performing special abilities and playing event cards. (*Exception:* response special abilities and response events are not phase actions.)

If a phase action can be played in multiple phases (for example, “**Maneuver** or **Skirmish**”), its action type is of the phase during which the action is taken.

Costs and Effects




A cost or an effect could be adding or removing twilight tokens, exerting a character, discarding a card, or any number of other possibilities. The costs for an action are usually listed before the word “to” (so the action takes the form of “pay X to do Y,” with X being the cost and Y the effect).

Costs

If a card or special ability has a cost, you must pay that cost or you may not use that card or special ability.

If an action is prevented, its effects are ignored but its costs and requirements are still paid.

When you pay the cost for an action (any cost, such as playing a card, discarding a card, adding or removing twilight pool), you may not use that payment for more than one action.

If you have two copies of Weapons of Isengard in play (Shadow: Play an  archer to place an  token on this card), playing a single  archer allows you to place a token on only one of those copies.

Effects

If the effect of a card or special ability requires you to perform an action and you cannot, you must perform as much as you can and ignore the rest.

If the effect of an event requires you to discard 2 cards from your hand and you only have 1 card in hand, just discard the 1 card and ignore the rest.

If the effect of a card or special ability requires you to choose one of two different actions, you must choose an action that you are fully capable of performing (if possible).

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.

Exception: If you perform an action that has playing a card from hand or discard pile as part of its effect, you must play that card.

This exception applies to all kinds of actions (playing event cards, using special abilities, “when you play” game text, and so on) and all the different ways you can play a card (except playing a card directly from your draw deck).

There is no penalty if you don’t find (or choose not to play) a card you are looking for in your draw deck.

The source of an effect is the card on which that effect is printed. Even though a card like an event may require a minion to exert to pay its cost, the source of that effect is the event card and not the minion.


Some cards have multiple effects that respond to the same kind of trigger. They count something in play, and when there is more of that thing, more effects happen.

The game text of Uglúk looks like this: While you can spot 2  trackers, Uglúk is strength +3.



While you can spot 3  trackers, Uglúk is damage +1.

You don’t have to spot 5 trackers to get both benefits. Three trackers is enough to satisfy the first requirement (if you have 3, you can spot 2) and the last requirement (spot 3).

ALLIES

Allies are not companions and don’t travel along the adventure path with your fellowship. Ally cards have a **home site** number indicated just after the card’s type, on the same line (such as **ALLY • HOME 3  • MAN**). Each ally in your support area is considered to be at his home site.

Allies may not be healed when you start your turn at a sanctuary; the wounds healed at a sanctuary are from companions only.

Allies from earlier sets do not have home sites on *The Two Towers* adventure path. Such sites are indicated with a tower symbol (like 3  or 4 ).

Allies normally do not participate in archery fire and skirmishes. Special abilities on allies (such as archery actions or skirmish actions) may be used as normal.

However, when your fellowship is at your ally’s home, that ally participates in archery fire and skirmishes.

This doesn’t mean that such an ally must take an archery wound or be assigned by the Free Peoples player to defend a skirmish, but that character is eligible to do so if the Free Peoples player so chooses.

The Shadow player may assign an unassigned minion to an ally when the fellowship is at that ally's home site.

Some card effects also allow allies to fight in this way, even when the fellowship is not at that ally's home.

You may count archer allies for the fellowship archery total if the fellowship is at their home, or a card has allowed them to participate in archery fire.

While an ally participates in archery fire and skirmishes, that ally is considered to be at the same site as the fellowship.

ACTIVE CARDS

Occasionally in a multiplayer game, two copies of the same unique Shadow condition may be in play at the same time.

Only the first copy of a unique Shadow condition (or the first 4 copies of a non-unique Shadow condition) closest to the right of the Free Peoples player are in effect at any time. All other copies are also active, but their game text is ignored.

THE ONE RING

The One Ring is a special card that is neither a Free Peoples card nor a Shadow card. It has no twilight cost, and its card type is "The One Ring."

There are three versions of The One Ring: The Ruling Ring, Isildur's Bane, and Answer to All Riddles. The Starter Rules explain how The Ruling Ring works, since that version comes in every starter product. Other differences are explained below.

When can he put on the Ring?

Isildur's Bane also has a response that is used to put on the Ring, but the Ring-bearer may do so at any time he is about to take a wound, not just during a skirmish.

Answer to All Riddles has a skirmish special ability (not a response) that is used to put on the Ring.

What happens while he wears the Ring?

While your Ring-bearer wears Isildur's Bane, each time he is about to take a wound (during any phase), two burdens are added instead.

While your Ring-bearer wears Answer to All Riddles, he receives a +2 strength bonus and adds a burden instead of a wound (during a skirmish phase only).

How does he take the Ring off?

If your Ring-bearer puts on the Ring (any version) during the regroup phase, he then takes it off at the end of that regroup phase.

MISCELLANEOUS

Discard

Discard piles are always face-up, and cards are discarded one at a time so all players can see which cards are being discarded.

The order of your discard pile is irrelevant, and you may place any card you wish on top after playing a card from there.

You may look through your own discard pile at any time, but you may not look through an opponent's discard pile.

When a card leaves play for any reason, any cards played on that card (or borne by or stacked on that card) are discarded.

Look at / Reveal

When an effect says a player should *look at* a card, that card is shown only to that player.

When an effect says to *reveal* a card, that card is shown to all players.

Modifiers

Each time a value is used, all applicable modifiers to that value are reapplied. If the result at that point is then less than zero, then that result is changed to zero.

The order of modifiers doesn't matter, since every applicable modifier is reapplied each time a value is used.

Numbers can go below zero until the final check is made.

Most actions and events have "continuous" effects throughout the phase in which they are played, much like a "temporary" condition.

Double Shot adds 1 to the fellowship archery total from the moment it is played until the end of that archery phase.

The modifiers are not *recalculated*. The same modifiers are just *applied again*.

Enduring Evil played when Frodo has 3 burdens only reduces strength by 3, even if another burden is later added.

Moving cards between decks and piles

Whenever you move a card from one pile to another (such as shuffling a card from your discard pile into your draw deck), you must reveal that card to all players so they can verify that the correct card was moved.

Stack

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 not in play. They may not be spotted.

They do not count for uniqueness. A stacked unique card may be in play elsewhere. Multiple copies of the same unique card may be stacked together.

Transfer of Artifacts and Possessions

You may transfer an artifact or possession between your Free Peoples characters during your fellowship phase by paying the twilight cost for that artifact or possession again. (Minions may not transfer artifacts or possessions.)

Both characters involved in the transfer must be at the same site. (Remember that an ally is always at his home site during your fellowship phase.)

An artifact or possession may be transferred only to a character who may bear it (as indicated by a "bearer must be" phrase in its text). You may not voluntarily discard a possession or artifact borne by your character.

Transferring a card is not playing that card, even though you must pay its twilight cost. "When you play" game text is not performed when transferring a card.

NEW RULES FOR THE TWO TOWERS

FORMATS

Each game now has one of the following formats:

- Tower block (only cards from sets 4, 5, and 6),
- Fellowship block (only cards from sets 1, 2, and 3), or
- open (all cards allowed, except for Fellowship block sites).

ADVENTURE DECK

The sites provided in Tower block sets have site numbers identified with the tower symbol (♠). A Tower block adventure deck is numbered from 1♠ to 9♠, just like a Fellowship block adventure deck is numbered from 1 to 9.

This is an alternative to the sites from the first three sets, not an extension of those sites. The game will always have only 9 sites in the adventure deck.

You may not mix sites from different blocks in the same adventure deck.

ADVENTURE PATH

Sites from Tower block sets have a site identifier: the tower symbol (♠). Fellowship block sites have no such symbol, and therefore have a “blank” identifier.

Great Hall has a site number of 6 and a site identifier of ♠ (Tower block). Dimrill Dale also has a site number of 6 and no site identifier (which means it's from the Fellowship block).

Minions

For playing minions, use only the site number, not the site identifier.

A Moria Orc is roaming at site 3 (Fellowship block) and at site 3♠ (Tower block).

Allies

For the home sites of allies, use the site identifier. An ally from the Fellowship block has no home site in the Tower block.

Elrond's home site is 3, not 3♠.

Game text

When a site's number is specifically mentioned in game text, that number uses the site identifier.

Hobbit Stealth (Skirmish: At sites 1 to 5, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +2.) cannot cancel a skirmish in the Tower block. However, this card adds its strength bonus at any Tower block site.

SITE CONTROL

Shadow players may now take control of sites on the adventure path and the Free Peoples player may liberate controlled sites. Various card effects refer to these controlled sites as well.

Control

Shadow players may now use card effects to take control of sites. A Shadow player may only take control of a site on the adventure path that has been passed by all players. A site has been passed when all player markers are on sites with higher site numbers.

When all player markers are at site 2♠ or higher, you may take control of site 1♠.

When a Shadow player takes control of a site, the site on the adventure path with the lowest site number must be selected.

An opponent controls site 1♠ and all player markers are at site 4♠ or higher, so you must take control of site 2♠.

When you take control of a site, place that site in your support area, lengthwise. Many card effects in Tower block sets depend upon the number of sites you control.

The game text of a controlled site cannot be used by any player, since a site's game text may not be used unless the fellowship is there. *Exception:* The keywords of a controlled site still apply, so a player may “control a battleground.”

Like a site on the adventure path, a controlled site is always active and may be spotted. When your opponent controls a site from your adventure deck, it's still your site.



Cards like **Úlairë Nelya** can replace a controlled site. Move any cards (such as **Dunlending Looters**) from the site being replaced to the new site, and return the old site to its owner's adventure deck.

Liberate

A Free Peoples player may have a card effect that allows him to liberate a site. Only a site that is controlled by another player (in another player's support area) may be liberated. You may not liberate a site on the adventure path, a site in any adventure deck, or a site you control.

When you liberate a site, place it back on the adventure path. Any cards on that site are discarded. You must liberate the site with the highest site number controlled by one of your opponents first, regardless of which opponent controls that site. (If you control the site with the highest site number, you must liberate the next highest site controlled by an opponent.)

CULTURE TOKENS

Some conditions tell you to “place an  token on this card” (or “a  token,” and so on).

You can use any convenient markers for these tokens. They don't have to be any particular color. You can use the same tokens you're using for burdens or wounds, since these tokens are not placed on a character card.

ERRATA

The gameplay of the following cards has changed since they were first printed. When Decipher reprints these cards in a future set, their gameplay will be corrected. Until that time, these cards should be played as follows:

BOOK OF MAZARBUL 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.

Reprinted correctly as Realms of the Elf-lords card 3 R 1.

GIMLI, DWARF OF EREBOR 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.

Reprinted correctly in the Legolas starter deck for Realms of the Elf-lords.

FAR-SEEING EYES 1 C 43

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

Reprinted correctly in the Legolas starter deck for Realms of the Elf-lords.

GIFT OF BOATS 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 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.

Reprinted correctly as a random rare in Fellowship beta Starter Decks.

A RANGER'S VERSATILITY 1 U 113

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

THRÓR'S MAP 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).

Reprinted correctly as a random rare in Fellowship beta Starter Decks.

WE MUST GO WARILY 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.

COLLECTOR INFORMATION CREDITS

The Lord of the Rings™ trading card game comes in 60-card *starter decks*, 74-card *deluxe starter sets*, and 11-card *booster packs*.

Each 11-card booster pack contains 1 rare card and a mixture of 10 uncommon and common cards.

Sixty of the cards in your starter deck or deluxe starter set are *fixed*, since you get the same ones in each of that type of starter.

Three of the cards in a starter are special *alternate-image* versions of rare cards. The 74 cards in a deluxe starter set also include an 11-card booster pack.

In the lower right corner of every card, you'll see a code like "4 R 12." The first number is the set number, with 4 indicating *The Two Towers* set.

The letter is the rarity code, with R for rare, U for uncommon, C for common, and P for premium. Last is the number for that card in the set.

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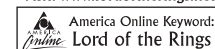
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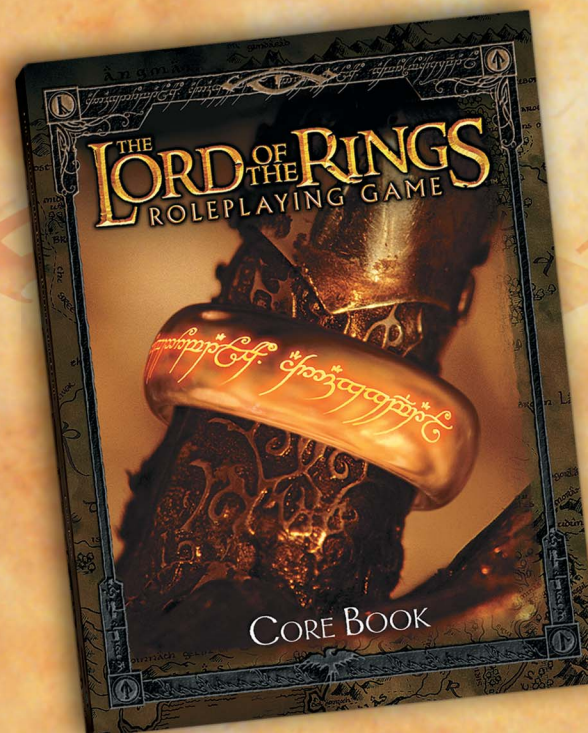
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