

## Section 0 – Preface

### UPDATED MAY 7, 2002.

This frequently asked questions document is an official rules supplement to the beta version of the rulebook found in *Mines of Moria* starter decks and *Fellowship of the Ring* beta starter decks.

The following parts make up this FAQ:

- Section 0 - Preface (and legal information)
- Section 1 - By card number (with title)
- Section 2 - By game term (phrase or rule)

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

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

Each entry in this document is a “clarification” unless that entry is marked as an “erratum.”

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 number


**§ BILL THE PONY** **O P 2**  
When the fellowship moves with Bill the Pony to an underground site, the Shadow number of that site is reduced before Bill the Pony is discarded.

**§ BOOK OF MAZARBUL — ERRATUM** **O 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.

**THE ONE RING (BOTH VERSIONS)** **I R 1 AND I C 2**  
The One Ring's first paragraph is a special ability, and therefore optional. The second paragraph of game text is not optional, so once "The One Ring is worn," all wounds taken must be "converted" to burdens.


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

**THE ONE RING, THE RULING RING** **I C 2**  
You may use the special ability of this card in response to a wound placed by The Witch-king, Lord of the Nazgûl or Úlairë Enquëa, Ringwraith in Twilight.

**AXE STRIKE** **I C 3**  
**Skirmish:** Make a Dwarf strength +2 (or +3 if bearing a  hand weapon).

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

**DWARVEN AXE** **I C 9**  
This card can trigger only once for each Shadow player with a minion in that skirmish, regardless of how many minions that player had.

**GIMLI, DWARF OF EREBOR — Erratum** **I U 12**  
**Damage +1.**  
**Fellowship:** If the twilight pool has fewer than 2 twilight tokens, add  to place a card from hand beneath your draw deck.

**FAR-SEEING EYES — Erratum** **I C 43**  
This Elven condition is unique (**•FAR-SEEING EYES**).

**GALADRIEL, LADY OF LIGHT** **I R 45**  
The twilight cost of an Elf played using Galadriel's text is zero, and cannot be raised or lowered.

**GIFT OF BOATS — Erratum** **I U 46**  
To play, exert an Elf ally. Plays to your support area. When the fellowship moves from a river during the fellowship phase, the move limit for this turn is +1.

**THE MIRROR OF GALADRIEL — Erratum** **I R 55**  
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.

If you may not look at a Shadow player's hand, the effect of The Mirror of Galadriel's special ability is ignored.


**GANDALF'S CART** **I U 73**  
Refer to entry "stack."

**GOBLIN MARKSMAN** **I C 76**  
Italic text within parentheses is descriptive only, and has no added game play effect.

**QUESTIONS THAT NEED ANSWERING** **I R 81**  
Verify that the twilight pool has fewer than 3 tokens before paying this card's twilight cost. Refer to entry "playing a card — costs."

**SLEEP, CARADHRAS** **I C 84**  
"Discard every condition" means to discard every active condition. Inactive conditions are not discarded.

**SARUMAN'S CHILL** **I C 134**  
The cost of this condition is 1. Some copies of this card are misprinted.

**SARUMAN'S SNOWS** **I C 138**  
**Spell. Weather.** To play, exert a  minion. Plays on a site. No player may play skirmish events or use skirmish special abilities during skirmishes at this site. Discard this condition at the end of the turn.


**SAVAGERY TO MATCH THEIR NUMBERS** **I R 139**  
The strength +4 bonus lasts until the regroup phase.

**§ THEIR ARROWS ENRAGE** **I C 141**  
There will be a card for Saruman in the *Realms of the Elf-lords* set.

**WARINESS** **I U 161**  
This card exerts or discards one of your Uruk-hai.

**WORRY** **I U 162**  
To play, exert an Uruk-hai. Plays to your support area. Each time a companion or ally loses a skirmish involving an Uruk-hai, the opponent must choose to either exert the Ring-bearer or add a burden.


**GOBLIN SWARMS** **I R 183**  
Refer to entry "stack."

**§ PLUNDERED ARMORIES** **I C 193**  
If a minion bearing a  weapon is discarded due to losing a skirmish, Plundered Armories takes effect before optional actions triggered by winning/losing that skirmish occur

**BLADE TIP** **I U 209**  
Start of turn actions occur before start of fellowship phase actions.

**DRAWN TO ITS POWER** **I U 211**  
Plays to your support area. Each time a companion is killed in a skirmish involving a Nazgûl, add a burden.

**RETURN TO ITS MASTER** **I R 224**  
This card creates a skirmish in addition to regular and fierce skirmishes.

**ÚLAIRË OSTËA, LIEUTENANT OF MORGUL** **I U 235**  
**Shadow:** Exert Úlairë Ostëa to make a  minion fierce until the regroup phase.

**ORC AMBUSER** **I C 261**  
This *Fellowship of the Ring* card was misprinted in the Gimli *Mines of Moria* starter deck. The word "non-native" should be "roaming."

**ORC ASSASSIN** **I U 262**  
This *Fellowship of the Ring* card was misprinted in the Gimli *Mines of Moria* starter deck. The word "non-native" should be "roaming."

**MERRY, FRIEND TO SAM** **I R 302**  
After Merry's skirmish has resolved, he is no longer assigned and you may use his special ability.

The strength bonus another companion receives from Merry's skirmish special ability is equal to Merry's strength at that time. That bonus does not increase if Merry's strength is boosted at a later time during the same skirmish phase.

**§ SAM, FAITHFUL COMPANION** **I R 310**  
There is a preview card for Bill the Pony in *The Lord of the Rings* TCG League Kit which will also be in the *Realms of the Elf-lords* expansion.

**§ ETENNMORS** **I C 331**  
**Plains. Skirmish:** Exert your companion or minion to make that character strength +2.

**COUNCIL COURTYARD** **I C 337**  
Refer to entry "moving the fellowship."

**FORD OF BRUINEN** **I U 338**  
**River. Sanctuary.** The twilight cost of the first Nazgûl played to Ford of Bruinen each turn is -5.

**§ BALIN'S TOMB** **I U 343**  
**Underground. Maneuver:** Discard your tale from play or from hand to heal your companion.

**§ EMYN MUIL** **I U 360**  
**Maneuver:** Exert your minion to make that minion fierce until the regroup phase.

**WHAT ARE WE WAITING FOR?** **2 R 15**  
If a second copy of this card is played and that Shadow player has already chosen to skip his or her next Shadow phase, that player may choose to skip the same Shadow phase again (which has no effect).

**URUK SCOUT** **2 C 47**  
The special ability of this minion may only cancel an event that specifically requires a ranger in its game text.

**ORC SCOUT** **2 C 89**  
The special ability of this minion may only cancel an event that specifically requires a ranger in its game text.

## Section 2 – By game term

### § actions – phase actions

Phase actions are performing special abilities and playing event cards. (Exception: response special abilities and response events are not phase actions.) All phase actions have timing keywords. Each phase action must be completely performed before another phase action can be taken.

*Example:* **Pippin, Mr. Took's** game text (**Fellowship:** Play Gandalf or Aragorn; his twilight cost is -2) and **The Prancing Pony's** game text (**Fellowship:** Add a burden to play Aragorn from your draw deck) may not be performed simultaneously.

### actions – timing

Every action is either required or optional. Required actions are those that must happen when a specified requirement or trigger occurs. Optional actions are events, special abilities (including responses), and actions that use the word “may.” All required actions responding to a particular trigger are performed before any optional actions.

### § allies

When your fellowship is at an ally's home that ally participates in archery fire and skirmishes.

The Shadow player may assign an unassigned minion to an ally when the fellowship is at that ally's home site (or if that ally is otherwise allowed to participate in skirmishes).

### damage bonus

A damage bonus is a modifier to the damage a character does in a skirmish when it wins, written with a plus sign like “damage +1.” Damage bonuses may be provided by the game text of any kind of card.

### defender

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

### § effects – prevent

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

### § effects – requirements

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 your 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 from your draw deck).

*Examples:* You must verify that you have a Moria Orc in your discard pile and enough twilight tokens to pay for that Orc before you discard cards for the action on **They Are Coming** (remember, you can always look through your own discard pile). You may not use the action on **Beneath the Mountains** if you don't have a Dwarven weapon in your discard pile. You may not play **Morgul Gates** if you don't have a Nazgûl in your hand.

### effects – source

The source of an effect is the card on which that effect is printed.

*Examples:* Even though a minion must exert to pay the cost for an event like **Relentless Charge** or **Hate**, the source of that wound is the event card and not the minion. **Merry, From O'er the Brandywine**, bearing a **Hobbit Sword** and skirmishing a **Troop of Uruk-hai**, has a strength of 5; the source of the +2

strength bonus is Merry's game text and not the weapon.

### effects – when a card comes into play

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

### exerting – multiple exertions

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

### exhaust

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

### fellowship phase – drawing cards – Erratum

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. An effect that would require you to exceed this limit is performed as much as possible and the rest is ignored.

*Example:* A player begins his turn by drawing one card for **Gandalf, The Grey Pilgrim**. Drawing a card at the start of your turn before your fellowship phase begins is not covered by the this rule.

Then, he begins his fellowship phase by exerting Elrond twice to draw 2 cards. Next, he spots Gimli to play **Wealth of Moria** and reveals 3 Free Peoples cards. He chooses 2 of those cards to take into hand and the other card is discarded. Any further effects that produce card draws during the rest of his fellowship phase are ignored as well.

### fierce

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

### leaving play

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

### look at

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

### modifiers

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

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). If an action does not specify leaving the old site or moving to the new site, it takes place when the fellowship leaves the old site.

### multiplayer – conditions – Erratum

Only the 4 copies of a non-unique condition (or 1 copy of a unique condition) closest to the right of the Free Peoples player are in effect at any one time. All other copies are also active, but their game text is ignored.

### § opponent

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

### playing a card – costs

Check all requirements to play a card (or take an action) before paying its costs. Whenever you play a card, even from your discard pile, all costs must be paid.

### § playing a card – events

You may not play an event (except a response event) from your draw deck or discard pile during a phase that does not match the event's timing word.

### § promotional and league cards

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

### reveal

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

### roaming

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

### § skirmish phase - resolving a skirmish

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

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).

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.

### § skirmish phase – skirmishing, in a skirmish, involving

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

### 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 inactive.

### starting fellowship

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

### § uniqueness – card titles

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).

*Examples:* **The Balrog, Durin's Bane 0 P 10** and **The Balrog, Durin's Bane 2 C 51** represent the same thing. **Cave Troll of Moria, Scourge of the Black Pit 1 R 165** and **Troll de las Cuevas, Azote del Pozo Negro de Moria 1 R 165** represent the same thing.

### who goes first?

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.