

Section 1 – Preface

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This frequently asked questions document is an official rules supplement to the gamma version of the rulebook found in *Realms of the Elf-lords* starter decks.

The following sections make up this FAQ:

- Section 1 - Preface (and legal information)
- Section 2 - Cards with errata (by card number)
- Section 3 - Cards with Clarifications (by card number)
- Section 4 - Other Clarifications (by game term)

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

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

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

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Section 2 – Cards with Errata

BOOK OF MAZARBUL – Erratum **0 P 7**
Tale. Bearer must be a Dwarf.

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

GIMLI, DWARF OF EREBOR – Erratum **1 U 12**
Damage +1.

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

FAR-SEEING EYES – Erratum **1 C 43**
 This Elven condition is unique (•FAR-SEEING EYES).

GIFT OF BOATS – Erratum **1 U 46**

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

THE MIRROR OF GALADRIEL – Erratum **1 R 55**

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

Maneuver: If an opponent has at least 7 cards in hand, exert Galadriel to look at 2 of those cards at random. Discard one and replace the other.

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

A RANGER'S VERSATILITY – Erratum **1 U 113**

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

THRÓR'S MAP – Erratum **1 R 318**

Plays to your support area.

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

BOOK OF MAZARBUL – Erratum **3 R 1**

Refer to entry **Book of Mazarbul, 0 P 7**.

WE MUST GO WARILY – Erratum **3 C 48**

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

Section 3 – Cards with Clarifications

BILL THE PONY **0 P 2**

Bearer must be a Hobbit companion. The Shadow number of each site is -1. Discard Bill the Pony when he is at an underground site.

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.

SARUMAN, SERVANT OF THE EYE **0 P 11**

See **Saruman, Keeper of Isengard, 3 R 68**.

THE ONE RING (BOTH VERSIONS) **1 R 1 AND 1 C 2**

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

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

THE ONE RING, THE RULING RING **1 C 2**

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

AXE STRIKE **1 C 3**

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

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

DWARVEN AXE **1 C 9**

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

GALADRIEL, LADY OF LIGHT **1 R 45**

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

GANDALF'S CART **1 U 73**

Refer to entry **stack**.

QUESTIONS THAT NEED ANSWERING **1 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 **1 C 84**

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

SARUMAN'S CHILL **1 C 134**

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

SARUMAN'S SNOWS **1 C 138**

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

SAVAGERY TO MATCH THEIR NUMBERS **1 R 139**

The strength +4 bonus lasts until the regroup phase.

WARINESS **1 U 161**

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

WORRY **1 U 162**

To play, exert an Uruk-hai. Plays to your support area.

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

GOBLIN MARKSMAN 1 C 176
 Italic text within parentheses is descriptive only, and has no added game play effect.

GOBLIN SWARMS 1 R 183
 Refer to entry **stack**.

PLUNDERED ARMORIES 1 C 193
 If a minion bearing a  weapon is discarded due to losing a skirmish, Plundered Armories takes effect before optional actions triggered by winning/losing that skirmish occur.

BLADE TIP 1 U 209
 Start of turn actions occur before start of fellowship phase actions.

DRAWN TO ITS POWER 1 U 211
 Plays to your support area.
 Each time a companion is killed in a skirmish involving a Nazgûl, add a burden.

RETURN TO ITS MASTER 1 R 224
 This card creates a skirmish in addition to regular and fierce skirmishes.

ÚLAIRĒ OSTĒA, LIEUTENANT OF MORGUL 1 U 235
Shadow: Exert ÚlairĒ Ostĕa to make a  minion **fierce** until the regroup phase.
 The name “Ostĕa” in the title of this card should be “Otsĕa.” Future printings will have this correction.
 All versions of this card have the same card title for uniqueness purposes.

A HOST AVAILS LITTLE 1 U 251
 If you can spot 7 or more companions, you may wound the same companion more than once.

ORC ĀMBUSHER 1 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 1 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 1 R 302
 After Merry’s skirmish has resolved, he is no longer assigned and you may use his special ability.
 The strength bonus another companion receives from Merry’s skirmish special ability is equal to Merry’s strength at that time. That bonus does not increase if Merry’s strength is boosted at a later time during the same skirmish phase.

ETTENMOORS 1 C 331
Plains. Skirmish: Exert your companion or minion to make that character strength +2.

COUNCIL COURTYARD 1 C 337
 Refer to entry **moving the fellowship**.

FORD OF BRUINEN 1 U 338
River. Sanctuary. The twilight cost of the first Nazgûl played to Ford of Bruinen each turn is -5.

BALIN’S TOMB 1 U 343
Underground. Maneuver: Discard your tale from play or from hand to heal your companion.

EMYN MUIL 1 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.

SARUMAN, KEEPER OF ISENGARD 3 R 68
 Archery wounds may not be assigned to Saruman.

SARUMAN, SERVANT OF THE EYE 3 C 69
 See **Saruman, Keeper of Isengard**, 3 R 68.

§ ÚLAIRĒ OTSĒA, RINGWRAITH IN TWILIGHT 3 U 86
 The title of this card is spelled correctly. Refer to entry **ÚlairĒ Ostĕa, Lieutenant of Morgul**, 1 U 235.
 If Frodo dies in a skirmish involving Otsĕa with Sam also in play, The One Ring is transferred to Sam before Blade Tip may be transferred with Otsĕa’s game text.

BILL THE PONY 3 U 106
 Refer to entry **Bill the Pony**, 0 P 2.

OLD NOAKES, PURVEYOR OF WISDOMS 3 C 111
 If a Shadow card gives you the choice of discarding a card from hand or taking a different action, that card does not activate Old Noakes’ game text.

Section 4 – Other Clarifications

actions – action types
 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.
Example: **Gates of Argonath** does not prevent **Stout and Sturdy** from being played during a skirmish phase.

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.

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

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.

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...").

§ fierce

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

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

Example: If **Saruman, Keeper of Isengard** is killed before the fierce assignment phase, then Uruk-hai are no longer fierce because of him.

A fierce skirmish is created in the second (fierce) assignment phase, and that skirmish must be resolved even if some effect that made a minion fierce is removed.

leaving play

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

§ limit

When a special ability has a limit in parentheses, that limit applies to the phase, not on each use of that special ability. (Events are not special abilities, and a limit on an event only applies for that action.)

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

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.

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.

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.

The One Ring – How does he take the Ring off?

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

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.

The Rule of 4 – examples

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.

§ 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.

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. (No more skirmish actions may be taken.)

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).

skirmish phase – skirmishing, involving

A character is "skirmishing" 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 not in play. They may not be spotted. They do not count for uniqueness (a stacked unique card may be in play elsewhere).

§ transfer of artifacts and possessions

Transferring a card is not playing a card. Effects generated by playing a card are not generated when transferring that card.

Example: If you transfer **Asfaloth** to **Arwen**, the cost is 2.

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). Two cards can have the same card title even if they are in different languages.

Examples: Each of these pairs of cards represent the same thing. **The Balrog, Durin's Bane 0 P 10** and **The Balrog, Durin's Bane 2 C 51** (same card title). **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** (same collector's info). **The Witch King 1 R 237** and **Król Upiórów 2 R 85** (same card title, different language).

vitality bonus – discarding

When a card that provides a vitality bonus for its bearer is discarded, that bearer is immediately killed if his number of wounds is then equal to or greater than his vitality.

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.