

Section 1 – Preface

UPDATED JUNE 3, 2003.

This frequently asked questions document is an official rules supplement to the *Battle of Helm's Deep* starter rulebook and the *Two Towers* deluxe rulebook.

The following sections make up this FAQ:

- Section 1 - Preface (and legal information)
- Section 2 - Watch List
- Section 3 - Cards with errata (by card number)
- Section 4 - Cards with Clarifications (by card number)
- Section 5 - 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 – Watch List

The Design Team constantly monitors the state of the play environment. We strive to ensure a balanced and competitive metagame, which we enforce with rulings and errata elsewhere in this document.

When we become concerned about a card, it will be added to this Watch List. The listing of a card here is no guarantee that a ruling will eventually be made.

There are currently no cards on the Watch List.

Section 3 – 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).

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.

HOWL OF HARAD – Erratum 4 U 236

Plays to your support area.

Each time a companion or ally loses a skirmish involving a Southron, you may remove ● to make the Free Peoples Player wound a Ring-bound companion.

ITHLIEEN WILDERNESS – Erratum 4 R 237

Plays to your support area.

At the end of each phase during which the fellowship moved to 7I, 8I, or 9I and the twilight pool has fewer than 7 twilight tokens, you may add ●.

**Skirmish:** Discard this condition to make a ♀ Man strength +2.

Section 4 – Cards with Clarifications

THE ONE RING, ISILDUR'S BANE 1 R 1

THE ONE RING, THE RULING RING 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.

QUESTIONS THAT NEED ANSWERING 1 R 81

Verify that the twilight pool has fewer than 3 tokens before paying this card's twilight cost.

SLEEP, CARADHRAS 1 C 84

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

EREGION'S TRAILS 1 C 104

This event only affects minions that are roaming when it is played.

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.

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.

When an effect discards "all" minions (thereby discarding their weapons), they are discarded at the same time. None of those minions may have weapons played on them with Plundered Armories.

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.

ÚLAIRË NERTËA, MESSENGER OF DOL GULDUR 1 U 234

If two or more minions are played, the Shadow player decides in what order those minions are played.

ÚLAIRË OSTËA, LIEUTENANT OF MORGUL 1 U 235

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

The name "Ostëa" in the title of this card should be "Otsëa." 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 AMBUSER 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.

**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.

**CAVE TROLL’S CHAIN** 2 R 53  
 When an exhausted Cave Troll, armed with the Cave Troll’s Chain, takes its last wound during the archery phase, the Chain may not be used to wound an archer companion (since the wound is a required action and takes effect before the Chain can be used).

**ÚLAIRĒ ATTĒA, THE EASTERLING** 2 U 82  
 This card may not be spotted by cards that require an Easterling. “The Easterling” is his subtitle, meaning “Man of the East.” Keywords are not found in subtitles.

**ORC SCOUT** 2 C 89  
 See **Uruk Scout** 2 C 47.

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

**OLD NOAKES, PURVEYOR OF WISDOMS** 3 C III  
 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.

**MY AXE IS NOTCHED** 4 R 52  
 The strength bonus derived from this condition is based on the lowest number of tokens on either card.  
*Example:* If there are two ☉ tokens on **Final Count** and three ☒ tokens on **My Axe Is Notched**, the strength bonus is +2.

**FINAL COUNT** 4 R 69  
 See entry **My Axe Is Notched** 4 R 52.

**§ ELVEN BROOCH** 4 U 63  
 This possession protects another card from being discarded, but it cannot be used as a substitute for paying a cost.  
*Example:* a player attempts to use **Brace of Coney**s by discarding an **Elven Brooch** instead. While the Brooch prevents the discard of the Brace of Coney, no burden is removed.

**UNDER THE LIVING EARTH** 4 C 105  
 The twilight token added for the cost of this card adds to the strength bonus provided by its effect.  
*Example:* If the twilight pool is empty when this card is played, Gandalf is strength +1.

**COME DOWN** 4 R 146  
 This card allows all allies to take wounds from archery fire.

**URUK REGULAR** 4 C 192  
 This card’s special ability makes the twilight cost of an Uruk-hai -1 for each Uruk-hai you spot other than this card.  
*Example:* If you have four **Uruk Regular**s in play and you use the special ability on one of them to play an **Uruk Searcher** (twilight cost of 4), the Searcher’s twilight cost is 1.

**SOUTHTRON FIGHTER** 4 R 251  
 The foil version of this card has a different image from the non-foil version.

**FRODO, COURTEOUS HALFLING** 4 R 301  
 This card only prevents Shadow cards that make you discard from hand or draw deck. If a Shadow card gives you a choice, you may choose to discard.  
*Example:* If a **Dunlending Rampager** is played, **Courteous Halfling** does not prevent the Free Peoples player from discarding. Since the game text of the Rampager says “may discard,” a choice is provided.

**ERED NIMRAIS** 4 U 343  
 When Sméagol is played to Ered Nimrais and **The Nine Walkers** is in play, his twilight cost is 1.

**GREAT HALL** 4 U 353  
 Each ally participates in archery fire and skirmishes at this site as if this were his or her home site.

**BERSERK RAGER** 5 U 45  
 The strength bonus for this minion is increased for any wound on any minion, companion, or ally in its skirmish.  
 The tokens removed for the special ability on this card must all be removed from the same machine.

**BERSERK SAVAGE** 5 R 46  
 See **Berserk Rager** 5 U 45.

**BERSERK SLAYER** 5 R 47  
 See **Berserk Rager** 5 U 45.

**URUK-HAI BERSERKER** 5 U 63  
 The strength bonus for this minion is increased for any wound on any minion, companion, or ally in its skirmish.

**EYE OF BARAD-DŪR** 5 R 96  
 This card must be played in order to use its response text, which is affected by cards like **Legolas, Dauntless Hunter**. The text “discard this card to” is superfluous.

Section 5 – Other Clarifications

**actions – timing**  
 All required actions responding to a particular trigger are performed before any optional actions. (This rule was inadvertently omitted from the *Two Towers* rulebooks.)

**adventure deck – “or higher”**  
 When an effect says “site X or higher,” it applies only to sites from the Fellowship block.

**cannot take wounds**  
 If a character cannot take wounds, wounds cannot be assigned to that character. Some cards use the phrase “may not” instead of “cannot.”

**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.

**culture**  
 To spot a “Free Peoples culture” means to spot any Free Peoples card of that culture. You may not spot a Gollum culture Shadow card to spot a Free Peoples culture.

**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...”).

**first printing mark**  
 The first time a card is printed, it gets a “●” first printing mark at the end of its copyright line. This mark is removed on any subsequent printings. There is no way to tell a second printing from a third, for example.

**for each**  
 When an effect wounds (or exerts or heals) characters using the phrase “for each,” you may wound (or exert or heal) a character more than once.  
*Example:* **Aragorn, Wingfoot** says, “Each time the fellowship moves, you may wound a minion for each unbound Hobbit you spot.” If you spot two unbound Hobbits, you may wound two minions each once or one minion twice.

**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. *Exception:* When a site is replaced, all cards played on or stacked on the old site are moved to the new site.

**limit**  
 When a card has a limit, such as “(limit +3),” the limit applies to that card only for one phase. A limit does not apply to a different copy of the same card, and a limit does not span multiple phases.  
*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.  
*Example:* With one copy of **Trust Me As You Once Did** in play, and assuming you have sufficient signets and exertions, during a single skirmish phase:

- You may add +3 to one companion in a single action (at least 3 signets).
- You may add +1 to three different companions in three different actions (only 1 signet).

- You may add +2 to one companion and +1 to another in two different actions (only 2 signets). Note that once the limit is reached, no more may be added and the last +1 is ignored.

The limit is per copy of the condition per phase, so that a single copy of Trust Me may not provide more than +3 total benefits in a single skirmish phase, no matter how many companions are receiving those benefits.

It might help to conceptualize this process as three “+1 tokens,” placed on each copy of Trust Me at the start of each skirmish phase.

#### losing the game – site control

When a player loses the game and some of his sites are controlled by other players, replace those sites according to the procedure from the Starter Rulebook.

If such a player has sites under his control, replace them first (using the above procedure) and then liberate each site (discarding cards on those sites as needed).

#### may not take wounds

See **cannot take wounds**.

#### modifiers – applying

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, than 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. (For example, **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. (For example, **Enduring Evil** played when Frodo has 3 burdens only reduces strength by 3, even if another burden is later added.)


*Example:* Frodo bears **The Ruling Ring** and has 6 burdens. His strength is 4 (3 + 1 for the Ring). During a skirmish with a Sauron Orc, **Enduring Evil** is played. Since Frodo has 6 burdens, his strength is 4 - 6 = -2. This is reset to zero. **Hobbit Intuition** is played. All applicable modifiers are reapplied to Frodo’s strength. Strength of 3 (Frodo) +1 (Ring) - 6 (Enduring Evil) + 3 (Intuition) = +1.


*Example:* **Legolas, Greenleaf** is in play. The fellowship archery total is 1. A **Goblin Bowman** is played. **Pinned Down** is played. The fellowship archery total is 1 - 1 = 0. Another **Pinned Down** is played. The fellowship archery total is 1 - 1 - 1 = -1, set to zero. **Double Shot** is played. The fellowship archery total is 1 - 1 - 1 + 1 = 0. Another **Double Shot** is played. The fellowship archery total is 1 - 1 - 1 + 1 + 1 = 1.



*Example:* **Legolas, Dauntless Hunter** is in play with two unbound Hobbits to spot. Playing **Bred for Battle** (an event with twilight cost of 0) now costs 2. **Saruman’s Ambition** is played. **Bred for Battle** now costs 0 + 2 - 1 = 1. Another **Ambition** is played. **Bred for Battle** now costs 0 + 2 - 1 - 1 = 0. A third **Ambition** is played. **Bred for Battle** now costs 0 + 2 - 1 - 1 - 1 = -1, set to zero.

#### modifiers – timing

When a card specifically names itself in its game text, that card can be modified by its own game text when played. Otherwise, the modification takes effect only after the card is in play.

*Example:* The game text of **Orc Ambusher** says, “The roaming penalty for each  minion you play is -1.” The roaming penalty reduction on this card does not apply to this Orc Ambusher when he is played.

*Example:* The game text of **Éomer** says, “While you can spot a  Man, Éomer’s twilight cost is -1.” Since this game text specifically names Éomer himself, it does apply to Éomer when he is played.

*Example:* The game text of **Grishnákh** says, “The site number of each  Orc is -3.” While Grishnákh is himself a  Orc, he is not specifically named by this game text. Therefore, the site number reduction does not apply to Grishnákh when he is played (although it does apply to him after he is in play).

#### § moving the fellowship – current site

The fellowship has not moved to the new site (and the game text there cannot be used) until all moving actions are concluded (which include “move from,” “moves,” “move to,” adding tokens for Shadow number, and adding tokens for companions).

#### 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).

#### over X

When a card says “for each companion over X,” that means the same as “do this Y times, where Y is the number of companions in the fellowship minus X.”

*Example:* **Anduin Banks** says, “For each companion in the fellowship over 4, add 2 to the minion archery total.” If there are 4 or less companions in the fellowship, nothing is added. For 5 companions, 2 is added; for 6 companions, 4 is added; and so on.

#### § overwhelmed

Despite the procedure implied in the rulebook, a character which is overwhelmed does not take any wounds at all. Players should check to see if the losing side is overwhelmed before placing any wounds.

#### 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.

#### revision mark

When a reprint card has its wording changed, that card gets an “A” revision mark at the end of its copyright line. When an “A” card is reprinted with a change, that card gets a “B.” Cards have their wording changed for errata, clarifications, spelling errors, and game text convention changes.

#### site 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 card 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.

#### skirmish phase - losing character

A losing character is any character on the losing side in a skirmish when it resolves.

Also, any character removed during his or her skirmish is a losing character, even if that character’s side eventually wins. That character is not wounded (or overwhelmed) when the skirmish resolves.

*Example:* Boromir bearing a **Blade of Gondor** faces two **Uruk-hai Raiding Parties**, each with two wounds. Boromir exerts once to use the Blade and kill one of the Raiding Parties. That Raiding Party is a losing character. Then the skirmish resolves and Boromir loses. Boromir is a losing character, and the other Raiding Party is a winning character.

#### § skirmish phase – participation

A card which cannot participate in skirmishes:

- cannot be assigned to a skirmish
- cannot be affected by assignment actions (except an assignment action that would allow such a card to skirmish)
- cannot be assigned leftover minions by a Shadow player

#### skirmish phase - resolving a skirmish

When a skirmish resolves (or is canceled) for any reason (including when one side is removed before strength has been totaled), no more skirmish actions may be taken.

#### 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.


#### starting fellowship

When you play the cards for your starting fellowship, you must play them one at a time to ensure that requirements for twilight cost discounts are properly used.

*Example:* When your starting fellowship includes Théoden and Éomer, you must reveal Théoden first so that Éomer receives the -1 discount and your starting companions will cost 4 instead of 5.

#### unhasty

This character may only participate in skirmishes when at its home site or when a  card allows it to do so.

Once a  card has allowed an unhasty card to participate in skirmishes, then Shadow players may assign leftover minions to that card.