

**THE LORD OF THE RINGS™**  
**TRADING CARD GAME**  
**CURRENT RULINGS**  
**MAY 22, 2006**

## SECTION ONE: INTRODUCTION

This document is an official supplement to the **Comprehensive Rules 4.0**. It contains all rulings that have made subsequent to the release of the Comprehensive Rules. All material from *prior* to the release of the Comprehensive Rules 4.0 can be found there.

This document is normally updated (when necessary) on the first Tuesday of every month. It is organized in the following sections:

### Section One – Introduction

### Section Two – Terms

### Section Three – Individual Card Rulings

### Section Four – X-Lists & Restricted Lists

Δ An entry preceded by a delta symbol identifies a change in gameplay since the previous version of the Current Rulings. To give tournament directors and players a chance to familiarize themselves with these gameplay changes, they do not take effect until one week after the publication date of this document.

§ An entry preceded by a section mark is either: (a) emphasizing existing rules or clarifying text where no other clear play ruling exists (without changing gameplay); or (b) a rewording, rearrangement, or reproduction of an existing rule or ruling made since the previous version of the Current Rulings. These entries are either already in force (due to previously published material), or are effective immediately.

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## SECTION TWO: TERMS

This section of the Current Rulings is a supplement to Section Two of the Comprehensive Rules 4.0, organized alphabetically by topic.

Cross-references from one topic to others that provide additional rules on the same topic are listed in **bold type**. These cross-references may lead to material in the Comprehensive Rules rather than material within this document.

### ahead

A player is ahead on the adventure path when his or her site marker is at a higher site number than all other players’ site markers.

### cancel

When an action (such as playing an event or using a special ability) is canceled or prevented, its effects are ignored but its costs and requirements are still paid. If that action is playing an event, that event card is discarded.

See **cost, effect**.

### control

A controlled site, once placed in a player’s support area, is no longer a site on the adventure path.

### dead pile

If you have more than one copy of a unique companion in your dead pile, you can’t play one of them from your dead pile.

### effect

If an effect tells you to reveal or look at one or more cards from somewhere (a draw deck, a hand, etc.) and doesn’t specify what to do with them afterward, return them to where they came from, in the same order.

When a card has a conditional effect in parentheses, you can’t choose which one to use. You have to use the conditional effect if the condition is met.

*Sharp Defense adds no strength to a Dwarf who has resistance 4 or more and no possessions. You can’t choose to use the +2 instead.*

When you move a card from one area to another (except when drawing a card from your draw deck), you must reveal that card to all players to verify that it is of the correct type. *Exception:* If an effect says you are to move “a card” with no other description, you don’t have to reveal it.

### event

Place an event in your discard pile after you have played it from hand and carried out its effects, but before the next action is taken.

*Final Account reads: “Discard 2 cards from hand to take a Free Peoples card and a Shadow card from your discard pile into hand.” At the time you choose which Free Peoples card to take into hand, you are still carrying out the effects of the card. Thus, Final Account has not yet been discarded, and cannot itself be the card you choose.*

### exert

A character cannot exert 0 times to pay the cost of a card that requires a character to exert X times.

*You cannot pay for the cost of They Sang As They Slew by exerting a character zero times.*

### for each

When something affects a character (or characters) using the phrase “for each,” you may affect a single character more than once. This

includes such things as wounding, exerting, healing, or strength modifiers.

### game text

Game text includes all the text in the box below the card type line except for helper text, lore, collector’s info, and marketing text (such as “DGMA Premier Series – France”). On a site card, this box is located below the image (there is no card type line on a site). On The One Ring cards, there is no box around the game text, but the concept is the same.

Any boldfaced keyword that appears in this box (such as **Easterling**, **Fierce**, or **Defender +1**) is game text.

Card titles, subtitles, and items on the card type line (card types, races, and classes) are not game text. *Exception:* On an event card, the word to the right of the card type (such as **MANEUVER** or **SKIRMISH**) is game text.

Sometimes game text is added to a card by an effect, even though that text is not printed on that card.

### Gollum/Sméagol

Character cards that represent the unique aspects of Gollum or Sméagol have no race. This does not mean that these cards have “a race of no race.” When an effect tells you to count (or choose or spot) a race, Gollum/Sméagol can’t be counted (or chosen or spotted).

*A Shadow player must spot a race for Argument Ready to Hand. Gollum doesn’t have a race to be spotted.*

Sméagol is not a companion whose race you cannot spot.

*When The Nine Walkers is in play, Sméagol does not have his cost reduced.*

When an effect tells you to do something to minions of other races, that does not work on Gollum/Sméagol.

*Argument Ready to Hand can’t discard Gollum, since he is not “of all other minion races” (he is not of any minion race).*

When an effect tells you to do something to all minions who do not belong to a particular race, that does work on Gollum/Sméagol.

*If an effect says, “Discard all minions not of the Orc race,” then Gollum is discarded.*

### helper text

Helper text is found in the box below the card type line in italics and parentheses that provides a summary of a game rule. **Helper text** is not game text.

See **collector’s info, lore**.

### instead

When a card uses the phrase “instead” or “instead of”, the stated effect is replaced with a different effect. This does not mean that the original effect is prevented. If the second effect cannot happen for any reason, then the original effect occurs.

*Smeagol, Bearer of Great Secrets is the ring-bearer and is bearing The Dead City (If Smeagol is about*

to be killed in a skirmish, discard him instead). If Smeagol is about to be killed and the player discards The Dead City, Smeagol cannot be discarded, he would simply be killed.

See **response, effect**.

### infinite loops with no voluntary actions

When an infinite loop occurs that includes no voluntary actions, the loop ends immediately with no effect.

*Frodo, Weary from the Journey vs. Black Land Observer or Wandering Hillman. Neither the minions nor Frodo would get the strength bonuses.*

### is about to actions

Some actions are performed when a described situation “is about to” happen. Typically, only one of such action can be performed in a given situation, because its effect will “prevent” that situation or replace it with another effect “instead.”

*Example: Isildur is wearing the One Ring, Answer to All Riddles. [While wearing the One Ring....each time he is about to take a wound in a skirmish, add a burden instead.] The Free Peoples player has Sapling of the White Tree [Response: If a (Gondor) Man is about to take a wound, discard this artifact to prevent that.] Isildur loses a skirmish and is about to take a wound. Because the required action of The One Ring causes a burden to be added “instead” of a wound, the optional action of Sapling of the White Tree cannot be used, as the situation it responds to no longer exists.*

### lore

Lore is text found in the box below the card type line in italics (but not parentheses) that provides an interesting quote or fact but has no effect on play. Lore is not **game text**.

See **collector’s info, helper text**.

### modifiers

Each time a card enters play, it is considered a new card for all purposes even if that card was previously in play on the same turn.

*If you play a second copy of Radagast in the same turn, the move limit is an additional +1.*

*Shelob, Her Ladyship is played and prevents Gandalf from being assigned to a skirmish this turn. Shelob kills a companion in a skirmish and Gandalf dies when threat wounds are assigned. The Free Peoples player then plays Gandalf in the regroup phase with Sent Back and Gandalf is now allowed to be assigned to a skirmish.*

### movement summary

In order to make this summary more intuitive and helpful, we have changed the order of actions, which has no effect on gameplay:

- A Shadow player places the next site card, if needed.
- Perform “When you move from...” actions.
- Perform “When the fellowship moves...” actions.
- Move your player marker to the next site.

- Perform “When you move to...” actions.
- Add twilight tokens equal to the new site’s Shadow number.
- Add 3 twilight tokens if the new site is in region 2; or 6 if it is in region 3.
- Add 1 twilight token for each companion.

### playing a card

Following is a detailed procedure for playing a non-site card. This was prompted by questions about playing events that require initiative, but the procedure applies to other cards as well. We refer to the card you are playing as “The Card.”

1. Reveal The Card from your hand, and it enters the void (not in your hand, not in your discard pile, not in play). You cannot count The Card for initiative. You cannot discard The Card to pay a cost. Effects that respond to The Card leaving your hand, like cards that trigger when you lose initiative, happen later (see below). Each player may examine the card at this point.
2. Meet requirements to play The Card. If you are the Free Peoples player and initiative is a requirement for playing The Card, you must have four cards in your hand not counting The Card. Checking to see that all costs can be paid is a requirement of playing a card. If you cannot meet all requirements, The Card returns to your hand. If the card returns to hand, then you do not lose initiative and skip the remaining steps.
3. Pay costs to play The Card. This includes both twilight costs and other costs included in game text. If adding or removing Twilight tokens to the pool is part of the cost, it is done first. If the card references itself by name in its game text, it may modify its own cost. If discarding cards from your hand is a cost, then you cannot discard The Card. It is possible for another card to interrupt the paying of costs so that you cannot finish paying them. If paying costs is interrupted in such a way that you cannot finish paying them all, The Card is placed in your discard pile and any costs already paid remain paid. Do not pay any further costs for that card.
4. If The Card is not an event, place it in the appropriate place. If the card you are playing is a Character, Possession, Artifact, or Condition, place it on the playing surface. The Card is now in play.
5. Respond to the playing of The Card (and to losing initiative if necessary). Responses or triggered actions that respond to the playing of The Card happen now. If The Card has game text on it that triggers “When you play...” The Card, it happens now. Other cards may respond to the card being played as well. These are handled in the manner described under actions and action procedure. If The Card was a Free People’s card and it leaving your hand causes you to lose initiative, each player may respond to you losing initiative now.
6. Perform effects of The Card. This includes choosing cards to be affected, if necessary. If initiative is a requirement for an effect, you cannot count The Card. If an effect takes a card

into your hand from your discard pile, The Card is not there yet.

7. The card is played. Events go to the discard pile (or where they are instructed to go if the card specifies) and other cards are in play.

See **costs, effects, initiative, void**.

### prevent

See **cancel, cost, effect, preventing effects**.

### preventing effects

If something happens to prevent one effect which in turn would have prevented a second effect, the second effect is performed.

*Example: Morgul Destroyer is played. (“When you play this minion, you may spot a Nazgûl to add 2 threats. The Free Peoples player may wound the Ring-bearer to prevent this.”) The Free Peoples player wounds the Ring-bearer to prevent the threats from being added. The Free Peoples player then discards Sapling of the White Tree. (Response: If a \* Man is about to take a wound, discard this artifact to prevent that.) Because Sapling has prevented the effect (a wound) that would have prevented Morgul Destroyer’s effect, the threats are now added.*

### removed from game pile

This is a pile that is separate from the game play area. Cards that have been removed from game are to go here instead of the discard or dead pile. Cards in this pile may be viewed by either player at any time.

### replace

A character that is replaced in a skirmish by another character is removed from that skirmish. The skirmish continues with the new character. It does not start over.

### return to hand

When an effect returns a card to a player’s hand, that card must come from in play. Exception: Events can be returned to hand, even though they are never in play.

*The Elf you return to your hand with Taking the High Ground must come from in play, and can’t come from your discard pile or anywhere else.*

### site

An effect that allows the playing of the “next site” can’t be used to play “site 10.” The adventure path is limited to only nine sites.

To replace a site, choose a new site from your adventure deck and place it on top of the site you are replacing on the adventure path. Take the old site from beneath the new site and place it in your adventure deck. You can’t replace a site card with the same site card.

### skirmish phase

A losing character is any character on the losing side when a skirmish revolves. If a character is removed from his or her skirmish and there are still one or more characters on each side of that skirmish, the removed character is neither a losing nor a winning character. A character

removed from a skirmish is not wounded (or overwhelmed) when that skirmish resolves.

**transfer**

If an effect can transfer a card to another “eligible bearer,” you must obey that card’s requirements on both what may bear it and when it may be transferred. When a card is transferred in this way, you do not pay its twilight cost.

*You can use Strange-Looking Men to transfer Flaming Brand (“Bearer must be a Man”) to any M Free Peoples or Shadow, as this obeys Flaming Brand’s normal requirements on who may bear it.*

*You cannot use Strange-Looking Men to transfer Black Breath (“Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl.”). Black Breath’s additional requirement that it be transferred to a character skirmishing a Nazgûl cannot be met during the maneuver phase.*

**void**

When a non-site card is played, it enters the void (not in your hand, not in your discard pile, and not in play) until all of its effects have resolved, and then it’s placed in the appropriate place.

Events go to the discard pile and other cards are placed in play.

See **playing a card**.

**SECTION THREE:  
INDIVIDUAL CARD RULINGS**

This section of the Current Rulings is a supplement to Section Three of the Comprehensive Rules 4.0, organized by collector’s info.

Entries may be marked “Erratum” or “Clarification,” with the same meaning as such notations in the Comprehensive Rules.

**SAM**

Any version of Sam that can become the ring-bearer if Frodo dies can only become the ring-bearer if Frodo was the ring bearer when he was killed.

**GET BACK 4 U 152**

The phrase “by any player” means that no player can assign the selected minion to a skirmish.

**FORTRESS NEVER FALLEN 4 U 276**

The effect of this condition’s special ability when the card has more than one token is simultaneous. Several conditions are discarded at the same time. Siege Engine responds to these discards by preventing all of them.

*You have three tokens on Fortress Never Fallen when you use its special ability. You select three Shadow conditions to be discarded (including my Siege Engine), and discard Fortress Never Fallen. I use the response special ability on Siege Engine, which technically saves all three conditions, but then I discard Siege Engine to pay its own cost.*

**ERED NIMRAIS 4 U 343**

When Sméagol is played to Ered Nimrais and The Nine Walkers is in play, his twilight cost is 3. (This is a reversal of a previous ruling.)

**SIEGE ENGINE 5 U 60**

Siege Engine can’t prevent a Shadow player from discarding cards.

*Siege Engine can’t prevent the effect of Blood Runs Chill. Even though Blood Runs Chill is a Free Peoples card, it makes a Shadow player discard.*


**CELEBORN, LORS OF THE GALADHRIM 10 R 7**

The correct collector number for this card is 10 R 7.

**GATHERING WIND 10 C 16**


Exerting a Wizard and choosing a number are part of the cost of this card.

**FIELD OF THE FALLEN 10 U 43**

To play, spot a  Man.

While there is a character in the dead pile, each companion of the same culture as that character is strength -1.

**BIRTHDAY PRESENT 10 R 104**

If the Free Peoples player has only 1 event (or up to 4 copies of the same event, but no other  events) in his or her discard pile, that event is taken into hand.

**A SHADOW RISES 11 R 216**

When you make this card a minion, move it out of your support area. When this card is no longer a minion, move it back to your support area.

*If a character bearing Phial of Galadriel, Starglass is skirmishing A Shadow Rises and discards the Phial of Galadriel, A Shadow Rises loses “Fierce” and can bear other cards. If A Shadow Rises bears cards when its maneuver special ability is used, those cards are discarded.*

**PIPPIN, HOBBIT OF SOME INTELLIGENCE 12 R 127**

This card has the Gandalf signet.

**BOROMIR, DEFENDER OF MINAS TIRITH 12 U 43**

This card has the Gandalf signet.

**ÚLAIRÈ TOLDEA, BLACK SHADOW 12 U 180**

When you play this minion using an event like Morgul Gates or Dark Approach, you can exert it to take that same event card into your hand.

**GALADRIEL, SORCERESS OF THE HIDDEN LAND 13 R 15**

When you reveal cards from the top of your deck, you reveal one for each forest on the adventure path. *If you have three forests, you would reveal the top three cards of your draw deck.*

**SECTION FOUR: X-LISTS & RESTRICTED LISTS**

This section of the Current Rulings lists cards which are X-listed or restricted in sanctioned format tournaments, organized by collector’s info.

Promotional cards (from set 0 with P rarity) that appear in other sets are X-listed and restricted as per their versions that appear in other sets.

**STANDARD FORMAT X-LIST**

These cards cannot be included in a deck for a Standard format tournament. All cards from the Fellowship block (sets 1, 2, and 3; and promotional cards 0 P 1 through 0 P 15) are also X-listed for Standard format tournaments. When The Hunters becomes tournament-legal, all cards from The Two Towers block (sets 4, 5, and 6; and promotional cards originally printed in those sets) will also be X-listed for Standard format tournaments.

LEGOLAS, DAUNTLESS HUNTER	4 R 73
FORTRESS NEVER FALLEN	4 U 276
GET ON AND GET AWAY	4 R 304
STEADFAST CHAMPION	7 U 49
AGGRESSION	8 C 1
MEMORIES OF DARKNESS	10 U 2
GALADRIEL, LADY REDEEMED	10 R 11
MORDOR FIEND	10 C 91
FINAL ACCOUNT	11 C 31
DEMORALIZED	11 U 114

**OPEN & BLOCK FORMAT RESTRICTED LIST**

No more than one copy of each of these cards may be included in a deck for an Open or Block format tournament.

FORCES OF MORDOR	1 C 248
STEADFAST CHAMPION	7 U 49
MEMORIES OF DARKNESS	10 U 2
MORDOR FIEND	10 C 91

**EXPANDED FORMAT X-LIST**

These cards cannot be included in a deck for an Expanded format tournament.

GALADRIEL, LADY OF LIGHT	1 R 45
SARUMAN’S SNOWS	1 C 138
ÚLAIRÈ NERTÈA, MESSENGER OF DOL GULDUR	1 U 234
SAM, SON OF HAMFAST	1 C 311
STING	1 R 313
A TALENT FOR NOT BEING SEEN	1 U 316
GIMLI, DWARF OF THE MOUNTAIN RACE	2 P 121
GALADRIEL, LADY OF THE GOLDEN WOOD	3 R 17
ARAGORN, HEIR TO THE WHITE CITY	3 R 38
HORN OF BOROMIR	0 P 5 AND 3 R 42
THE PALANTÍR OF ORTHANC	3 R 67
SARUMAN, KEEPER OF ISENGARD	3 R 68
FRYING PAN	3 C 108
THE SHIRE COUNTRYSIDE	3 R 113
LEGOLAS, DAUNTLESS HUNTER	4 R 73
STEADFAST CHAMPION	7 U 49
AGGRESSION	8 C 1

MEMORIES OF DARKNESS	10 U 2
GALADRIEL, LADY REDEEMED	10 R 11
MORDOR FIEND	10 C 91
FINAL ACCOUNT	11 C 31

**EXPANDED FORMAT RESTRICTED**

**LIST**

No more than one copy of each of these cards may be included in a deck for an Expanded format tournament.

ELROND, LORD OF RIVENDELL	1 R 40
OTTAR, MAN OF LAKETOWN	1 R 80
NO STRANGER TO THE SHADOWS	1 U 108
SAVAGERY TO MATCH THEIR NUMBERS	1 R 139
RELICS OF MORIA	1 R 195
FORCES OF MORDOR	1 C 248
FLAMING BRAND	2 R 32
BILL FERNY, SWARTHY SNEERING FELLOW	2 R 75
BILL THE PONY	0 P 2 AND 3 U 106
FORTRESS NEVER FALLEN	4 U 276
GET ON AND GET AWAY	4 R 304