

# Official Rulings Digest #1

1. "can Nenyra be played at the Free Council?"

*\*\*\* Yes, if Galadriel is in a haven and it is for the purposes of affecting a corruption check.*

2. "Can you play a minor item after you have played an item with the help of "Catch an elusive scent"?"

*\*\*\* No, because Catch an elusive scent not tap the site and you can only play minor items after the play of a resource that taps a site.*

3. "Enduring Tales:: does its "discard to the top of your play deck instead of to the discard pile" applied everytime a card is put into the discard pile, or is it applied when you discard a card for no effect, or is it limited only when you have to discard down to your handsize?"

Nigel wrote: "the card says when you discard a card from your HAND. So it doesn't apply whenever a card is put in the discard pile, only when you discard a card from your hand."

*\*\*\* Nigel's answer is correct.*

4. "Is it legal to have a pencil and paper during tournament play to record your opponent's cards (e.g., for purposes of cards like the Hunt, Riddling Talk, etc.)?"

*\*\*\* No.*

5. "Does the influencing character need to tap after a successful influence attempt on an opponent's resources?"

*\*\*\* The influencing character taps when he makes the influence attempt, not after the fact, successful or otherwise.*

6. There was a question regarding the playability of a minion One Ring with a hero company and whether its +1 corruption to all characters in the company would be in effect.

*Wim generously researched and wrote:*

*"- You can test for it: 'normal requirements to play' ask for a gold ring and the right test only.*

*- You would indeed not suffer the extra 1 cp, as all bonuses and special abilities are ignored. "*

# Official Rulings Digest #2

1. "can Nenyra be played at the Free Council?"

\*\*\* Yes, if Galadriel is in a haven and it is for the purposes of affecting a corruption check.

Wim wrote:

"Why should she be in a haven? I think her being in a haven only makes the corruption check she undergoes herself somewhat milder. Did I miss anything?"

\*\*\* *My error. Wim is correct.*

1. My opponent played a Cave Drake on Summons. Then he plays it and attacks. I MT in response. What happens?

- a. the effect of summons does not affect the card, which means no +2 to prowess. OR
- b. the cave drake and summons is discarded?

\*\*\* *B.*

2. Can I play orc mail in response to an attack (CVCC)?

\*\*\* *No. It does not cancel the attack so it cannot be played.*

3. If I have more than one orc mail in play and I have to make a roll to see if they are removed: do I make one roll for each card, or one roll for both?

\*\*\* *Make a roll for each copy of Orc Mail in play.*

4. Say I have Ren as my ringwraith. Using a mode card, I travel to the same site as a hero company. Can I play Ren Unleashed, A Malady W/O Healing and attack in CVCC in the same site phase? Please describe any limitations.

\*\*\* *Yes, you can play all 3 in the same site phase.*

## Official Rulings Digest #3

1. when corsairs keyed to cardolan or cave worm keyed to high pass are considered keyed to wilderness, right?

\*\*\* *No.*

they can be cancelled with elven cloak, yes?

\*\*\* No.

for example, ice drake keyed to gundabad against minions is detainment, but keyed to angmar is real, right.

\*\*\* Yes.

keyed to a region named angmar, but angmar itself is a shadowland so can be cancelled with shadow cloak. is this right?

\*\*\* No - the rule question here is in the MELE rulebook, it says ALL attacks against minions keyed to Darkholds or Dark-domains, by type, or by name, are detainment. This is totally different from the "keyed to Cardolan, thus it's keyed to wilderness" statement. (Thanks to Jason Klank for this clarification)

2. can perm event be played on an ally? example: when you know more on tom bombadil is ok, right? if he can do rituals, he can do perms.

\*\*\* Skill specific cards can affect affect allies as long as they are not permanent events that are "playable on a character" because allies are only considered characters during combat.

3. character with shadowfax can move any extra movement hazard phase. shadowfax says with one character or character and a hobbit. allies do not count as characters except for combat, so one character + shadowfax + noble hound is ok to use shadowfax's ability, right?

\*\*\* No. CRF 15: "Errata: Cannot use his special ability if another ally is in the company"

4. come at need says ally ;must be able to be attacked. goldberry - no. nenselde - no. but treebeard, yes. he cannot face auto attacks but he can be attacked in other ways so he can come at need, right?

\*\*\* Yes.

5. Spying Out the Land says that your opponent may show you hazards from his hand, and during your movement/hazard phase, may play ONLY those hazards. Now, does this refer to those SPECIFIC pieces of cardboard (the three cards that he shows you)? Or to "the card". If he shows me a Nameless Thing, and draws the other two during M/H phase, can he drop all three on me (assuming playability)?

\*\*\* Cards do not have memory of how they were played, or revealed in this instance. Therefore, using your example, your opponent would be able to play as many Nameless things on you as he/she pleases as long as they have a way of getting more into their hand.

## Official Rulings Digest #4

1. Rolled Down to the Sea says: "Opponent must discard a ring from his hand or from one of his companies if available. If no rings are available as such, he must reveal his hand to you."

So, do both the gold ring item cards like Beautiful Gold Ring/Fair Gold Ring/Precious Gold Ring and the actual ring cards like the Magic/Dwarven/One Ring fit the definition?

\*\*\* Yes.

And, does the opponent get to decide whether he discards from his hand or from a company?

\*\*\* No.

2. If a character is facing a strike from an attack, can he still tap to do something else relating to the attack (i.e. can Fatty tap to cancel another strike even if he's facing one himself, or could someone tap to use a Starglass to modify the prowess even if the bearer is facing a strike)?

\*\*\* CRF 15, Annotation 18 (Strike Sequence): "When a defending player chooses to resolve a strike against a particular character, the only actions that may be taken by either player until the strike dice-roll is made are the following: ... and the defending character may play resource cards that effect the strike. An action that has the condition that a target character tap, but which otherwise has an effect not outlined here, may not be declared at this point. This is true even if the recipient of the strike would be the target character tapping and thus receive -1 to his prowess."  
"May play resource cards that effect the strike" is interpreted as "may initiate resource/character effects that effect the strike". If you didn't, Fatty Bolger would be useless. Thus, Fatty and a Star-glass bearer could tap for the appropriate effect even if they are targetted by a strike

3. Minion Isles of the Dead That Live taps characters in covert company, while other similar cards tap characters in overt companies. Is that meant to be so or is there a mistake in the Isles of the Dead That Live card?

\*\*\* There is no errata on that card.

4. I've a small problem with River text interpretation in multi-movement phases (like Carambor's or Balrog's ability). Text on River says that if opponent does not tap a ranger, his company may not do nothing in his site phase. So, if I play River in first MH phase and opponent does not tap a ranger, but uses special ability to have second MH phase and his company is moving to another site, does the River played in the first MH phase have an affect in opponent's site phase (although the River was played to another site then is now used)?

\*\*\* Text of River: "Playable on a site. If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase."  
Because the River is played on a site, it won't affect your opponent's company if they end up stopping at a site other than the one you played the River on.

5. With cards that allow you to tap to prevent something from happening for the rest of the turn, like Promptings of Wisdom or Magical Harp, can you tap in response to the play of a hazard?

\*\*\* Yes.

## Official Rulings Digest #5

1. Re: Caverns Unchoked: "...This site is never discarded or returned to its location deck..." While this site is on the table...does it get to untap, and am I able to revisit it? (the site..

\*\*\* A site do not untap unless it or a card affecting it says so otherwise. (ie. Durin's Ring, Fireworks, Mallorn, etc.)

2. Players may include more than one copy of havens in their site deck. does this mean that if i have a company at the same haven as my opponent, I can move an agent to that haven by using a second copy of the haven in question?

\*\*\* Yes, if it is an elven agent.

3. After having played Umagaur the Pale or Buthrakaur the Green, I can play \*any\* non-unique troll hazards not

counting against the hazard limit. Any means they don't even have to be keyable right? I can throw Trolls from the Mountains at my opponent after having played Um or Buth even if he/she didn't go through three wildernesses?

*\*\*\* Yes and yes. And are these trolls considered to be keyed to shadow-hold? (Which means they're detention against minions?) \*\*\* No. They're not keyed to anything thus they are a normal attack versus a minion opponent.*

4. Does the 36 mind limitation affect agents in minion player's deck? I suppose so, but what if I play an agent in starting company with Open to Summons? Does it still count towards the limitation?

*\*\*\* The 36 agent mind limitation affects all player alignments. It affects the deck construction, therefore it refers to all agents in the play deck. For clarity, the definition of "play deck" is: resources, hazards, sidebar, character draft, AND characters pre-assigned to be included in the deck regardless of the draft outcome.*

5. Can I influence Aragorn away using Strider to reduce his mind resistance to 0 as if I used Aragorn?

*\*\*\* No. (One of Ichabod's rulings as witnessed by Josh Grace)*

6. Does playing Return of the King tap a site, even if played in the site phase?

*\*\*\* No.*

7. When assigning excess strikes where the number of excess strikes exceeds the number of characters, must the excess strikes be assigned as evenly as possible among the characters or can they all be assigned to one character?

*\*\*\* No. You can assign/distribute them however you wish. It's in the rulebook, not the CRF.*

8. a) Suppose my opponent has a haz limit 2 company. I play withered lands (Doors already in play) and 2or3 tribes (of drakes). This uses up my hazard haz limit. Even though I've used up limit, I can play unlimited drakes since they do not count against haz limit, right? b) Suppose my opponent has a haz limit 2 company. I play 2 hazards. I then wish to use Daelomin at Home or Power Built to increase the haz limit. Since both cards state they do not count against the limit to use, can I discard/tap them to increase the haz limit after I have already reached the "pre-existing" haz limit or must I tap the limit increasers b4 i reach the "pre-existing" hazard limit? c) Can I play pierced by many wounds after I have reached the hazard limit (including onguard play) or must I play it b4 the limit is reached even though PBMW doesn't count against limit?

*\*\*\* (Chad Martin graciously and correctly answered): Basically, with all these questions, you're asking if running out of the hazard limit is the end of anything that the hazard player can do. The answer is no. Reaching the hazard limit means you can't play anything that counts toward the hazard limit. If you subsequently increase the hazard limit, good job, play more hazards. The only difference here is playing a hazard whose text reads "Does not count against the hazard limit" on guard DOES count against the hazard limit.*

## Official Rulings Digest #6

1. For a Little Snuffler (or any creature) with body to be defeated, the body of each strike must be defeated, not just the prowess of the strike exceeded, correct?

*\*\*\* Correct.*

Unless the body of each strike of LS is defeated, no scout cards can be subsequently played that turn, correct?

*\*\*\* Correct. The body of all strikes of the attack must be defeated in order for the attack to be considered "defeated".*

2. Dragon-Helm(Resource - Special Item) states: "Tap Dragon-Helm to cancel one attack by Dragons or Drakes."

Does this card mean tap to cancel an attack against the bearer, or against the bearer's company, or both?

*\*\*\* An attack does not specify the defender but rather a company. Only the strike(s) of the attack can specify a specific character. Thus, you can tap Dragon-Helm to cancel one attack by Dragons or Drakes against the bearer's company.*

3. Bane of the Ithtil-Stone does prevent a lucky search?

*\*\*\* Yes.*

4. Great Secrets states that the item is put aside and cannot be affected by anything. This does not prevent a MT targeting Great Secrets itself?

*\*\*\* Correct. CRF: "Host cards of cards off to the side can be targetted normally."*

5. Looking at 'Belegaer' I read 'Elven Coast' (as far as I know that doesn't exist) instead of 'Elven Shores' (region number 48). Can I consider this one and the same region?

*\*\*\* Yes.*

6. My opponent tried to use Gandalf to influence Elrond away while he was at a haven, revealing his own copy of Elrond in the process while Elf-song was in play. This wasn't necessary since I had -23 general influence at the time, of course, except that otherwise there's no way that the influence attempt could be successful, since my version couldn't be discarded.

*\*\*\* Correct. Gandalf could have made the attempt at influencing Elrond at a haven but it would fail due to Elf-song being in play.*

7. Bane of the Ithil Stone only cancels effects allowing one to search through playdeck & discard pile. I can still sideboard, correct?

*\*\*\* Yes. Bane does not change any sideboarding access.*

8. Can Leaflock stop Ren's effect?

*\*\*\* No. Ren's effect does not target anything.*

What if it's another company's hazard phase?

*\*\*\* Still no.*

9. Can I use Farmer Maggot to "move" w/o losing the Palantir (since bearer is not really moving)?

*\*\*\* Yes. There are currently no generic "teleportation" rules that would link the Great-Road movement rule to this use of Farmer Maggot.*

Can I use Sacrifice of Form and retain the Palantir of Elostirion "off to the side" and bring it back into play at a haven when my wizard comes back into play?

*\*\*\* Yes.*

10. If an assassin targets Bilbo at Bag-End and Farmer Maggot carts his butt off to the Old Forest, all attacks of the assassin are effectively cancelled and the assassin is discarded, even though the same assassin is keyeable to OF (i.e. the assassin is sort of "keyed" to bag end when he attacks there) correct??

*\*\*\* The remaining attacks of the assassin are not rekeyable to the border-hold of Old Forest. The remaining attacks are discarded without effect, but not cancelled. The attack is still considered faced.*

11. I had Doors of Night in play. If he had played Gates of Morning, i would have responded by playing Morgul Night. Now, since, in responses, cards are resolved last to first, i say my morgul night would go into effect, THEN gates would cancel doors. My opponent however, disagreed, saying it wouldn't matter. What is the deal with reactions?

*\*\*\* (From a list member): You would have been correct. Unless explicitly specified otherwise, all cards resolve last in in, first out. So, of DoN was in play, and your opponent went to play GoM during the MH phase, you could respond with Morgul Night. Morgul Night would resolve (since DoN was still in play at the time) then Gates would come into play. However, per the text on Gates of Morning, all hazard environments in play are discarded and all hazard environment effects are cancelled. Once the stack starts resolving nothing can be added to it or responded to, so in essence you were right, but in the end, it didn't matter because once GoM resolved, Morgul Night and DoN would both be discarded.*

12. The card text of Dragon's Breath states: ... Each character in the company being attacked must immediately face one strike equal to the attack's prowess. Instead of using prowess against the strike, each character uses his body modified by +1 if he has a shield, by +1 if he has a helmet, and by +3 if he taps. The target attack which follows receives +1 body and -2 prowess. Cannot be duplicated on a given attack. Does this mean that "prowess" of defender is equal to body + conditions even w/o tapping (note the +3 to "prowess" if target taps)? i.e. thorin faces dragon's breath, his prowess is 8 (his body). Is that prowess modified to  $8-3=5$  if he decides not to tap and  $8+3$  if he does decide to tap?

*\*\*\* Using alternative statistics in place of a character's prowess does not cancel the tapping/not-tapping prowess modifiers. Thus, your Thorin example above is correct.*

13. A character with prowess of 6 is using a weapon, doesn't matter which one, that raises prowess +2 to a maximum of 8. That character is also in a company with 2 fellowships(or another prowess modifier). Does the weapon modify prowess before the fellowships or after? If the former, his prowess is 10, the latter: 8

*\*\*\* When there are multiple resources affecting prowess and/or body, weapon, shield, armour, and helmet modifications are applied first, then the other resource effects are applied in the order chosen by the player controlling the character.*

## Official Rulings Digest #7

1. Balrog of Moria is Spawn. So, I guess Durin's Bane is a Spawn? Also, The Balrog is a Spawn? If the last one's correct, that means I can throw extra Balrogs from my hand when I already have one in play to satisfy "Desire All for Thy Belly"?

*\*\*\* Only cards identified as "spawn" in their text and those specifically listed in The Balrog Rules Summary as spawn (Shelob, Spider of the Morlat, and Balrog of Moria) are actually considered "spawn".*

2. Can I play an "org phase" card in the "end of the org phase" slice of time?

*\*\*\* No. Once "end of the org phase" cards are played, you may not play "org phase" cards. To do otherwise would make "end of the org phase" cards redundant.*

3. So says Legendary Hoard: If target Dragon is required to be discarded or removed from play, invert Dragon on

table until this card is discarded. Anything about "and then pretend it's not still out"? Nope. So, let's say I Legendary Hoard, Itangast at Home. Then Marvels Told hits Itangast at Home, so it's inverted. So, do greater items still give +1 CP?

*\*\*\* The wording on Legendary Hoard can be confusing. I suggest treating "invert" as "flip over" and players remembering the actual status of the At Home Dragon manifestation. Thus, if it has been Marvels Tolded, consider it discarded and the other player is free to play his/her version of the same At Home Dragon. If the dragon has been eliminated, apply all the effects of a slain dragon. Therefore, a "flipped over" At Home Dragon under Legendary Hoard does not apply any of its effects. This also avoids any confusion as to how many times the dragon has been rotated and any possible cheezy abominations of a cool thematic card.*

4. Is there a stipulation concerning orc movement in [c]?

*\*\*\* There is no stipulation regarding water that affects orcs/trolls other than the ones listed on the coastal site cards themselves. The stipulation is that Ringwraiths (aka ringers) cannot have a coastal sea region in their site path.*

5. Please confirm the following is as it should be: My hazard opponent has a Cave-drake resting on a Summons/Sleep. He has the Cave-drake attack as per Summons' text. I respond with a Marvels Told on Summons. No more effects. My interpretation is that the Summons gets discarded, and with it the drake, before the declared attack resolves, due to the tricky LIFO timing. Eh?

*\*\*\* You are correct. The attack would fizzle and the evil lizard would go away.*

And here's another: Flatter a Foe calls for an influence "check," not "attempt." Is it true that an "attempt" is where I tap a character to try to play a resource, and a "check" is just the rolling-dice-plus-DI bit? In other words, does Flattery tap the character?

*\*\*\* No, Flatter a Foe does not tap the character making the flattery attempt.*

6. During the site phase I play a resource and the site taps. Now I want to play a minor item. Unfortunately my opponent played Heedless Revelry on-guard and I have to tap all characters. But now I play We have come to kill or A chance meeting to bring a character into play. Can this character then play the minor item? Additional question to that scenario. If I untap a character with the help of an untapping resource, can then the character play the minor item?

*\*\*\* In either case, no. You must play your minor item immediately after you play your resource which taps the site.*

7. Same scenario. Now A Ringwraith and a follower have the problem with the Heedless Revelry. But on the card you can read: Tap all untapped non-Ringwraith characters in the company. Question: Is the Ringwraith follower tapped?

*\*\*\* No. A Ringwraith follower is still a Ringwraith character.*

8. Faces of the Dead: May the defender choose which character has to make the roll?

*\*\*\* No. The hazard player chooses the targetted character.*

9. Spells of the Barrow-wights: Counts a detainment strike as successful, if the character becomes tapped after the strike? Additional: May the defender choose which character has to be taken prisoner (if more than one character becomes wounded/tapped)?

*\*\*\* A detainment attack is considered successful if its prowess is higher than the defending character's final prowess whether he tapped or not. Spells of the Barrow-wights is played by the hazard player on a specific character facing an undead strike, not after the result of the strike is determined. It only affects one character per card.*

10. Turning hope to despair:

a) Does this also apply for detainment attacks, if one character becomes tapped ?

*\*\*\* The card reads: "Playable on a company facing a non-detainment attack from..." so you won't even be able to play it.*

b) What about the site path ? If the company is not moving; then no site path?

*\*\*\* Correct. Just the site type and site name.*

c) If the company is moving then does the change from ruins/lairs to shadow hold (with the help of deeper shadow) still apply? Can you change the site path (for example withered Lands) for the single character ?

*\*\*\* Yes. When you change a region type, either on the site card or for a particular region, the effect applies to all companies utilizing that site card or that region until the effect ends. Changing a region type for a single character company does not change the application of this rule.*

d) How do the separated movement/hazard phases work? Does the defender choose what order he will do them? If the company is moving, then do both players draw cards? Can you send the character back to the starting site?

*\*\*\* First, you face the attack that Turning Hope to Despair (THtD) is played on. If the attack is not defeated, the defending player chooses the order in which the characters will make their THtD rolls. Failed rolls result in the separate M/H phase immediately. Moving companies draw cards again and are susceptible to being sent back to the site of origin.*

11. Reaching Shadows and friends. If I play RS and key something nasty (say, undead or orcs) to for example Brown Lands, is that attack detainment against minions? I've used the cards with undead to attack larger areas with the nastier undead but also to target minions better.

*\*\*\* (Thanks to J.P. Keulen): It's detainment if you key it to a shadow-land region (e.g. Brown Lands). If you'd key it to a non-shadow-land region (e.g. Anduin Vales) it wouldn't be detainment of course. (From the LE rules: [about detainment attack rules:] The parameters above also apply if an attack is keyed to a region or site name which happens to be of the appropriate type.)*

12. I saw a deck with legal three (2+1) ringwraiths in the deck itself and five other ringwraiths in the sideboard. Is that legal?

*\*\*\* You can have up to 3 of all the same wizard/ringwraith in your main deck or 2 of the same and 1 of another. Regardless, all of the remaining wizards/ringwraiths not used in your main deck can appear in your sideboard as long as you have no more than one of the wizards/ringwraiths duplicated in your entire deck.*

13. If I play Rebel-talk on a character, does it move immediately under the general influence but does not return to hand or whatever before the next org phase?

*\*\*\* The character talking like a rebel immediately moves out of direct influence but its mind does not affect general influence until the controlling player's next organization phase.*

14. What about Shut Yer Mouth? If I play it on a character who controls another character and cannot control it with the reduced direct influence, is the controlled character moved under general influence immediately or in the next org phase?

*\*\*\* If a character does not have enough direct influence to control a follower, the follower does not have to move out of direct influence until the controlling player's next organization phase. The mind increase caused by So You've Come Back does immediately take up more general influence though.*

15. We think that Tom Bombadil cancels the return to origin site -effect of Long Winter but the destination site is

still tapped if it's a double wilderness site. Is that the correct ruling?

*\*\*\* No. Long Winter does not target a specific company or character, therefore, Tom Bombadil cannot cancel any of its cheezy effects.*

## Official Rulings Digest #8

1. If a Ringwraith company using Black Horses is in combat and the Black Horse of one Ringwraith is killed, the Ringwraith in question is returned to hand? And when the Black Horse of the leader Ringwraith is discarded, the whole company is discarded except the leader who is returned to hand?

*\*\*\* Black Horse says, "Return controller to your hand if Horse leaves play." When the Ringwraith that represents you is returned to your hand in this fashion, his/her Ringwraith followers are discarded along with the cards they control because "a Ringwraith follower must always be under the control of your Ringwraith..."*

2. Aside from the Tournament Formats listed at the CoL Tourney Policy v. 3, Are the ff. also legal for sanctioned MECCG tourneys? I saw them at the Council of Bree webpage. Standard (The standard 2-deck any alignment tournament) Classic (Wizards, Dragons, Dark Minions) Classic Extended (Resources from ME:TW,ME:TD and ME:DM, hazards from all sets) Classic Restricted (Wizards and Dragons only) Pure Classic (Wizards only) Fallen Wizards only Minion only (hazards from all expansions) Booster Draft

*\*\*\* These are all sanctionable formats in the view of the CoE. Remember, any format is acceptable as long as all players involved agree with it. Btw, what's "ff"?*

3. A Balrog player has in his hand Aiglos, Ancient Black Axe, High Helm, Sable Shield, 2 War-wolves, and Stabbing Tongue of Fire. The Balrog's company of 7 characters are at an untapped Under-leas. After facing the auto-attacks, all characters remain untapped. Can the Balrog's player play all the resources above during the site phase then as long as there are untapped characters or not?

*\*\*\* No. The most you could play with the best marshalling point result is: Aiglos (taps site), Ancient Black*

*Axe (instead of your free minor item as per underdeep rules), and the following 3 even when the site is tapped: 2 War-wolf, Stabbing Tongue of Fire (on the Balrog only of course).*

4. a) A sage character has a Lure of Senses played on him. He taps and plays MT to remove the Lure. If he makes the cc, will his cp total be 2 or 0?

*\*\*\* The character's corruption point total will be 0 as the Lure will be removed before the corruption check as per the order of resolution on the Marvels Told card. The corruption check will still be at -2 due to MT so a 2 (or "moosing it") will still corrupt the character.*

b) A sage character with 0 cps plays a MT. If the modified roll is equal to 0, will he be discarded?

*\*\*\* A modified result of 0 will still be equal to the character's corruption point total. The appropriate discard/eliminate/tap action is applied.*

5. Regarding RETURN OF THE KING permanent event: a) Does Aragorn have to tap to use the card?

*\*\*\* No. Tap a character to play a card only if it is an item, ally, or faction, or if the card specifically requires you to do so.*

b) Does playing the card tap the site?

*\*\*\* No. Tap a site to play a card only if it is an item, ally, or faction, or if the card specifically requires you to do so.*

c) Can it be played at anytime during the turn, or only during the Site Phase?

*\*\*\* It can be played anytime that Aragorn is "at Minas Tirith". Note that he is not "at Minas Tirith" if he is moving to there during the Movement/Hazard phase.*

6. Is it legal for a hero company to get to Mount Doom by going around through Nurn? I.e., I'm in Bandit Lair (5 regions away) or Lorien (6 regions away), discard 1 (or 2 if trying from Lorien) Crams and run straight to the Mount.

*\*\*\* Any movement through Nurn to reach a site in Gorgoroth in one turn is legal.*

7. When a minion is holding as a trophy, a creature with a \* (i.e. it counts for marshalling points), does it count for marshalling points while it is held as a trophy?

*\*\*\* A \*-creature does count for MP's if it's being used as a trophy. Any creature being used as a trophy has already been defeated and thus will go to the appropriate discard or marshalling point pile when it is required to leave the character carrying it.*

8. I was looking at Whispers of Rings and came up with two questions. First, it is a minion resource and therefore can not be played in a hero deck - right? Second, is there a hero version of this card? Is it Rumours of Rings?

*\*\*\* Yes, yes, and yes.*

9. If I have multiple orc factions under one leader, are the two points I get faction or miscellaneous points?

*\*\*\* The extra points provided from stacking certain factions on a leader are faction marshalling points.*

## Official Rulings Digest #9

1. If my opponent is Pallando and he sees Will Shaken in my discard pile as it is discarded face up, will he receive the -2 MPs?

*\*\*\* No. Will Shaken says, "If your opponent looks at cards from your hand and sees Will Shaken...". Your discard pile is not your hand.*

2. If my opponent plays Desire All for thy Belly and draws Will Shaken, will he receive the -2 MPs?

*\*\*\* No. Again, Will Shaken only has its effect if it is seen from the opponent's hand. A player's discard pile, deck, or back pocket is not their hand.*

3. Am I right that Desire All for Thy Belly can put unique cards out of play?

*\*\*\* Yes. There is no limitation on the card that limits the card to be put out of play as unique or non-unique.*

4. It is explicitly stated that if a manifestation of one card is in play, no other manifestations may be played (except for Dragons). Lady of the Golden Wood (Galadriel), Lord of the Carrock (Beorn), Lord of the Haven (Círdan) and Master of the House (Elrond) does not state that they get discarded if their character manifestations are put into play. Does this mean I cannot play these 4 characters anymore if any of their hazard manifestations are in play?

*\*\*\* You are correct.*

5. A character taps after playing Flatter a Foe, right? Am I right to assume that he taps because he made an influence check?

*\*\*\* No. You only tap to make influence checks on your factions or influencing away your opponent's item, ally, faction, or character.*

6. My company moves to a ruins and lairs, my opponent plays a cave drake on guard on the site. I then declare that I want to explore the site and thus face any automatic attack. My question is when is my opponent allowed to declare the cave drake? Can he wait until after I've faced the site or he must declare it before I actually face the site?

*\*\*\* An on guard creature can only be revealed during the site phase when a company first enters/explores a site with an automatic attack. The automatic attack is faced before the on guard creature.*

7. All Ahunt manifestations of the dragons state that their attack is to be considered a Hazard Creature Attack. Can Adunaphel (as my ringwraith) tap to cancel their attack or not?

*\*\*\* Yes.*

8. I have in my party an ally that cannot move to some regions (skinbark, treebeard, tom bombadil etc). For some reasons I need to go outside of the allowed regions with my character, when is my ally discarded? At the beginning or at the end of the movement/hazard phase?

*\*\*\* If the text on the ally says "If he/she moves to", like most of the allies with restricted movement, then they are discarded at the beginning of the movement/hazard phase. If the text on the ally says "If he/she is at", then they are discarded at the beginning of the site phase because you are not considered "at" a site that you have moved to that turn until the site phase.*

9. Can Tom Bombadil tap to remove a corruption card that has been successfully played on a character in his company, or any other company moving through the regions mentioned in the card?

*\*\*\*Yes. This can be done on a corruption card that is played or has already been played on the target character. Cards continuously target the cards they are played on.*

10. After an agent has attacked a party at its site and, if not defeated, can the opposing party then attack the face-up agent?

*\*\*\* No.*

11. Under CRF15, Rulings by term, Influence: A character removed from control of DI outside the org. phase does not need to be controlled by GI until that player's next org. phase. Question: If the character need not be controlled by GI, then under what influence is he controlled?

*\*\*\* The character is under GI (General Influence) but requires none of it to control him/her.*

I had this scenario yesterday: Umagaur (9 mind) controls Bolg (7 mind) under DI and I had 3 Ill-favoured fellows (3 mind each) in play. I used up 18 points of GI (9 from Umagaur & 3 each of the fellows), with an unused GI of 7 (2 + 5 for minion players). Opponent plays 2 So You've come back on two of my fellows (gives +1 mind to all non-followers), a Rebel-talk on Bolg (can't be controlled by DI) and Shut Yer Mouth on Umagaur (-2 to Umagaur's DI).

*\*\*\* Your questions below will be answered with the assumption that there is only one So You've Come Back on one of your Ill-favoured Fellows because it cannot be duplicated on a given company.*

Questions: Is Bolg under GI immediately after Rebel-talk was played on him? If he is, then I suppose my unused GI is still 5, as the +5 GI to minions can't be used to control characters, even if the total mind of all my players exceeded 20, right? What if my opponent played a Call of Home? I suppose my unused GI is still 5, right?

*\*\*\* Bolg is under GI immediately but still does not take up any GI regardless of his mind increasing by one because of So You've Come Back. Umagaur(10 mind) and the two Ill-favoured Fellows(4+4=8 mind) without the So You've Come Back played on them have their mind increased by one and the last Fellow is still at (3 mind). Shut Yer Mouth on Umagaur has no effect on your GI at the moment. Thus, you're using all 20 of your GI. The one extra GI cannot be used from your +5 minion bonus to control characters The organization of your company's DI/GI problems do not have to be reconciled until your next organization phase. A Call of Home until then would yield you a +5 bonus to your roll.*

12. Beorn and Glorfindel are on their way to Dol Guldor when they encounter Orc Guard. Normally, they only have to/are able to face 2 of the strikes, with the extra three becoming -1 modifiers. If I play Many Foes He Fought, Skin-changer, or any other card that would allow one of them to face more strikes, does this mean that one of them may face both of the strikes, or that more of the 5 strikes are now able to be assigned? That is, do cards like these increase the assignable number of strikes, or just the way that the strikes may be assigned?

*\*\*\* You must play your card(s) that allow your character to face multiple strikes before the strikes are assigned. You would then move into the strike sequence where excess strikes, if any, are assigned as -1*

*prowess modifiers.*

13. So, I'm a Fallen-wizard. In play I have: - a unique 3-point minion faction (worth 1 point for a FW, duh) - Gatherer of Loyalties (so the faction gets me 2 points) - One Dear to You, on the faction One Dear to You: Playable on a faction you have in play. -1 faction marshalling points. Any influence attempt against the faction is modified by -8 and Muster may not be used against the faction. Is the -1 MP's from ODTY applied "before" or "after" my point penalties are applied? That is, is it "free" for FW's if they are "losing" a point anyway?

*\*\*\* Your marshalling point restriction to 1 point for your non-stage factions is applied for you being a fallen wizard, which is a permanent fact. The intricacies lie in the order of application of the modifications of Gatherer of Loyalties and One Dear to you. There are rules on the order of application of prowess/body bonuses when it comes to weapons and appropriate effects. There are also rules regarding the order of application of effects at the start of a movement/hazard phase. Neither of these apply to your situation. Thus, I would argue that they're your effects and you can apply them in the order you wish giving you 2 marshalling points in the final tally of your example.*

## Official Rulings Digest #10

1. Just want to clarify: Agent do not get the -5 penalty when influencing cross alignments, right?

*\*\*\*Correct.*

2. Can agents move from Dagorlad to Udun?

*\*\*\* Only a minion player's agents and characters may move as if Dagorlad and Udun are adjacent regions.*

3. Can I retrieve dragon factions from the discard pile with Parsimony of Seclusion or can I only retrieve hazard manifestations of dragons?

*\*\*\* Eloquently answered by Andy Fredricksen but edited for length by yours truly: Nothing prevents a hazard from targeting a resource, and the Dragon factions are unique manifestations so yes.*

4. Can I, as a minion, play The Ithil-Stone at Barad-dur? If so, does everything apply to him?

*\*\*\* Yes you can play it. When playing cross-alignment items, all playability requirements must still be met (ie. Being at Barad-dur and doing the scout roll thing). The rest of the text on the item is ignored and the marshalling points are worth half (round up).*

5. Doors of Night and Will of Sauron (plus long events) are in Play. Player A plays Twilight on Doors. Player B plays Doors of Night in response to Twilight. My understanding is that Doors cannot be duplicated. Therefore, in the above scenario, Twilight causes Doors and the WOS(& long events) to go bye-bye and then the 2nd Doors comes into play (but w/no WOS,etc.) after the Twilight resolves.

*\*\*\* A card that cannot be duplicated can be played when a copy is already in play only if the copy in play is currently being targeted by an effect that will discard it. Thus, Doors and WoS stay out. Long live the doors!*

6. Can a FW player declare he is playing a FW but does not reveal his FW?

*\*\*\* Yes.*

7. Can a FW player declare he is playing a FW but does not include his FW character card but still play stage resources and his FW-specific stage resources?

*\*\*\* No. A FW player must have at least one copy of the selected FW character in his/her deck.*

8. A FW player must declare which FW he will be playing before the start of a game, right? Can a FW player ask first his Wizard opponent which Wizard he will be playing before he declares which FW he will play?

*\*\*\* A FW player must pre-determine, before the start of the tournament, which one of his/her FW decks will be assigned to face hero opponents, which one for minion opponents, and which one for a FW opponent. There is no changing allowed from this pre-determination. Thus the blunt answers to the questions above are yes and no respectively.*

9. Can I play Tidings of Bold Spies in response to something (anything)?

*\*\*\* If the conditions of the card are met, yes.*

b) How about an Ahunt, or Morder in Arms, for example?

*\*\*\* Sure.*

*Note: you can influence things (etc.) away and you can reveal the identical card to help your attempt, but you cannot play it with your company if the attempt is successful (if it gives MP's). [CRF15, Rulings by term, Wizardhaven]*

10. The working on Adunaphel states that "any" character can be tapped when Adunaphel is tapped as a permanent event. Would that be restricted to the characters in the current company, or include any character in any company, including one's own?

*\*\*\* Current opponent's company's movement/hazard phase only.*

11. In minion vs. wiz, do minion dunadan, etc. benefit from Star of HighHope/Clear Skies/Sun?

*\*\*\* Yes.*

# Official Rulings Digest #11

1. Take Shadow of Morder: Environment. The hazard limit for each company is increased by one for every card over one drawn by that company during its movement/hazard phase. Additionally, if Doors of Night is in play, during each company's movement/hazard phase, the hazard player may draw one additional card for every card in excess of one drawn by his opponent. Cannot be duplicated.

Q: SoM's out; its effect has been applied. What if it's Twilighted, Mouthed, and re-played? Will it: (a) lose its effect as soon as it leaves play, and resume its effect when it returns?

(b) not lose its effect when it leaves play, and have a cumulative effect when it returns?

(c) not lose its effect when it leaves play, and not have a cumulative effect when it returns?

*\*\*\* (b) is correct. The player drawing more than one card is the condition and the increase in hazard limit as a result is the action. The action has already been applied and will not go away. When SOM comes back into play, the effects are reapplied. This is a parallel ruling to the Gandalf the White Rider ruling that allows its effect to be applied immediately.*

2. Nothing prevents one from (a) playing Spider of Morlat (to create some spider attacks in Mirkwood), (b) using Spider's "back to hand" ability, (c) re-playing SoM to re-create the Mirkwood attacks, except for maybe not having 3 hazard limit available. Correct?

*\*\*\* Correct.*

3. I can't find anything that tells me I can't use Old Road in the org phase, or even that it results in the Haven or the remote site tapping.

*\*\*\* CRF Site Phase/General: "Items, factions and allies must be played during the site phase."*

*\*\*\* CRF Site Phase/General: "The site taps upon successful play of the resource that would tap it."*

4. Can I Bridge back to the site of origin? E.g., move from Lorien to Rivendell, then back to Lorien? Or is the site of origin still on the table when Bridge is played (at the "end of" movement/hazard phase), and thus unavailable for selection as a new destination?

*\*\*\* This is legal since you can always move to one of your sites that is already in play.*

5. Akhorahil is attacking. Hoarmurath is used to add a strike, and Morgul-horse is used to bring him back in hand. There /is/ time to re-play Hoarmurath and re-use him before advancing past the "effects affecting attacks" part of the attack sequence, yes? And even to use Uvatha to get one more Hoarmurath-ing?

*\*\*\* All of this is ok.*

6. Take Winds of Wrath: "Playable only if Doors of Night is in play. Replace the new site card of a moving company with a Coastal Sea in its site path with a card from your location deck that has a Coastal Sea in its site path."

Q: Does the company's site PATH change, or is it comprised of the same regions & symbols it originally was?

*\*\*\* The site path of the company stays the same but the destination site and the site's site path changes.*

7. Someone's moving to Lond Galen. Long Dark Reach is played, and the only creature revealed is a Nazgul. There's an agent at Lond Galen. Can that agent tap to make Nazgul playable so that Nazgul doesn't get LDR's -4 prowess

penalty? My ruling was no, as that would be introducing a new effect (agent tapping) in the middle of a card's resolution. He'd have to have gambled with the agent before LDR resolved (or was played) to avoid the penalty. Right?

*\*\*\* Right.*

8. Let's suppose my moving company has a hazard limit of one (all hazards but one have been played) and my opponent plays a dragon. I respond \_to the play of the dragon\_ with Dragon's Hunger. He discards a hazard creature and the hazard limit is reduced by one (to zero). Since the haz limit is now zero, is the dragon creature discarded for no effect? Or must the playing of the dragon creature card resolve (and thus be unaffected by a reduced hazard limit) before I can play Dragon's Hunger?

*\*\*\* CRF (Playing hazards): You check the hazard limit at declaration and resolution. At declaration there must be less hazards already declared than the hazard limit. At resolution there must be no more hazards declared than the hazard limit.*

*The Rain-drake has not yet resolved. The Dragon's Hunger is resolved first. When we get back to the rest of the Rain-drake, there's no more hazard limit left and is thus cancelled. [Thanks to Charles Bouldin for help in answering questions 9-14]*

9. What happens with factions if all characters in the party are killed or eliminated?

*\*\*\* Having all of one's characters eliminated does not affect cards in your marshalling pile (e.g., not kill points, nor factions, nor stored items, nor permanent events which are in your marshalling pile.)*

10. I can play only one character/wizard/ringwraith per turn?

*\*\*\* Except for the Balrog, you may only bring in characters, wizards or ringwraiths during the organization phase. Furthermore, you are limited to a single character, wizard or ringwraith (or discard one character) during the organization phase. Certain cards create an exception to this rule.*

11. How cards effect applies in the game? For example, I have {The Moon is Dead} and {Doors of Night} in the game and then next turn play {Plague of Wights} and play some hazard, for example {Stirring Bones} - the 9/- undead creature with 1 strike. So, it'll be 11/- with 6 strikes or 11/- with 5 strikes?

*\*\*\* The answer to your question is that, in general, the hazard player may choose the order of application of effects. If the order in which multiple hazard effects are applied affects the final result, the hazard player chooses the order.*

12. Can I play in one turn two short-events req. different characters skills for the same character? For example, play {Lucky Strike} and {Concealment} for Scout/Warrior? And what about {spell}'s cards?

*\*\*\* Yes to the first question. Only when facing an attack are you limited to one in your ability to play skill specific cards affecting combat on a given character. As for spells, those are not skills; therefore, no limit (unless there is some ruling in the CRF15.)*

13. What "stage" resource is mean? It is only for the Fallen Wizard or not?

*\*\*\* Stage resources represent the degree of divergence by a fallen wizard from the Valar appointed path. This is only relevant and applicable to Fallen Wizards. Charles describes "stage points" above. Stage resources are the resource cards from MEWH that have a light green background. These can only be used by fallen wizards. Most, if not all of these give stage points.*

14. On the tournament everybody has two decks? One for heroes and one for minions, or only one?

*\*\*\* It depends on what the tournament organizer has set up. Generally for 2-deck general opponent format games, you have two resource/hazard/sideboard decks: one for playing heroes and the other for playing minions. You decide which deck to use to play against fallen wizards and add the 10 card supplement to your sideboard, plus replace as needed your wizard should your opponent declare he or she is playing a wizard in your deck.*

*\*\*\* An additional note on this is that you must predetermine before the start of the tournament as to which of your two decks will be used against fallen wizards for the entire tournament.*

15. Are allies targetable by A Malady Without Healing? No corruption check, of course. Memories are trying to convince me that allies only count as characters during attacks, but I'm resisting.

*\*\*\* You're correct. No Malady on allies.*

16. When the end of game is automatically called due to both decks being exhausted twice or one deck being exhausted thrice, does the end of game begin at the end of the current turn, does the other player get one more turn, or does the other player get one more turn. If they went second?

*\*\*\* The game ends at the end of the current turn.*

17. I never see Open to the Summons used by FWs to play agents; I assume that the errata was done to clarify that they may use it though. Just making sure they can... Oh yeah, and I am right in thinking that the -1 to mind does NOT allow you to play a 6 mind person with it (the mind checking is done before the effect applies)?

*\*\*\* You are correct on both accounts.*

18. What are the site tapping rules with regards to Hour of Need and Old Road?

*\*\*\* Andrew Sitte was nice enough to find an old ruling by Van Norton on the subject. Van often consulted with Ichabod on the hard rulings so we'll use this one for now as it doesn't seem to follow cram logic: "In Van Norton's old digests, 581 and 582, he says that both require an untapped site and will tap the site at which they are played."*

19. Nature's Revenge is on a Hidden Haven'd site. Is the new auto attack cancelled by HH?

*\*\*\* As I understand it, a wizard haven is pretty much like a haven for being a site type thus, when Nature's Revenge turns it into a Ruins and Lairs, it is no longer a wizard haven even though the Hidden Haven card isn't discarded yet. If the new auto attack was cancelled, half of Nature's Revenge would be moot. I'd say that hidden haven doesn't cancel the new auto created by Nature's Revenge. I mean, was Isenguard able to cancel the ent attack? Uh... nope.*

20. Same situation; this time, Dragon's Desolation is played, followed by a dragon. Can Prowess of Age cancel the HH's cancelling effect?

*\*\*\* If it's still a wizard haven, then it's not a ruin's and lairs and thus, Dragon's Desolation couldn't be played in the first place.*

21. A Chance Meeting in a FW deck can be used to play any non orc/troll characters because (editor's note: non-orc/troll) minions are treated as heros in FW decks (according to Van). Does this mean that ONLY orc/troll characters may be played with We Have Come to Kill? If not, who can?

*\*\*\* MEWH insert: "A hero resource may not target an Orc or Troll character" There is no vice versa version of this so We Have come to kill can target hero characters in a FW deck.*

22. I have been told that Great Secrets Buried There was errattaed to stay in play even if it doesn't find an item, but I can't find this in the CRF.

*\*\*\* I don't know about any errata but I played it this way for a while until someone told me that a host card needs needs to have something on it to stay in play. I only find this with regards to capturing host cards but I suppose that this logic can be extended to Great Secrets Buried There to avoid cheezy plays and added confusion due to more exceptions.*

23. Black Rain: "Sage only: Playable on an untapped sage during the site phase at a Ruins & Lairs in a Wilderness. Opponent must reveal to you a non-Ringwraith, non-Wizard character from his hand if available; otherwise, he must

reveal his entire hand. If a character is so revealed, make a roll (draw a #). If the sage is a Ringwraith, modify the roll by -2. According to the result, you may play an item from your hand with the sage (tapping the sage): The One Ring (10, 11, 12), a Dwarven ring (8, 9, 10, 11, 12), or a Spirit ring (0, 1, 2, 3, 4, 5, 6, 7)."

Rule 1: In the MEWH Rules, Targeting Site and Resource Cards: "A hero resource card may not target/affect a minion site card or a minion resource card. A minion resource card may not target/affect a hero site card or a hero resource card."

Rule 2: In the MEWH Rules, Playing Resources at a Site: "In order to play a non-Fallen-wizard resource that would normally tap a site, either the site and the resource to be played must both be hero cards or they must both be minion cards. This applies to all factions, allies, and items; as well as other cards played during the site phase that tap the site."

Assume I'm playing FW: Which rule will I follow: Rule 1 or Rule 2?

*\*\*\* Rule 1.*

24. If I roll a 10, 11, or 12 using Black Rain, can I play a hero One Ring instead of the minion version?

*\*\*\* CRF: Black Rain "A Fallen-wizard may use this to play a hero ring item, but a Ringwraith player could not."*

25. Saruman's Machinery: "Saruman specific. Playable, if you are Saruman, on your protected Isengard or your protected The White Towers. One Technology item is playable at the site during your site phase whether the site is tapped or untapped. Discard when this site is discarded or returned to your location deck. Cannot be duplicated on a given site."

Does this mean I can play Blasting Fire, Liquid Fire, Vile Fumes and Mechanical Bow at my protected The White Towers or protected Isengard, even if these items are not normally playable at these sites, as long as the keyword "Technology" is found in these cards?

*\*\*\* Yes.*

26. Most FW specific stage resources contain this sentence: "Place this card on [FW] if he is in play." Does this mean I can still play these stage resources even if my FW is not yet revealed and that these cards are automatically controlled by my FW once he is revealed?

*\*\*\* Yes.*

27. A Strident Spawn: "Playable if you are Pallando or Saruman and have 6 or more stage points and a protected Wizardhaven. Each of your Half-orcs requires one less point of influence to control. During your organization phase, you may take one Half-orc character from your discard pile to your hand. You may play Half-orc characters at your Wizardhavens, and even if your Fallen-wizard is not there. Cannot be duplicated by a given player."

Does this mean I can play Half-orc characters even without Bad Company in play, or will I still need Bad Company?

*\*\*\* Yes.*

28. Legacy of Smiths: "Playable if you have more than 6 stage points. Your non-ring items are each worth full marshalling points. Cannot be duplicated by a given player."

Do I still receive full MPs from my stored items if Legacy of Smiths is in play?

*\*\*\* Yes, but only from your non-ring items.*

29. MEWH Rules, Movement: "If you hero (or minion) version of a site is in play or in your discard pile, you may not use you minion (or hero) version of the same site."

Let's say I have two companies at different sites. Company 1 moves to the minion The White Towers and plays a resource that taps the site. Company 1 stays at minion The White Towers to prevent it from being discarded. Can I move Company 2 to a Fallen-wizard to a FW version of that site?

*\*\*\* No but you could do it in the reverse order.*

30. I just need a clarification regarding bringing characters into play in the Standard Game. It says in the METW rulesbook, Standard Rules that: "Before you play your Wizard, you may use GI to bring a character into play at any

haven or at his home site. After revealing your Wizard, you may use GI to bring a character into play only if your Wizard is at the site at which the character arrives (i.e., a Haven or the character's home site)."  
In the METW Casual Companion, p. 4, it says that: "... Once you Wizard is in play, characters can only be brought into play using GI at the same site where your Wizard is located. A character can be brought into play using DI at his home site or any Haven, even if your Wizard is in play at a different site."  
Does this mean that a character can still be put into play using DI even if a Wizard is at another site? I just need a clarification of this from the NetReps 'cause some players here have this misconception in their games.

\*\*\* Yes.

## Official Rulings Digest #12

1. a) My opponent killed Fallen Radagast. I know that at that point, I have to discard any Rad-specific perm events. But how else does this affect the game? Do I still get the Rad-specific benefits?

Josh Grace wrote:

"I believe that the answer is "No." To quote Ichabod's favorite old expression: If isn't there, it isn't there. Meaning in this situation, if there's no Radagast card in play to give you Radagast specific benefits... Then you don't get them."

\*\*\* *This is correct.*

1. b) Does a dead FW Rad gets full points for hero allies, and more points than normal for certain types of factions. And, in later turns can I play more Rad-specific cards?

Josh Grace wrote:

"Again, "No." When your FW dies, you're basically shut down. Each card is worth only 1 MP unless you can get the generic modifiers into play (Great Patron, Gatherer of Loyalties, etc.)."

\*\*\* *You have to discard all stage resources that are specific to your fallen wizard when he leaves play but there is nothing stopping you from playing more later because you are still that specific fallen wizard. Of course, cards that must be played on your fallen wizard can't be played because he's dead. Other fw-specific and non-fw-specific stage cards will provide their benefits if they are playable and satisfy the requirements of the card.*

2. Going by the text of Fireworks, it appears to be playable at Wellinghall. Looking at my usual source online, [HYPERLINK](#)

"<http://www.flwyd.dhs.org/metw/dmspoiler.html>"<http://www.flwyd.dhs.org/metw/dmspoiler.html>  
, I see an exception for Wellinghall. I checked in the CRF 15 and could not find anything to do with Fireworks.

\*\*\* *There is no errata concerning Wellinghal or any specific site on the Fireworks card.*

3. If Prowess of Age is played on my Roused dragon as the last card in a company's hazard limit, and Dragon's Hunger is played to cancel the attack, can the attack be cancelled through hazard limit reduction, or has Prowess of Age already fully resolved by the time there is an attack to respond to?

*\*\*\* The latter.*

4. OK, the text on Healing Herbs is as follows: The bearer can tap and discard this item to heal a character in his company, changing the character's status from wounded to well and untapped. Alternatively, the bearer can tap and discard this item to untap a character that is not wounded.

Suppose I use this at Old Forest when I have two wounded characters, a tapped character, and the untapped bearer. Does everybody (including the bearer) become untapped? Since the untapping of the character is part of the healing effect, I would argue that it works for everybody, including the bearer.

*\*\*\* Healing effects are separate from untapping effects and only wounded characters would benefit from healing herbs used at Old Forest.*

5. Suppose I'm at the Old Forest when I have two tapped characters and the untapped bearer. I tap the bearer and discard Healing Herbs for its alternative use (to untap somebody). How many characters can become untapped? (Is the untapping effect of Healing Herbs a healing effect? I would say no, but I would like a response.)

*\*\*\* As above, no. Old Forest's healing effect only affects characters healing from a wounded status.*  
[Thanks to Nigel Buckle for his help on answering questions 6 & 7]

6. If I play Lure of Power on guard, do I reveal it b4 the influence attempt is made or after the influence attempt (or is it my option)? The reason I ask is that if the latter holds true my opponent could use up one or more influence/corruption helpers on the influence attempt, not knowing that LoP will be revealed.

Nigel Buckle wrote:

"According to the CRF (15)

An on-guard card may be revealed when the company plays a resource that potentially taps the site. The card must affect the company or a character in the company that site phase.

LoP states: "The next non-Hobbit character to make a successful influence attempt (e.g., against a faction, an opponent's character, etc.) must immediately make a corruption check modified by -4. Discard this card after this corruption check."

You reveal LoP when your opponent plays the faction BEFORE the influence attempt, if the attempt succeeds your opponent makes the roll for LoP. Afterwards would be an illegal play, as the card (LoP) would NOT affect the company in that site phase.

The CRF also states: A revealed on-guard card retroactively takes effect as though it were both declared and resolved immediately prior to the chain of effects during which it was revealed.

But revealing it after a influence roll isn't in a chain of effects - the chain is: reveal a faction - make an influence attempt, tap the site."

*\*\*\* Nigel's answer is impeccable.*

7. Clear Skies states that it is only playable if Gates is in play. I know Doors discards all resource environments if Doors successfully resolves but what if opponent twilight's Gates? Clear Skies was played when Gates was in play. I

realize most opponents would target the CS w/twilight but maybe not if multiple Gates based events were in play.

Nigel Buckle wrote:

"Clear Skies needs GoM to be PLAYED but not to have an effect, twilight GoM Clear Skies remains in play and has a continued effect."

*\*\*\* It wasn't made clear as to whether timing was involved with this question but I'll cover that here anyways.*

*Nigel's answer above is correct but if GoM is twilighted in response to the play of Clear Skies, twilight would resolve first causing the discard of GoM and thus the fizzle of Clear Skies because GoM is no longer in play to satisfy the play requirements of Clear Skies.*

8. As a freakish side note to the question about when you can reveal Lure of Power, can't you "force" the influencing player to play all the influence/corruption cards he would normally play by waiting to reveal LoP until he is ready to roll the dice? (You say, "Tell me when you're ready to roll the dice," and then flip LoP when he's ready. Of course, he could hold a modifier or two in his hand, but he can't play them to help the faction attempt once he's committed to rolling the dice, can he?)

This mirrors a weird situation with influence attempts against opponent's resources and the play of Wizard's Laughter. Suppose my opponent wants to make an influence attempt against one of my resources. I can wait to play Wizard's Laughter until my opponent has played (and wasted) all his influence boosters and he's ready to roll the dice, right? Even if he suspects I have a Wizard's Laughter, there is no way for him to force me to play it before he throws down all his influence modifiers, is there?

*\*\*\* You can reveal your Lure of Power or Wizard's Laughter in response to the dice roll declaration. Annotation 2: "A corruption check or any dice-rolling action can be targetted in the chain of effects during which it was declared." This is starting a chain of effect so your opponent can play his modifiers in response. Basically there's no way of stopping your opponent from playing his modifiers if you intend to reveal your Lure of Power or play your Wizard's Laughter.*

9. So You've Come Back

The card states it can't be duplicated on a given company. Originally, the opponent has two separate companies and SYCB is played on a character in each of the two companies (a legal play). The two companies meet at a haven and join. Now there are two characters in one company with SYCB. What happens? Is it:

- a. One must be discarded, and the player controlling the characters decides which one is discarded
- b. One must be discarded, and the hazard player decides which one
- c. Neither is discarded, the effects simply aren't duplicated on the company

I lean toward (c) because they were both legal when played and there's nothing stating that they should be discarded. [The player affected insisted on (a).]

*\*\*\* The answer is b.*

10. To remove SYCB, the card says that the character must be in his own company in an org phase at a darkhaven. Can multiple characters with SYCB be at the same darkhaven at the same time and be declared to be in separate companies in the org phase to fulfill the requirements and remove it? I think it's possible because companies don't automatically join together at havens, unlike other sites. Another player in our group thinks this is "too tricky" and

can't be what is meant.

*\*\*\* This is legal but take note of the following CRF excerpt under "Organizing Companies":*

*- "Company composition changes that you choose to make, including bringing a character into play, must all be done at the same time during the organization phase." Also, only one of the companies may stay and the rest must move somewhere else.*

11. A 2-mind character, now on his own in a 1 character company, has SYCB on him. The card says it increases the mind by 1. When this character moves, can both players now draw cards since the character's mind is no longer less than 3?

*\*\*\* SYCB states, "The mind of each OTHER non-follower... in his company increases by one." This means means that the lone 2-mind character stays at 2 mind and your question fizzles without effect. ;)*

12. Can auto-attack enhancers be played on guard and legally revealed?

*\*\*\* Yes.*

13. Two separate companies are moving to the same site. I play an on guard card for each company. At the end of the movement/hazard phase, the two companies become one. So,

- (a) Does this new, single company face both on guard cards if it enters the site?
- (b) Or does the hazard player choose which one to reveal?
- (c) Or does something else happen? (Like it turning out to be illegal to play more than one on guard card on a site?)

*\*\*\* Two on guard cards played on the site is legal in the above situation and you, as the hazard player, may reveal one, both, or none of the on guard cards if the conditions exist for their legal revealing as on guard cards.*

14. Does a dead wiz count against character points at the Free Council, or is it just -5 after all is tallied?

*\*\*\* The -5 penalty from a dead wizard is applied immediately and is always after all marshalling points are tallied. They do not count against character points.*

15. Does Bane of the Ithil Stone stop Pallando's ability to see the top card of a player's deck?

*\*\*\* Pallando's ability is outside the normal sequence of play as outlined in the rules because the rules don't normally have opponents looking at the top card of your discard pile. Bane of the Ithil-Stone will stop Pallando's ability to look at the top card of the opponent's discard pile.*

16. Regarding Dwarves are Upon You, can this be played on a company with only a single dwarf? Or does there have to be more than one dwarf, since it says "containing dwarves"?

*\*\*\* Yes, this can be played on a company with only a single dwarf.*

17. Basically, the question is whether or not you can reveal a Lure card on guard after the influencer/item getter has been chosen. For example, revealing a Lure of Expedience when an item has just been played, or revealing a Lure of Anything in response to the declaration of an influence attempt after the person to influence has been chosen.

*\*\*\* Yes. The CRF states that such an on guard card when revealed retroactively takes effect as though it were both declared and resolved immediately prior to the chain of effects during which it was revealed. Also, when the item or faction is played, the character receiving the item or making the influence attempt must be declared at the same time.*

## Official Rulings Digest #13

1. I previously thought that after a Flatter a Foe (and such) any hazards could be played in response except creature cards. However, since corruption cards must start a chain of effects, wouldn't they be prohibited from responding to a Flattery attempt as well?

*\*\*\* Yes, you cannot respond to a Flatter with a corruption card because corruption cards must start a chain of effects.  
A corruption card revealed from on guard to interrupt a chain of effects is an exception due to the on guard rules. Flatter a Foe is a "flattery" card that also causes an influence check/attempt so it does trigger Lure of Power.*

2. Can I have over three non-unique manifestations of the same card (namely 3 Saurons & 3 Lidless Eyes) in my deck? Or does the "three non-unique maximum" -rule apply here (eg. 2 LEs and 1 Sauron)?

*\*\*\* Yes you may.*

3. What's the deal with cards (Dragon's Blood, Malady) potentially forcing an unwounded character to a body check? A character failing his body check is not wounded (from CRF), but instead eliminated, I guess. And if the check is successful, nothing happens, right?

*\*\*\* The unwounded character facing the effects of the above two cards is eliminated if the body check is successful, otherwise nothing happens and character is not wounded.*

4. May an ally (for example a sage) play during the site phase a permanent event which requires a sage ? In the rules I found only that a character needs to tap to play a faction, item or ally.

*\*\*\* An ally with a specific skill may play a permanent event that requires that specific skill as long as that card does not ask for a character.*

5. Can you respond to Flatter a Foe during the M-H phase with a Foolish Words?

*\*\*\* Yes.*

6. My company entered a site with a dragon aa and an at home dragon. I was told that my company must face the dragon at home manifestation first

*\*\*\* That is incorrect. You face the site's regular auto attack first.*

7. Can at home manifestations be played onguard & if so, when is that attack faced?

*\*\*\* Yes, and the attack is faced after the regular auto attack just as if the at home manifestation was in play all the time.*

8. I've never used the hybrid movement cards Forod or Harad before. The card texts state that the site path is www. By applying the "if it ain't there, it ain't there" credo, can I assume that this means hazard creatures are not keyable to the destination site?

*\*\*\* Hazard creatures are still keyable to the destination site as well as the region name of origin and destination.*

9. Can a wizard's prowess for True Fana can be modified by weapons or is it just the wizard's innate (possibly modified by spells, environments, events) prowess?

*\*\*\* The wizard's prowess for True Fana can be modified by weapons.*

10. Does Forewarned is Forearmed affect the attacks from resource cards such as Smoke on the Wind?

*\*\*\* No, Forewarned is Forearmed does not affect the attacks from resource cards such as Smoke on the Wind.*

11. A player cannot put Wizard's Ring on Rumours of Rings from his sideboard and then play it from RoR, right?

*\*\*\* Correct.*

12. One can't force a player to discard a Wizard's Ring by playing Rolled Down to the Sea because it's not a ring.

*\*\*\* Correct.*

13. Say I face a hazard. I try to cancel the hazard. My opponent plays Many Sorrows Befall. I play another canceller. My opponent plays Mouth followed by Many Sorrows Befall again. Do all of these actions stack up and resolve with the end result that the attack is NOT cancelled OR as the events stack up, is the Many Sorrows still "in" the stack and thus not yet discarded and available to the Mouth for recycling?

scenario 2: hazard/canceller/Many Sorrows/Canceller/Mouth but Many Sorrows still "in" stack and unavailable for recycling with net result that the attack is cancelled and the Mouth can fish a haz from discard pile..

*\*\*\* Scenario 2 is correct.*

14. What is the definition of a follower? More specific: is an ally a follower?

*\*\*\* MELE Companion pg.23: "A character [with enough direct influence]... may take control of [another] character, who then becomes a follower of the controlling character."  
ie. A follower is a character who is under the controlling direct influence of another character.  
An ally is not a follower.*

15. When an opponent puts a card on guard (and is bluffing, e.g. by placing a character) and I play Withdrawn to Mordor, must he discard his cards or must his on-guard card have an effect on the game in order for it to be targeted by WtM ?

*\*\*\* Withdrawn to Mordor must be played before the on-guard card is revealed. Regardless of what the card is, it is discarded without it being revealed to the resource player, unless he/she is Pallando of course.*

16. Deep Mines may be duplicated in your site deck, right? Does that mean I can put it in twice? Or more?

*\*\*\* If a site can be duplicated, you may have as many copies of it as you want in your site deck.*

17. The WH rules insert states that hero havens (Lorien, Rivendell, etc) are not havens for Fallen Wizards. This left us wondering what site type they were considered?

*\*\*\* Hero havens to Fallen Wizards are still a haven site type but they just don't get the benefits of havens there.*

18. Why there is a prowess modifier on the FellRider-Card? As all Ringwraiths have prowess-modifiers for this card this seems to be needless. Do both modifiers count?

*\*\*\* Both modifiers are applied.*

19. Are overt FW companies considered minion companies when entering the minion version of the ff. sites: Edhellond, Grey Havens, Lórien, and Rivendell? Can they attack hero companies at these hero Havens or is the attack canceled?

*\*\*\* A minion company for a FW is one with Orcs or Trolls in it. A FW company can be overt without being a minion company but they still must use minion sites for hero Havens. An overt FW company without Orcs or Trolls in it may attack a hero company at a hero Haven without the attack being cancelled.*

20. Will two Balrog players be allowed to play against each other in sanctioned tournaments?

*\*\*\* Yes but the first Balrog character played makes that player the Balrog for the rest of the game. Balrog specific cards may still be played by both players but the player without the Balrog character in play may not play cards that require the Balrog character.*

## Official Rulings Digest #14

1. King Under the Mountain can only be played if 'his company' defeated the attack. Does that mean that he had to be in the company that defeated the attack, or is it legit if Fram kills the dragon solo and then Dain joins him the next turn and tries to take all the credit?

*\*\*\* CRF M/H Phase: If two companies join at a site, cards affecting one of the companies now affect them both.*

The effect or "glory" of defeating the dragon at-home manifestation, is not a card so it cannot affect Dain's company that joins solo Fram. The potential dwarf king must have been in the company that faced the attack.

2. The text on Open to the Summons states that this card can be played in lieu of a minor item with a starting company, but then it must be revealed when companies are determined as if it was a starting character. Does this allow me to play an agent as a starting minion character, or just let's me bring the agent in at a darkhaven once I draw him?

*\*\*\* Open to the Summons allows you to play an agent as a starting character.*

*Play Open to the Summons during your character draft as you would a character, then play your agent character afterwards like another character. That's two character draft slots for one agent character.*

You may also play this card on a minion company and wait to bring in your agent character at a Darkhaven from your hand later on in the game.

3. Strider's card text says "Unique. Manifestation of Aragorn II. You may bring Aragorn II into play with Strider's company, removing Strider from the game and automatically transferring all cards on Strider to Aragorn II. +3 direct influence against the Rangers of the North faction [...]"

a) Here are my questions about this first effect : - does the replacement have to be done during the organization phase or can it be done during any turn phase (untap, movement, site, end of turn) ?

*\*\*\* The replacement may be done any time during your turn as per the logic of A Chance Meeting.*

b) Does it count as one in the limit of one character per turn?

*\*\*\* No, as per the logic of A Chance Meeting.*

4. a) Return of the King cannot be played on Strider as it can only be played on Aragorn II (even if Strider is a manifestation of Aragorn II), as well for all the Aragorn II specific resource card : RIGHT or WRONG?

*\*\*\* Right.*

b) Then, about the second effect "[...]Tap Strider to search your discard pile for any one item, ally, or faction playable at his current site-the site must be in Arthedain, Cardolan, Rhudaur, or The Shire". I guess that it can be done only during the site phase, not during any other phase : am I wrong?

*\*\*\* Wrong. Strider's searching ability can be done anytime during your turn that he is "at" one of the appropriate sites. This means that the only time he cannot use his this ability is when he's on route to one of those sites (from the moment the new site card is revealed until he enters the site during the site phase and faces the automatic attacks if there are any.*

I think that such resource card will be played immediately with Strider. But a friend of mine think that he can keeps it in its hand or even put it back in his deck (???) then reshuffle it ... is it ok or not?

*\*\*\* The card that Strider searches for does not have to be played immediately because it doesn't say so on the card as it does on Dwarven Rings. It goes to your hand for you to do what you will with it. I don't know how your friend is reshuffling the card back into his deck but if he has the ability that allows him to do so, then it's all good.*

5. Does Bane of the Ithil Stone stop Revealed to All Watchers and/or Eyes of Mandos?

*\*\*\* Bane stops Eyes of Mandos but not Revealed to All Watchers. Drawing cards from your play deck is not "search[ing] through or look[ing] at any portion of a play deck or a discard pile outside of the normal sequence of play". I'd say that "revealing" is not kosher.*

6. The Mouth minion character card's text said : "Return The Mouth to your hand when Mouth of Sauron is played". Is it possible that Mouth of Sauron creature attacks a company where The Mouth minion character is in and so discard it? What about playing Mouth of Sauron as a short-event? Does the return-to-your-hand effect applies?

*\*\*\* Whether you play the Mouth of Sauron as an event or creature, it's still considered as being "played".*

7. When you halve the hazard limit to retrieve hazards from your sideboard, can it go down to 1?

*\*\*\* Yes.*

8. Can hazard long events be revealed legally as on-guard cards?

*\*\*\* Hazard long events may be legally revealed from on-guard as long as they conform to all on-guard card rules, especially potentially tapping the company's site. Hazard long events do not need to be played and can't be played during the long event phase. All hazards must be played during the movement/hazard phase unless the card over-rides it. Hazard long events are just removed during the next long event phase of the resource player that the hazard was played on.*

9. When a card such as River or Lost in Free Domains is played which states that "it [the company] may do nothing at the site during its site phase," does this mean the player can't even play permanent events like, say, Gates of Morning? The rationale for the question was that the company isn't doing it: it's not a card that uses a character's skill or something a character is attempting to play. However, (and I didn't remember this reasoning during the game) I don't think even perm events like Gates would be allowed because nothing can be played in the site phase unless the company enters the site, and the company can't do this because it "may do nothing." But this wouldn't prevent the player from playing said events during the end of turn phase, right?

*\*\*\* The "company" may do nothing during the site phase. Nothing stops the player from playing cards that don't require the company in any way such as Gates of Morning but you can always play that during the end of turn phase so it's moot.*

10. Enchanted Stream: played on a moving company, states "the company cannot voluntarily split or move to a new site unless it taps all of its untapped characters to a max of two during its organization phase." Does the site the company's currently moving to count as "a new site" and mean, therefore that the company's bounced back since they hadn't done the tapping during the org phase for this turn?

*\*\*\* The company is already moving and it doesn't affect them for that particular move that they're on.*

11. Can FW Radagast only come in at his home site (Rhosgobel)? Or is there a "Rivendell" equivalent for FWs?

*\*\*\* FW can only come into play at their home site.*

12. FW characters: can hero characters use minion skill cards and vice versa? E.g. Could Eomer (a warrior) use Bold Thrust?

*\*\*\* Yes.*

13. The MELE rules-book states on p. 76: "There are also certain cards [...] your play group may not want to use." One of them is Many sorrows befall. How are those "optional" restrictions handled in tournaments? Are they applied or not applied? Am I allowed to use MSB against a minion player?

*\*\*\* Optional rules are not endorsed by the CoE but local tournament directors and Councils may always make their own opinions on such matter. You may play Many Sorrows Befall on a minion player.*

14. Does the target of a Plague have to do the roll too along with the other affected characters in his/her company?

*\*\*\* Yes. Please also note that the player controlling the character that is plagued makes the rolls.*

15. Frenzy of Madness states: Playable on a Shadow-hold not in Gorgoroth, Udun, Nurn or Imlad Morgul. Can it be played at Under-deep Shadow-holds?

*\*\*\* Yes.*

16. Can a hero company attack a covert minion company, or vice versa?

*\*\*\* Yes.*

17. Also I was wondering if a character can just discard an item vs. storing it?

*\*\*\* No, except for items that can be discarded for certain applicable effects like Potion of Prowess.*

18. How much kill MPs do minions get from a Wizard eliminated due to CvCC?

*\*\*\* None.*

19. Can a hero company successfully cancel a CvCC attack by Troll/Orc minion company using Dark Quarrels if they have Blackbole in their company?

*\*\*\* No, because Blackbole is attacking as well and he has no race type that matches the ones listed on Dark Quarrels.*

20. Do global minion events affect heroes and vice versa?

*\*\*\* I assume you mean resource events like Clear Skies. Yes.*

## Official Rulings Digest #15

1. Since there is no actual rarity in MEBA, can you use Great Secrets Buried There on, let's say Remains of Thangorodrim against a non-Blog player?

*\*\*\* No. The whole idea of requiring you to provide an uncommon under-deep site for them to play the hidden item is to provide them with a site that they can actually reach from a surface site.*

2. Tookish Blood's alternate effect prevents a Hobbit from being discarded, right? Assuming Tookish Blood was played, what if Bilbo with the One Ring rolls a corruption check equal to his CP total? Since Bilbo won't be discarded, will the One Ring be discarded or will it stay in play?

*\*\*\* The One Ring will stay in play.*

3. I play Spying Out the Land during my org phase, and my opponent reveals a Cave-drake, a Cave Worm, and a Covetous Thoughts. Even though he only revealed 1 Cave-Drake to me, can he play multiple Cave-Drakes?

*\*\*\* Yes.*

4. My opponent plays a Cave-Drake. I play Flatter a Foe in response. He reveals Foolish Words in response. Is there time between the resolution of Foolish Words to Marvels Told it before the Flatter begins to Resolve?

*\*\*\* No. You cannot target a card that hasn't resolved yet unless it specifically cancels that card like Many Sorrows Befall. Marvels Told is not the same.*

5. My hazard block has an agent in it. I also include an agent in the deck to potentially be used as a character. Does it

matter which of the two I use as an agent depending on which one I draw? Do I have to be specific about which is to be used as which?

*\*\*\* CRF Agents: "When constructing a ringwraith [or FW] deck, agents are always considered characters." When you play them from your hand, you then*

*choose to play them as a character or agent. To answer your questions specifically: no and no.*

6. I play Uvatha the Ringwraith at the Variag Camp to influence the Variags in during the same turn. If my characters happen to be there during the Org phase (having moved there last turn), does this override the "cannot be included with other characters unless at a Darkhaven" rule?

*\*\*\* No. One of the companies must move away.*

7. Since I can play Uvatha the Ringwraith at any site in Khand, he is already at a non-Darkhaven site. How does this affect his movement to another non-Darkhaven site? Since he is already out there, is a mode card required? Does he have to go to a Darkhaven before going somewhere else?

*\*\*\* Ringwraiths may not use region movement as stated in the rules. He must move to a Darkhaven without the need of a mode card before attempting to move somewhere else.*

8. Suppose I allow Foolish Words to resolve. Then we move to Flatter a Foe. Can I then interrupt Flatter a Foe to target the now resolved Foolish Words before I resolve Flatter a Foe?

*\*\*\* No. Once the chain of effects starts resolving, you cannot add more cards to the chain or target cards in that chain until they have "all" resolved completely.*

9. Do creatures played as the 2nd aa at an underdeeps site stay with the site until the site is discarded or returned to the location deck or are such creatures discarded after the aa is faced?

*\*\*\* Creatures played as the 2nd auto attack at an under-deeps site are always discarded after the attack regardless of whether they were defeated or not.*

10. Is the rule that forces the discard of a Ringwraith on a body check of 7 or 8 void when you got a Black Horse or Creature from Other Word?

Quoting a note from LE rule book page 59: "Note: This represents the Ringwraith's mount being eliminated."

*\*\*\* Allies providing modes to Ringwraiths do not supercede the Ringwraith's "discard on a body check of 7 or 8" rule.*

11. When you exhaust your play deck, does your discard pile immediately revert to become your play deck - or can you play cards like "Smoke Rings", "Mouth of Sauron" etc. to grab cards from your discard pile first? - this could result in cards moving from your discard pile into a formerly empty play deck, essentially not exhausting your play deck...

*\*\*\* Your deck cycles immediately after the last card of your play deck is drawn.*

12. If my minion company enters Rivendell, can I play Hounds of Sauron on a hero company there even though I cannot attack?

*\*\*\* No, because if you can't attack the company, then you can't play Hounds of Sauron "in lieu of declaring an attack".*

13. If I can play Hounds of Sauron, can my opponent play a resource to cancel the attack (such as Many Turns and Doublings) even though it is MY site phase and the attack is not CVCC?

*\*\*\* No, because, as you said, it's not Company Versus Company Combat so your opponent cannot play resources during your turn to cancel the wolf attack.*

14. "Rumour of Wealth": can a Dragon creature be played on a company that had previously played a "Stealth" or "Hiding"? If not - why not? Which card effect has "priority"? [Thanks to Nigel Buckle for his answers to questions 14 & 15]:

*\*\*\* Stealth protects the company for the whole TURN (card text for Stealth: No Creature Hazards maybe played on his company this turn). So you couldn't PLAY the dragon. Hiding is a little different, you can play the dragon, but the attack is automatically cancelled! There's no priority to work out - Rumor of Wealth allows you to play an extra hazard creature on a company in the site phase if an item is played - but any resource that has resolved and has an effect for the whole turn will still apply.*

15. "Open to the Summons": is this card required to play an Agent as a character? Or just to play an Agent at a Darkhaven (if his/her Home Site is not that Darkhaven)? Or would you just use it to get the -1 Mind modifier?

*\*\*\* You need Open to the Summons to play an agent in your starting company, or to play an agent at a Darkhaven. Otherwise you have to play the agent at their home site or at Bree.*

16. If someone plays Bridge or other card that causes two moves for the company can you play more than one corruption card on the same character? (One on the first move and one on the second)

*\*\*\* No. One corruption card per character per turn, not per movement/hazard phase.*

17. Does Shadow of Mordor effect the hazard limit of the company that you just played on? (Since they drew the cards beforehand, not knowing what would befall them from drawing so many cards)

*\*\*\* No.*

18. Can I play Earcaraxe with Dragons Desolation at a ruins/lairs site in land such as Weather Top? Doesn't Earcaraxe live in the sea? I ask because Dragons Desolation was published before Earcaraxe (The Dragons expansion) does exist.

*\*\*\* Yes you can.*

19. When you play Hey!Come Merry Do! and you travel subsequently through only one wilderness, the card text says it counts as zero wilderness (half the number of wildernesses and round down). Does this mean that you have no regions in your site path (so, just like travelling in the underdeeps)?

*\*\*\* There would be no region type but the region names of the region of origin and region of destination would still exist along with the site type of the new site.*

20. If a Call of Home is played and the target character fails the roll, can that character still transfer one item even if there is no legal character left in the company (i.e., everyone else is wounded)?

*\*\*\* Yes. Call of Home item transferring is a different situation than item transferring when a character is eliminated by a body check. It's in the LE Companion and card text always over-rides(sp?) the rules when there's a conflict.*

## Official Rulings Digest #16

1. Can a dragon or drake hazard creature reserved on Summons from Long Sleep be used to cancel a dragon or drake attack with Dargon-feuds?

*\*\*\* No, as per the Rumours of Rings/Rolled Down to the Sea ruling that "playing a card as if it was in your hand" is different from discarding from your hand.*

2. My opponent has two companies. One of them stays in Grey Havens. I play one hazard: Foul Fumes. The other company moves from Carn Dúm to Bree: shadowland in sitepath, Foul Fumes is in play: GO BACK! Am I still allowed to play an Assassin on the borderhold Bree?

*\*\*\* No. When a company is required to return to their site of origin, their m/h phase ends. The only cards that can be played are cards played in response to the card/effect that forces them to return, thus no creatures or corruption cards.*

3. a) Sun and Gates of Morning are in play: the prowess of each Dúnadan is +2 or +1?

*\*\*\* +2*

b) Night and Doors of Night are in play: the prowess of each Dúnadan is -2 or -1?

*\*\*\* Non-ranger Dunadan are -2 while ranger Dunadan are -1.*

4. Can Dark Quarrels cancel a CVCC initiated by an orc only co. just like Concealment or Escape could cancel any CVCC?

*\*\*\* Yes.*

5. If a River is played on Company A and Co. A doesn't tap a ranger, is Co. A barred from initiating CVCC (do nothing during site phase)?

*\*\*\* You are correct.*

6. On cards like Clear Skies, Abductor, and Escape, may I read for "character" also "ally"?

*\*\*\* Only when the ally is in combat.*

7. Alone and Unadvised in case of non-region movement: only corruption checks for region of depart and region of arrival?

*\*\*\* Alone and Unadvised forces a corruption check for each region you move through regardless of what type of movement you use. For starter movement, make a check for each region symbol appearing in the site path on the site card.*

8. Can I take prisoners from a company stationary at an Under-deeps site, using that same Under-deeps site as the Rescue Site?

*\*\*\* No you cannot. Expect this to be clarified in CRF 16. Thank you for bringing it to our attention.*

9. If a minion player uses Ready to His Will, is the resultant ally considered to be of the original creature's race or does the ally have no race?

*\*\*\* No race.*

10. If an orc Lt. is converted to an ally by rthw, is the company controlling the orc Lt. ally now overt if not already? Same thing if troll haz creature like Buth, Uma or Rog is converted to ally?

*\*\*\* According to the current CRF 15, no.*

11. Ringwraith followers with Black Horses do not get discarded during the organization phase the turn they move back to a Darkhaven, right?

*\*\*\* Right.*

12. Just to clarify: Cave Trolls do not make a company overt, right?

*\*\*\* Right... for now.*

13. If influencing away a minion faction, let's say, the Hillmen faction, and a hero player reveal the hero manifestation of that faction, which value will be used in deciding whether the faction is influenced away: the hero value or the minion value? Will the value be reduced to zero similar to influencing resources of the same alignment?

*\*\*\* The value will be reduced to zero so which value to use is moot.*

14. Is the weakest link method still used during sanctioned tournaments

*\*\*\* No, it's not used anymore. A tie is a tie.*

15. Does BotIS stop Great Secrets Buried There?

*\*\*\* It stops a hero/FW player from going through his/her deck.*

16. Can I use "A chance meeting" in order to play Fram Framson?

*\*\*\* Yes.*

17. What if a character comes into play at a Ringwraiths site? Do the non-ringwraith characters gain the bonuses of being in the same company as the Ringwraith (eg. +2 to corruption checks)?

*\*\*\* Ringwraiths and non-ringwraith companies at non-darkhavens are never joined and may never join at such sites. The other type of company must still attempt to move to another site the following m/h phase of*

*the turn they are played at the non-darkhaven site. If both companies are still there at the end of the movement/hazard phase, discard the non-Ringwraith company (ie. Roadblock).*

18. Does Folco's ability ("You may discard Folco at a Haven to play any Hobbit from your hand with his company.") override the normal rules about using only direct influence if your wizard is out, unless the wizard is at the site, in which case you can use general influence?

*\*\*\* Yes. Card text overrides rules in situations of conflict.*

19. When facing an assassin, do you have to decide whether or not a character is tapping to cancel one of the attacks before the targeted character starts facing the attacks?

*\*\*\* No, you just must decide to tap a character to cancel one of the attacks before the strike of that attack is actually being faced.*

20. Can Dark Numbers played during the same turn I enter Barad-Dur be used satisfy the stolen knowledge requirement of FotIS??

*\*\*\* Yes.*

## Official Rulings Digest #17

1. My opponent wants to play Tookish Blood as a resource and prevent his hobbit from leaving play for any reason during my site phase when I'm attempting to influence his hobbit away. Is this allowed?

*\*\*\* No. Your opponent can only play resources during his/her turn unless it's involving CVCC in which special rules apply*

2. Can minion Agents in hero deck be recycled by following cards? Uvatha the Horseman An Unexpected Outpost Mouth of Sauron

*\*\*\* No, yes, and yes because agents are considered hazards in a hero deck but are never creatures..*

3. Does "play deck" means all the cards you are using?

*\*\*\* "Play deck" does mean all of the cards you are using except for your site deck (ie. your sideboard, character draft pool, characters included in your deck regardless of draft, starting minor items, resource and hazard decks are all part of your "play deck").*

4. a) I have thought that I should make Two HAZARD deck for General opponent format (one for vs hero and another for vs minion). I watched some decks and noticed that some people are making Two Resorce decks and Sidebords. Is this true?

*\*\*\* The World Championships utilizes a 2-deck general opponent format. This means that you must designate two decks of the same alignment for play during that particular round (open, semi-final, or final). The alignments are: hero, fallen wizard, or minion (which includes The Balrog). One of your decks must be designated to be played against a hero opponent and the other deck for a minion opponent. There may be no reversal of these designations once the tournament has begun. In other words, you may not decide to play your "versus minion" deck against a particular hero opponent because you think that that deck of yours will do better against this particular hero opponent. Also, before the tournament has begun, you must determine which one of your two decks will be played against all Fallen Wizard opponents. This must be noted on your deck lists and may not be changed once the tournament has begun.*

*A "play deck" consists of your resources, hazards, sideboard, character draft pool, starting minion items/events, and the characters assigned to your play deck regardless of your draft outcome (ie. wizards and key characters).*

*You may play the same deck against all of your opponents if you wish or play the same resources against all opponents. It's up to you. You must have two separate deck lists written out before the start of the tournament that designate which alignment it's to be played against. If you need to do card swapping, then it's best to have a small note card/paper that will help you speed up your card swapping needs as your opponents' alignment changes. Just make sure you have two separate deck lists prepared to hand to the tournament coordinator before the start of the tournament. It's important to spend more time playing than waiting for people to write their deck lists out while the room rental time is ticking.*

b) Special rules for movement to Gorgoroth is applied?

*\*\*\* Yes.*

5. If everyone in a company is killed, can your opponent still play hazards to finish using the hazard limit?

*\*\*\* Yes.*

6. Anduril and Barrow Blade - they give item marshalling points, but are not considered items for any other purpose. Is this correct? I.e. Greed doesn't trigger a corruption check, can't be searched for by Strider, etc.

*\*\*\* This is correct.*

7. Will the company be considered to have moved to their site of origin this turn if they are sent back to the site of origin with a roadblock hazard?

*\*\*\* No.*

8. Can you play river on moving company's site of origin?

*\*\*\* No. CRF Turn Sequence Rulings: Playing Hazards - "Hazards may only be played on a company whose m/h phase is being resolved, or on the site they are moving to."  
<Thanks to Wim Heemskerk for his help in answering questions 9 - 12>*

9. Does Crack in the Wall apply to all new sites of a company that takes multiple m/h-phases in one turn?

*\*\*\* Yes.*

10. Can I reveal Fled into Darkness on-guard when the Balrog faces a strike of the auto-attack?

*\*\*\* You could if the Balrog is tapped at that moment. It does mess with the auto attack (although in the attacked persons favour), so it is legal to reveal it at this point.  
If the Balrog is untapped at that point you cannot reveal it, because it 'directly taps a character in the company'.*

11. Can I actually play The Old Thrush on a 17-prowess Traitor?

*\*\*\* Yes, I think your interpretation is correct. [Normal: 'as written on the card'; Card says: his+10; so you have an attack of 13+ prowess to play the Old Thrush on]*

12. Does Lady of the Golden Wood prevent a Balrog from playing characters from his discard pile? This ability of a Balrog player is listed in the rules, and I would say that this constitutes 'normal sequence of play' and is therefore not affected by the Lady.

*\*\*\* Correct.*

13. a) Here's the situation: a character is facing a strike from an attack. My opponent wants to tap the character to

play Marvels Told to get rid of Minions Stir. According to the CRF, a character facing a strike may only tap to play a resource if this directly affects the strike. I argued that it's not directly affecting it: the direct effect is on Minions Stir which was affecting the total number of strikes and prowess. My opponent felt it was legal because the prowess of the strike he was facing would be modified.

This was a wizard travelling alone. Alternately, even though this character is definitely going to be facing a strike, could my opponent have responded to my play of the creature by tapping to MT the Minions Stir before strikes were assigned, thus avoiding the above quandry? (He didn't mention MT until after I had calculated aloud how high the strike's prowess would be - to me that means we had advanced to the strike sequence.)

*\*\*\* Your opponent could have easily MT'd your Minions Stir when the attack was declared but before facing the strike.*

*The fact that he asked you how big the strike would be if he had to face it does not mean that he has advanced to the strike sequence. Now, if he had more than one character in the company but less than the total number of strikes, the strikes were assigned, and then he asked you where the modifiers were going to, it would be too late to MT the Minions Stir.*

b) Is getting rid of of prowess/strike booster affecting the actual strike?

*\*\*\* Yes. It reduces the prowess and number of strikes and therefore affects the strike. The CRF makes no mention of requiring to "directly" affecting a strike, just affecting it.*

*[Additional detail from Wim Heemskerk]: Reducing the prowess does have an effect on the strike (and makes the MT legal at that point). However reducing the number of strikes does not have an effect on the strike.*

14. During CVCC, only the defender is considered to be facing an attack, but all characters are considered to be facing strikes. So that means the following cards can be used to reduce the body on characters they are fighting in CvCC: Poison, Mechanical Bow, Morgul-Blade, The Fiery Blade. Right?

*\*\*\* Right.*

15. If the Plague roll for Orcs/Trolls meets their "discard" number, are they discarded - or not, since the Plague roll isn't a Body Check ...? Or is it? Does the Plague roll also get the +1 if the character is already wounded?

*\*\*\* It's not a body check, no discarding and no +1.*

16. Normally, company versus company combat only happens between heroes and minions, but there are some other possibilities. I was wondering about receiving kill points for eliminated characters in those situations. Do you get kill points in all CVCC situations?

*\*\*\* If you can initiate CVCC, you can obtain kill points from it.*

17. If you kill an ally in CvCC, do you get kill MPs? rules say you receive that character's kill marshalling points if you kill a character, and also that allies are characters for the purposes of combat.

*\*\*\* Yes, you get "kill MPs" if you kill an ally in CVCC.*

18. Is a company considered to be at a site at any point during the M/H phase? How about a company that didn't move?

*\*\*\* CRF Turn Sequence Rulings: M/H Phase General, Annotation 25 - "A company is considered to be at the site given by its site card at all times except from the moment their new site card is revealed during their m/h phase until their old site card is discarded during the same m/h phase. During this period a company is considered to be en route between sites and not at any site.*

*Thus, a squatting company "is considered to be at the site given by its site card" during the m/h phase.*

19. This happened - all the characters died. ok, that m/h phase resolves as described above. next turn, no characters

or wizards have been drawn up yet, so there are no characters or companies. Is the m/h phase skipped entirely and it goes immediately to the end of turn phase? OR Is there still a m/h phase? it is important for the guy with no characters who needs to play gates and twilight or things out of his hand during the org phase, then would resolve hand size once at the end of the m/h phase, and resolve hand size again during the end of turn phase.

*\*\*\* MELE Companion pg. 94: "Movement/Hazard Phase. Follow this procedure for each of your companies. Each company has a separate m/h phase."*

*The characterless player has no companies and thus has no movement/hazard phase. The opponent also cannot play any hazards since there must be a company for hazards to be played on, event or otherwise. It is within the m/h hazard phase that one of the hand size issues is reconciled. Thus, this is skipped. The only time that any players will reconcile their hand sizes for a characterless player's turn is during the End-of-Turn phase.*

20. A Balrog player uses Gangways Over the Fire for a second M/H phase, moving away from a site on which I have played an on-guard card. The card will go back to my hand (correct?), but at what point? At the end of the new M/H phase? At the end of ALL M/H phases? (How long does that stopover site with my on-guard card stay on the table?) And do I draw up to hand size before the card goes to my hand or after?

*\*\*\* If I recall correctly, an on-guard card will hold a site in play until the end of the site phase when all unrevealed on-guard cards return to their owner's hand. For multiple site movement of a single company, reconcile hand size after each of that company's movement/hazard phases.*

## Official Rulings Digest #18

1. If someone attacks you with a mixed race company, do you have to use a separate cancel card for each minion or hero attacking you by race type? Of course, this is in lieu of a Concealment or A Nice Place to Hide, etc. How does this work out?

*\*\*\* MELE Companion pg. 54: Cancelling an Attack From a Company - "Certain cards and abilities only cancel attacks with specific race types. Such a card can be used to cancel an attack from a company only if each character in the attacking company has one of the race types that the card can cancel."*

*Thus, if a company of orcs and trolls attacks you in CVCC, you can use Dark Quarrels to cancel the attack. If the same company had a Ringwraith in it, you would not be able to use Dark Quarrels because that card does not list ringwraith as one of the races it cancels. Similarly, if the orc and troll company contained an ally without a specified race type on the card (eg. Regiment of Black Crows, War-Wolf, etc.) then Dark Quarrels again could not be used because the ally's race type (no race type) is not on the Dark Quarrels card.*

*To be thorough and make the V.E.S. happy at the same time, even if the War-Wolf was considered a "wolf" race type (which it's not), you could not play Dark Quarrels and Many Turns and Doublings to cancel the entire CVCC attack because each cancel card must be entirely playable.*

2. If Balance of Things is in play, are the cc's from Covetous Thoughts modified by the original cp of the item or the present (balance induced) cp of the item?

*\*\*\* The cc's are modified by the present (balance induced) cp of the item.*

3. Can you use cards such as A Friend or Three to modify the influence roll for Flatter a Foe?

*\*\*\* Yes.*

4. a) Can you play two cancellers vs. a mixed race company attacking you in CVCC?

\*\*\* *No.*

b) Can you use Flatter a Foe if all the races are contained in the company?

\*\*\* *Yes. CRF Card Rulings: Flatter a Foe - "Against attacks with two (or more) of the types listed, use the harder number."*

5. Since Despair of the Heart's corruption check is done during the combat phase and allies are considered characters only during combat, could they tap in support only for that particular occasion?

\*\*\* *No.*

6. If you fail the roll required to move to an Under-Deeps site, does that count as a movement/hazard phase since with Gangways, you can try to move to a different site?

Example: At the Undergates, a player rolls snake eyes to move to the Under-grottos. He then wants to try (using the Gangway ability) to move to the Under-leas. Does he subtract 1 from the roll for the failed move, or does that failed move count?

Gangways states: "...Subtract the number of COMPLETE movement/hazard phases the company has taken so far this turn from its UNder-deeps movement roll..."

Does a failed move count as a COMPLETE m/h phase?

\*\*\* *Yes. MEDM Rules Insert: Under-deep Site Movement - "the m/h phase proceeds normally. Otherwise, the company returns to its site of origin and the m/h phase proceeds as if the company had not moved."*

7. Let's say Beorn (B) and Barliman Butterbur (BB) form a company and have both been tapped, they both carry Cram.

A Slayer attacks B (start of chain of effects) in response he eats his cram to untap. He faces a strike and gets wounded.

a) Now, one of the questions. May BB eat his cram to untap so he can tap to cancel the attack? I guess not, since this second attack does not start a new chain of effects (if I interpret the amendment to annotation 24 correctly, otherwise this amendment seems useless) and his action of eating the Cram does not directly cancel a strike. He should have been wise enough to eat at declaration. (But well, he's not a sage.) Or would this fall in the category "There is time between the strike sequences to take actions that are otherwise legal." (CRF 15; Strike Sequence)? If so then this seems to contradict (24 + its amendment). And if not, why is this remark there?

\*\*\* *BB may not eat his cram between attacks of the same card to untap to cancel one of the attacks. A legal action here would be to tap a character to cancel the second attack, not untap a character.*

b) So for cards with multiple attacks (e.g. Breach the Hold) it means that the Balrog can not play any untap cards between the start of the first attack and his tapping after all of the attacks?

\*\*\* *Correct.*

c) When does the Strike Sequence exactly start, so what is the last moment that B and BB could start eating?

*\*\*\* MELE Companion pg. 30: The Strike Sequence - "The 'strike sequence' is the time from when a player declares that one of his characters will resolve a strike until the strike dice roll is made and any associated body checks are made."*

d) So the last time they could start eating is before the characters are assigned their strike(s) from the attack? Slayer is played (in response they can eat)

*\*\*\* Correct.*

e) Strikes are assigned (can they still eat? Maybe hoping that BB would be slaughtered B wanted to save his Cram)

*\*\*\* No eating allowed.*

f) First strike is resolved (from this point on they're too late)

*\*\*\* Correct, it's too late to eat.*

g) Anyway, it seems the Troll-trio trick of the Challenge deck tips is not legal. (Bert, Tom and William are attacked. Bert faces a strike and taps, then Tom faces a strike, but first taps to untap Bert,...)

*\*\*\* I don't have the Challenge deck tips for that deck but it doesn't look legal to me.*

8. If I initiate CvCC on a company that's completely tapped out, can my opponent use Cram to untap a scout, then cancel the attack with Concealment? My guess is no, since that would require two Chains of Effects, for which there isn't time before combat happens.

*\*\*\* No. This has nothing to do with timing. Your opponent may not play resources or initiate resource effects (ie. discard cram) during your turn unless it's CVCC, in which case the defending player may only take actions that affect the attack or any of the strikes. Discarding Cram is not such an action.*

9. a) Do they have a minion version of Long Bottom Leaf? I think there is one card that allows you to bring in two resources but you have to have a Ringwraith.

*\*\*\* Ancient Secrets (Short Event Minion Resource from MEBA).*

b) How many and what cards should you take if you want to play as Sauron?

*\*\*\* None. You must tap your Ringwraith to play it and if you're Sauron, you have no character to qualify for the playability requirements of the card. There are other ways for Sauron to sideboard resources.*

10. a) Player A used "Concealment" and tapped a scout. Player B used "Many Sorrows" or "Serching Eye" to cancel "Concealment" Q: Is the scout tapped at last?

*\*\*\* Yes, you must tap the scout to play the card in the first place.*

b) and how about escape?

*\*\*\* Yes, the character would still be wounded.*

c) Player A used "Concealment" and tapped a hobbit scout. Player B used "Many Sorrows" or Serching Eye" to cancel "Concealment" Player A used "Halfling Strength" to untap the hobbit. Player A used another "Concealment" and tapped the hobbit to cancel the attack. Is this chain OK?

*\*\*\* As long as you don't play this as one big chain, you're ok. Let the first two actions resolve in its own chain first. Then untap your hobbit and play your second concealment that won't get cancelled unless your opponent has another canceller.*

11. Counterfeit says that the Orc is a Half-Orc for all purposes. Does this over-ride the MEWH ruling that Half-Orcs are such for company composition (overt vs covert) and are Orcs for all other purposes?

\*\*\* No.

I am not sure why the specification by Counterfeit that "The Orc is considered to be a Half-orc for all purposes." If the MEWH ruling overrides this, then a simple "The Orc is considered to be a Half-Orc should have sufficed.

\*\*\* *They were being verbose. It's worded improperly.*

12. Here is a Snake! reads:

Playable on a company during its movement/hazard phase after cards have been drawn. Opponent may reveal to you any number of hazards from his hand. He may only play hazards he revealed to you (including on-guard cards) for the remainder of target company's movement/hazard phase. Alternatively, a face-down agent is tapped and revealed.

Since I can play this card any time during a movement hazard phase (as long as it's after cards have been drawn), can I play it in response to the play of a hazard?

Here's the trick I'm after: If my opponent plays a card that I know is either unique or the last copy of such in his deck, I would want to play this card in response. Since his hazard isn't technically in his hand at the time, he can't reveal it to me. Here is a Snake! resolves first, which means that since that card wasn't revealed, it is now an illegal play upon it's resolution, and is returned to his hand, and cannot be played during that turn on that company.

Does this wash?

\*\*\* *CRF Card Rulings: Here is a Snake - "Here is a Snake does not prevent the use of hazards already on the table."*

*Please read this as "... does not prevent the use of hazards already played." So no, I'm afraid your trick doesn't wash.*

13. Dain II is listed as having +1 DI vs Men and Man Factions. Does that also work against Man HAZARDS? I mean, technically they're Men...If I Flatter A Foe against a Man, will Dain's bonus be +5 or +6?

\*\*\* +6.

[Thanks to Wim Heemskerk for his answers to question 14]

14. I have a bade to rule, my nazgul and 21 points worth of minds out. My nazgul moves, when is the bade to rule discarded? in the organization phase, prior to the movement (so I'll have to return some character to my hand) or during the M/H phase?

\*\*\* *Bade to Rule is discarded at the start of the Ringwraith's M/H phase: as soon he moves.*

If the latter is the case I'll have -1 G.I. free until next organization phase, when I can play another bade to rule thus avoiding to return any character to my hand. Would this play be correct?

\*\* *Yes, the play is correct as long as the Ringwraith moved to another Darkhaven. Note that you cannot have negative free G.I., your free G.I. will halt at zero. If you're playing by the CoL (= tournament) rules you will add your +5 bonus at all times (not to be used for controlling characters), effectively leaving you at +5 against any hazards (like Call of Home).*

15. Opponent is holding mouth of sauron and foo nasty hazard. They play foo nasty hazard, say a river, which is now in the discard pile. they play mouth of sauron and i respond with Here is a Snake. The nasty hazard is still in the discard pile, so they can't play it against me a second time, correct? They can still fish it to their hand and save it for another company or next turn though.

*\*\*\* Correct.*

Similarly, responding with HIaS to them tapping uvatha would fizzle uvatha, no?

*\*\*\* It would allow Uvatha to retrieve the hazard creature but disallow the play of it if there wasn't another copy of it revealed with Here is a Snake.*

16. Are multiple Threats or Musters cumulative against the same influence attempt?

*\*\*\* Multiple Threats resolved for a single influence attempt does not have a cumulative effect. Thus, no more than one Threats may be successfully resolved against a single influence attempt because you cannot play a card or initiate a resource action for no effect. As for Muster, multiple resolved Musters are cumulative.*

[Thanks to Chad Martin for his answers to questions 17 and 18]

17. If Firiel is by herself when she dies, can she freeze her own flesh, or does someone else have to freeze it for her?

*\*\*\* FtF can only be played after the character is fully eliminated, and eliminated characters certainly can't cast spells.*

18. Can I play Freeze the Flesh during my opponent's turn if one of my characters dies during CvCC?

*\*\*\* You cannot play resources during your opponents turn, unless it directly affects a strike [or the attack if you're the defender] in CvCC, or is specifically stated otherwise on the card. This card does neither.*

19. Can any misc MP card be stored with Wizard's Trove, even if the card cannot normally be stored at all (e.g. Faithless Steward)? How about storing cards whose conditions are not yet met (uninverted Padding Feet, Fate of the Ithil- stone...) - worth full MP?

*\*\*\* No and no. The card must be normally storable. The "full marshalling points" that the misc. MP card is worth is referring to more than the normal 1 MP that FW normally receive for non-stage cards. This does not mean that it is worth more than what it would be worth to a non-FW player.*

20. Is Paths of the Dead playable at any site, by any company, for no effect?

*\*\*\* It's playable at any site with Aragorn II in the company because you could potentially move to Dunharrow from another site and get another m/h phase. You don't have to use the special movement effects of it after its play.*

## Official Rulings Digest #19

1. Does the automatic-attack boosting ability of Balrog of Moria affect the additional automatic-attack it creates to Moria (so becoming one strike with 20 prowess)?

*\*\*\* Yes.*

2. Legendary Hoard: what game effect does the inverting of the target Dragon at Home (when it's required to be discarded) have?

*\*\*\* The wording on Legendary Hoard can be confusing. I suggest treating "invert" as "flip over" and players remembering the actual status of the At Home Dragon manifestation. Thus, if it has been Marvels Tolded, consider it discarded and the other player is free to play his/her version of the same At Home Dragon. If the dragon has been eliminated, apply all the effects of a slain dragon. Therefore, a "flipped over" At Home Dragon under Legendary Hoard does not apply any of its effects. This also avoids any confusion as to how many times the dragon has been rotated and any possible cheezy abominations of a cool thematic card.*

3. Is Great Secrets Buried There considered to be a resource or hazard Permanent-event when in play and played as a resource on yourself?

*\*\*\* It's a hazard card when it's resolved on the table as a permanent-event. It's a resource when it's played as such and not resolved yet.*

[Thanks to Nigel Buckle for answering 4. a)]

4. a) Can you use Promptings of Wisdom to cancel the effect of Faces of the Dead or does this work only when the effect applies to the whole company?

*\*\*\* Promptings won't work unless the character targetted is the character that has Promptings Of Wisdom played on them, as Faces targets a character not the company itself.*

b) Am I correct in saying that the rest of the effect applies (eg, the character still splits off into another company, he just doesn't go back to the site of origin), and so he's not with their company to face any more hazards (say, a Snowstorm)?

*\*\*\* Yes, you are correct.*

5. [With reference to An Unexpected Party]

a) Can I make someone a follower even if he requires no influence to control?

*\*\*\* Yes. You can even play a character directly into DI if available from your hand.*

b) Can I make someone a follower even if I can't afford to when I declare it, even if I'll be able to after I've done so?

*\*\*\* No. You can't use the text of An Unexpected Party once the dwarf is out in GI with too high of a mind to fit into DI to have it remodified.*

[Thanks to Nigel Buckle for answering 6-8]

6. Lure of Creation states "A revealed Wizard receives 2 corruption points AND makes a corruption check at the end of any movement/hazard phase during which his company moved to a Haven." Does this mean that every time this wizard moves to a haven he gets 2 CP's and then makes a CC. The reason I ask is because on my cards the 'and' is Bold and in all caps, while the text of the other Lure cards have the gaining of Corruption points and the CC mechanism in two separate sentences.

*\*\*\* Nope, the card is just badly written - it's a standard corruption card, you play it on the wizard and it gives 2 CP (as indicated in the bottom lefthand corner). Whenever a wizard moves to a haven he makes a corruption check.*

7. The minion versions of the palantíri state that they can only copy the abilities of minion palantír, but the hero

versions have no restriction. Does this mean the hero version of the Palantír of Amon Sûl can copy the card drawing effect of the minion version of the Palantír of Elostrion, if both are in play?

*\*\*\* I think you can't for the following reasons:*

*1/ The minion version has the restriction and these cards were printed with hindsight (when METW was printed ME:LE hadn't been considered).*

*2/ In the rule section using ME:TW with ME:LE you can play opposing items but you cannot use the items special abilities.*

*3/ In the White Hand rules minion resources can't target/affect hero resources and vice versa.*

8. If you are playing Balrog and you bring in Búrat and then follow that up with the others of the trio, are you still allowed to bring in another non-Unique character? I think so, just wanting to check.

*\*\*\* The troll trio's abilities for bringing other members of the gang into play is special to them.*

9. I was playing under the assumption that multiple copies of Helms of Iron are cumulative. e.g. If three are in play, then non-bodied orc, trolls, and men would have 6 body. 4 body for the first HoI, and +2 for the second and third together.

*\*\*\* Your assumptions are correct.*

10. Can a non-wizard character be eliminated by Abductor?

*\*\*\* No. Strike Sequence: Annotation 19 - "Following each successful strike or failed strike, a body check must be rolled (unless the failed strike has no body). However, if the strike calls for any special actions to follow it (e.g., a character wounded by William maybe required to discard his items), these special actions are resolved before the body check." Thus, once a non-wizard character is wounded by an Abductor, they are discarded without a body check.*

11. Does Bill the Pony ability, when discarded, override environments like Snowstorm, Long Winters, Foul Fumes. for returning to the closest haven?

*\*\*\* Yes, because you don't have a site path when you use Bill the Pony's teleporting ability.*

12. Annotation 15: An attack must be the first declared action in a chain of effects; i.e., a creature card may not be played in response to another card in the same chain of effects. Revealing an on-guard creature is an exception. Does this mean that Tidings of Bold Spies can not be played in response, only at the start of a chain, or does this only apply to creatures.

*\*\*\* That Annotation is referring to creature cards. Tidings of Bold Spies can be played in response.*

13. Regarding Alone and Unadvised, the phrase: "All of his corruption checks are modified by adding the number of characters in his company" makes me think that this includes CC's from other sources, such as Weariness of the Heart.

*\*\*\* The corruption check modification is referring to all of the cc's resulting from this particular Alone and Unadvised card.*

14. a) If my company "teleports" using Farmer Maggot against an assassin's attack, what happens with the two remaining attacks ?

*\*\*\* They fizzle.*

b) What if you use a card such as Forewarned is Forearmed or Unabated in Malice to cancel the cancelling ability of Farmer Maggot? Does this cancel Farmer Maggot?

*\*\*\* Cancelling an attack is an additional after-effect of Farmer Maggot. Just because an attack can't be cancelled due to certain cards, doesn't mean that you can't teleport with Farmer Maggot. The attack won't*

*be cancelled, as in the case of Forewarned at Ettenmoors and Unabated, but the company will have already teleported, thus they are no longer there to face the attack.*

15. Extra strikes are assigned as -1 modifications. They are strikes, they are assigned, so: If a lone scout w/ a Ring of Stealth is attacked by a Cave-drake, can he use the ring to cancel the strike assigned as a neg. mod? If he does and defeats the other strike, does he get the MP's, as the extra strikes need not be defeated?

*\*\*\* No and no.*

16. a) If you are a Fallen Wizard and move a company with Regiment of black crows to Morannon, and then play Great Ruse, do they disappear?

*\*\*\* There is no minion version site of Morannon so you cannot play Great Ruse.*

b) What about Wondrous Maps?

*\*\*\* Same as a).*

17. Or if you have a company moving to a Refuge, and you are Cast From the Order?

*\*\*\* If you are Cast from the Order from a previous turn, you may not play Refuge. If you have Cast from the Order played on you while you're moving to Refuge, as per the CRF under "sites", your opponent must provide the minion version of the site if you don't have it available. Neither of you can do that so you get to the normal Refuge.*

18. Do the resource cards that turn into sites count as the same site? If two companies use Wondrous Maps in the same region, do they combine? I think that they wouldn't, they are following different Maps, but IF you had two companies moving to Morannon they should combine because there is only one Morannon.

*\*\*\* These sites are all separate. There would be no combining because none of these resource sites are unique. As for Morannon, it's a big gate. You could be on opposite ends or sides of the gate.*

[Thanks to Nigel Buckle for answering 19]

19. CRF says about White Mountains and its ilk to read "Otherwise" as "Alternatively." Observing closely the punctuation, I might infer that I can use the alternate (second) effect even if I'm not using region movement and without tapping a Ranger. Is this true? The second effect also seems to retain the assumption that the company's at least moving, which the first sentence doesn't stipulate.

*\*\*\* I'd rule you can play this card on a company containing a ranger. You can either tap the ranger and move as if the listed regions were adjacent OR as long as the site you moved to was in one of the listed regions (and you could do this with starter or region movement) then the hazard limit is reduced by 2. Furthermore if the player wasn't going to use one of these effects (reduce hazard limit or move as if the regions were adjacent) then playing the card would be illegal (playing for no effect).*

20. Does Black Vapour completely fizzle Riddling Talk, or just the part that discards the creature? In other words, is it still worth going through the riddling to see if the hazard limit is reduced?

*\*\*\* It just cancels the cancellation of the attack. Reduction of hazard limit cancels the hazard, not specifically the attack. Thus, Black Vapour does not affect the hazard limit reduction capabilities of Riddling Talk. So it's still worth going through the riddling to see if the hazard limit is reduced.*

# Official Rulings Digest #20

brak

## Official Rulings Digest #21

1) I would really like to know if the important dwarves (Dain, Gimli, etc) have +x to their direct influence against Y (Elves, men, dwarves) or as the spanish version states, only to influence checks (Literary transcription would be: ".+x to direct influence when he tries to influence Y or Y faction...")

\*\*\* For the English texts for any cards, check the Dutch Council's page at [http://www.go.to/dutch\\_council](http://www.go.to/dutch_council) or the Council of Elrond webpage at <http://www.mdi.net/~chscable/elrond.htm>

2) A Panoply of Wings:

Playable at any tapped or untapped non-Haven, non-Shadow-hold, non-Dark-hold site in a Wilderness [w] if the influence check is greater than 11.

Standard Modifications: if Radagast is your Wizard (+3). Discard this faction to make information playable at such a site. "Tell them to bring news of anything that bears on this matter..."-LotRII

The +3 is applied independently of who is making the influence attempt or only when radagast is making the attempt?

\*\*\* Any one of your characters get +3 if you've declared yourself as Fallen Radagast and your opponent has not revealed his Fallen Radagast. Your characters also get this bonus if you have revealed your hero Radagast character.  
(Thanks to Brian Wong for this answer.)

The effect produced by discarding this faction keeps until the site is discarded or returns to to site deck?

\*\*\* It lasts until the end of the turn in which you discarded the faction.

-----

Let's say my opponent plays Secret Passage and then moves to a site with two wildernesses in the site path.

I can still play Cave-drake keyed to the Ruins & Lairs, correct?

\*\*\* Correct.

-----

Can I play Cave-drake keyed to a site that has two wildernesses \_on the site card\_ even if the company at that site did not move that turn?

\*\*\* No. Creatures can be keyed to regions or region types only if the company in question moves.

-----

In the CRF there is an erratum for Ent-draughts:

'Card Erratum: Replace "as a minor item" with "in addition to an ally or faction which has been successfully been played at Wellinghall."

So the full modified text is:

"Only playable at Wellinghall in addition to an ally or faction that has been successfully played at Wellinghall this turn (even if Wellinghall is already tapped). +1 to prowess. This item may not be stolen, transferred, or stored. May not be duplicated on a given character."

So I want to interpret the erratum to mean that there is now no limit of the number of ent-draughts that can be played in addition to the ally or faction at Wellinghall on a single turn. It also seems to me that ent-draughts can be played in addition to a minor item after the successful play of a faction or ally. Are these interpretations correct?

\*\*\* Both interpretations are correct.

-----

When do you reshuffle your discard play & put site cards back into the location deck?

\*\*\* Immediately after you draw your last card.

-----

Is the following a legal sequence of play?

My opponent played a creature card on my company. I tapped a scout (Kili) and played Concealment to cancel the attack. He played Searching Eye to cancel the Concealment. I played And Forth He Hastened to untap the same scout, and then tapped him and the Torque of Hues to cancel the attack. (And then made my corruption check, of course.)

\*\*\* No, because you would have to wait for AFHH to resolve before you could use ToH.

Tapping ToH would cause a second chain of effects.

-----

\*\*\* I will be making a ruling on combat timing/cancelling an attack by this Sunday, at the latest.

-----

Let's say I have an agent sitting at the site my opponent is moving to and that this agent has Never Seen Him played on him.

I play Your Welcome is Doubtful, tap the agent to make the influence attempt, and resolve the influence attempt as normal.

Then, I untap the agent as my first agent action, and play Your Welcome is Doubtful, and again resolve the influence attempt.

Next, I take advantage of Never Seen Him, and untap the agent once again. I then play my third and final Your Welcome is Doubtful.

Is this legal?

\*\*\* No, you have to take the second agent action immediately after the first.

NSH

creates a passive condition. Taking one agent action triggers it, so the text on NSH

starts resolving. If you are to take a second agent action, it needs to be done then.

-----

If there are 4 spawn on the table (say) when Desire All for Thy Belly is played, and the victim has but 1 card left in his deck ... does the victim exhaust? (Note that Desire lacks any deck size stipulation...) We played that as a "yes" but it's really quite vague if you read it... you aren't "drawing" cards from their deck, but "revealing" cards from their deck, so I don't know if a wee deck is simply "safer" or not.

\*\*\* According to the clarification in the LE rulebook:

"Clarification: Your play deck is "exhausted" when you draw its last card. Some cards require that your play deck be manipulated and then reshuffled - this does not "exhaust" your play deck. "

So no Desire All does not create an effect which exhausts a playdeck. As

the rules stand I'd say you reveal cards until you reach the number of  
spawn in play or you reach the end of your opponent's deck.

(Thanks to Nigel Buckle for this answer.)

-----

Can some one explain this concept using card examples? Even better, can someone  
contrast  
it to active conditions as well?

\*\*\* A passive condition is like Lure of Nature, which sits on a character  
waiting for the  
character to walk through a wilderness. When they do, the effect is triggered.  
An active  
condition is Risky Blow, which give a character +3/-1 as soon as the card is  
resolved for  
a specific period of time.

-----

A siti tapped for a long winter, untaps whe long winter finish the effect. ?

\*\*\* No, a site does not untap by itself.

-----

What is the reason that the Palantiri of Orthanc and Elostirion don't give  
MP's to Fallen-wizards?

\*\*\* This was created to try to make squatting Fallen Wizards less powerful.

Also, why was Sacrifice of Form restricted from CvCC?

\*\*\* Too powerful, I'm assuming.

Why are hero players allowed to include a copy of each of the Balrog sites  
(for purposes of hazards like Chance of Being Lost) but not regular minion  
sites?

Why are minion players allowed to include a copy of each of the Balrog sites  
(for purposes of hazards like Chance of Being Lost) but not hero sites?

\*\*\* For both of these, the reasoning is that there are no hero or minion  
equivalents to  
certain Balrog sites. There are hero and minion versions of all the sites  
before ME:BA.

Why wasn't a Balrog version of Urlutsu Nurn created?

\*\*\* I don't know. Probably oversight.

-----

Now I want a good ranking system any recomendations ?

\*\*\* The CoE recommends the ranking system used by the NetMECCG League and the Council of Lorien. An explanation of the system can be found at <http://www.tharasix.com/meccg/rules.html>

-----  
Is possible in a tourney to broke the "Unique" with an FW ?  
In this case wichis the best FW to broke the "Unique" ?  
I'm trying to broke but I cant do it faster than a wizard. is tha caorrect or is my deck that can't make it. (my brain maybe ?)

\*\*\* I have no idea what you're talking about. Travis Took ventured that you were talking about winning with A New Ringlord. I will be willing to field the question if you restate it.

-----  
Regarding Cambers in the Royal Court:

Since the site becomes a Wizardhaven, can I use the normal haven untapping tricks (bringing in new characters, splitting the company, etc.) to untap the site? If no, is there any way to untap the site (besides Durin's Ring of course)?

\*\*\* You cannot use the normal haven untapping tricks, since that requires two copies of the site, which is not allowed for non-haven sites.

-----  
I was meaning splitting and rejoining at the untapped version.

\*\*\* If a company splits at a haven, one of them must move, otherwise the company was never considered split. Check the CRF, Rulings by Phase, Organization Phase for all the details.

-----  
Why wouldn't a tapped Wizard-haven return to your site deck? Chambers creates a Wizard-haven, with no exceptions on effects, and the rules say that "When the rules and non-site cards refer to Havens, they instead refer to Wizard-havens." So Chambers *will* send a tapped site back to your deck, because that is a rule that refers to havens, so it refers to Wizard-havens as well.

\*\*\* Chambers in the Royal Court will be discarded before the site is returned to the location deck or discard pile, so tapped sites with CitRC will still be discarded.

CRF, Rulings by Phase, Movement/Hazard Phase, General:  
\* Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any movement/hazard phase.

-----

is it possible to play nsatt, after the faction has come into play let's say two turns before?? or must it be played immediately after successfully playing an faction?

\*\*\* No Strangers at This Time may be played any turn after you successfully influence the faction.

"the site is never discarded": does that mean, that i can move without leaving any character at this site, and still the site is in play with nsatt??

\*\*\* That's what it means.

-----

Regarding A Malady Without Healing:

is it necessary to enter the site (face the automatic attack), if you want to play this card?

\*\*\* Yes. You have to enter a site, which includes facing the automatic attack, to do anything with that company during the site phase.

and what happens, when the malady-ing company became rivered? can they still play amwh?

\*\*\* No.

-----

the german card says, that only corruptionchecks caused by the number of regions the company is moving through are modified by the characters in the same company. but what about corruptionchecks caused by different cards or effects (a lure-card, weariness, ...)?? according to the german text, aau always causes 4 corruption points then!

\*\*\* According the english version of Alone and Unadvised, all corruption checks made by the affected character are modified by the number of characters in the character's company. English text is always the official translation in tournament play. Note this overturns a ruling previously made by Brian Wong.

-----

recently i was asked by new player, who still used region cards, after i explained him, that all companies are allowed to use region movement in the same turn: are region cards unique?

\*\*\* No. They are also not used in tournament play.

-----

In a standard tournament, such as Worlds, players bring two decks of the

same alignment, using one versus one alignment and the other against two. Is it legal to bring a deck to play versus Hero's and Minion's and another to play against FW's? Also is it allowed to bring one deck to play against all opponents?

\*\*\* You may bring two decks to a tournament. One for use against heroes and one for use against minions (including Balrog). One of these must be for use against Fallen Wizards.  
Given this, the answer to your first question is no, the second is yes.

-----  
Why does the agent manifestation of Gollum have the hazard background (black) instead of the normal agent background (purple)?

\*\*\* My Precious is a hazard agent, as opposed to a minion agent.  
-----  
Can a follower of another character control an ally?

\*\*\* Yes.  
-----  
Can you play Marvels Told by (a character) in one company on a character in another company?

\*\*\* Yes.  
-----  
I just realized this, Malady is only playable on your own characters!!! The CRF says under Rulings By Term, the emphasis is mine.  
Targets  
\* A target is an entity that an action is played out through. Entities are only targets of an action if the action specifies those entities by number and type. Note that "the foo" counts as specifying one "foo."  
\* \*\*You cannot target an opponent's character or resources with your own resources. \*\*

So, what can be done about this?

\*\*\* Since AMWH specifically refers to targetting hero characters, it overrules this section of the rules. Cards can override the rules.

## Official Rulings Digest #22

In regards to all the questions about timing of playing and cancelling attacks this month:

\* Any card that has the potential to immediately create an attack is considered an attack for purposes of interpreting CRF Annotation 15.

\* There is time before an attack to do things that are otherwise legal (e.g. cancel the attack).

Annotation 15: An attack must be the first declared action in a chain of effect, i.e., a creature card may not be played in response to another card in the same chain of effects.

This ruling allows multiple chains for the cancellation of an attack, and disallows cards like Tidings of Bold Spies to be played in response to another effect or card.

-----  
>>Why are hero players allowed to include a copy of each of the Balrog sites >>(for purposes of hazards like Chance of Being Lost) but not regular minion >>sites?  
>>Why are minion players allowed to include a copy of each of the Balrog sites >>(for purposes of hazards like Chance of Being Lost) but not hero sites?  
>  
>\*\*\* For both of these, the reasoning is that there are no hero or minion equivalents to >certain Balrog sites. There are hero and minion versions of all the sites before ME:BA.

Correct, but the question was, why would it be necessary to include versions of those sites if you can't include minion/hero versions of other sites.

\*\*\* For hazards such as Chance of Being Lost. I guess we're on different wavelengths here, so maybe you should try stating your question differently or something. It seems

pretty obvious to me.

Am I correct in saying that because of this the Balrog's Companies cannot move to Urlutsu Nurn?

\*\*\* Yes, you are correct.

I am not understanding your reasoning here. The CRF seems to back up my interpretation, as the card says, > "Discard this card when the site is discarded or > returned to its location deck. It cannot be discarded > otherwise..." So the CRF says removing the site of origin is the last action in the M/H phase, at that time it will trigger the discard if discarded/returned clause on Chambers.

\*\*\* I was trying to find a CRF ruling to justify the discard clause on Chambers in the Royal Court. My reasoning is that if the discard of a site is the last action to occur in a M/H phase, then Chambers would have to be discarded before that, leaving the site as a Free-hold to be dealt with as such at the end of the M/H phase.

-----

- Can Mallorn be used by a FW ?

\*\*\* Yes, but the Fallen Wizard will not gain the +1 MPs for any hobbit factions.

- Last time I was asking About broke the ring at tournament with an FW was meaning to play new ring-lord and have possibilities against other players to win, as long as I tried to play noted very slow to do it, Wizard can broke it faster, or just my deck is slow, (I tried a lot of decks, but all was slow comparing to the wizard deck).

\*\*\* OK, in that case, I think Travis Took's answers were correct.

-If I play So you have come back on an FW player and his characters with mind 5 goes to mind 6 did the FW have to discard the character involved ?

\*\*\* No. This is in the CRF, Rulings by Term, Fallen-wizard

- Open to the summons can be played on a FW deck.

\*\*\* Yes, Fallen-Wizards can include Open to the Summons in their decks, and

play it legally.

- if someone is trying to influence a character can i use a friend or three against the intent. (an so what about new friendship and old friendship ?)

\*\*\* No, you may not play resources on your opponent's turn outside of Company vs. Company Combat.

-----  
An erratum to Rulings Digest #21:

2) A Panoply of Wings:

Playable at any tapped or untapped non-Haven, non-Shadow-hold, non-Dark-hold site in a Wilderness [w] if the influence check is greater than 11.  
Standard Modifications: if Radagast is your Wizard (+3). Discard this faction to make information playable at such a site. "Tell them to bring news of anything that bears on this matter..."-LotR II

The +3 is applied independently of who is making the influence attempt or only when radagast is making the attempt?

\*\*\* Any one of your characters get +3 if you've declared yourself as Fallen Radagast, even if your opponent has revealed his Fallen Radagast, or if you have revealed your hero Radagast.

-----  
If i have Glorfindel II and I play him with 3 thrall of the voice as initial character or also play him from my hand is that valid ?

\*\*\* No, Thrall of the Voice requires that the character has at most 6 mind.

-----  
If you are playing a minion deck and the company moved it to Bara Dur and enters the site, Will you win the game at this point or do you have to store it first?

\*\*\* You need not enter the site. You just have to be "at" the site with the One Ring, which is at the beginning of that company's site phase.

-----  
The rules of } White hand at least the spanish ones states that no card that boosts a faction MP can be played, so why can i play mañllorn sorry but i dont understand.

\*\*\* The CRF, Rulings by Term, Fallen-wizard reads:

\* None of a Fallen-wizards MPs may be modified by non-stage resources

There is nothing in the English rules or in the CRF preventing a Fallen-wizard from playing Mallorn.

-----  
Hmm - where can I find Rulings Digests 1-19?

Also,  
I think this may have been asked before, but does using Hour of Need to bring in a faction force you to tap the site you're at?

Or the site where the faction is normally played?

Both the card and the CRF are silent on these rather obvious questions, and I had always thought the answer to both was no, for that very reason (if it isn't there, it isn't there...).

Or perhaps there is another clause somewhere I'm overlooking?

\*\*\* Andrew Sitte provided this answer, which is correct:

Rulings Digests 1-19 can be found at the Dutch Council page:  
<http://www.math.utwente.nl/~timco/council/english/index.html>  
Check the Rules section, all the way at the bottom.

Hour of Need and Old Road tap the site they're played at, not the faction's site. This can be found in one of the Rules Digests (not sure which one) as well as one of the old rules digests (Van Norton's) on that same page. This follows the basic rule of 'playing an item, ally or faction taps the site'. The cards would need a special clause to keep the site untapped, not the other way around.

## Official Rulings Digest #23

If i play a hall of fire at rivendel can my opponent benefits for its effects ?

\*\*\* According to the CRF, Rulings by Term, Site:

\* A permanent-event played on a site affects only the copy of the site it is played on, unless otherwise specified. A permanent-event not played on a site affects all versions of affected sites.

So, no, your opponent won't benefit.

-----  
Fear! Fire! Foes! states "Playable on a Free-hold or Border-hold. An additional automatic-attack is created at the site this turn: 5 strikes with 8 prowess (detainment, no attack type)."

So, my question is this: Since the card states it's an "additional" auto-attack, does it add an attack to a free-hold or border-hold that doesn't normally have one? Or does it only have an effect if the site already had one?

\*\*\* Firstly, the site need not have an auto-attack according to the playability conditions. Secondly, last time I checked  $0 \text{ auto-attacks} + 1 \text{ auto-attack} = 1 \text{ auto-attack}$ . So, you can play Fear! Fire! Foes! on a site with no automatic-attack.

-----  
Regarding Hour of Need:

\*\*\* Unless explicitly stated otherwise on the card or in a CRF or NetRep ruling, you need an untapped site to play a faction, and playing the faction taps the site at which the influencing company is.

This means that Hour of Need and Old Road will tap the site at which they're played, and you need an untapped site to play them.

-----  
I just found this in the rulings by Van that have not been consolidated into the CRF.

"Ruling Digest 586

From: vnorton@m...

Subject: Ruling Digest 585

2) If I play a guarded haven on a hidden haven, does that mean the site is never discarded or returned to the location deck?

No. It is still discarded normally.

Actually, I find I am incorrect. A card with Hidden Haven and Guarded Haven would be returned to the location deck, not discarded, if there were no

companies at the site. Resource cards on the site would be discarded. Sorry if this answer was confusing."

Does your reasoning trump this, or is this correct?

\*\*\* Crap, where are my pants!?! Oh, geez. Um, let me get back to you on this one. I like to be cautious in overturning previous rulings.

## Official Rulings Digest #24

I just found this in the rulings by Van that have not been consolidated into the CRF.

"Ruling Digest 586

From: vnorton@m...

Subject: Ruling Digest 585

2) If I play a guarded haven on a hidden haven, does that mean the site is never discarded or returned to the location deck?

No. It is still discarded normally.

Actually, I find I am incorrect. A card with Hidden Haven and Guarded Haven would be returned to the location deck, not discarded, if there were no companies at the site. Resource cards on the site would be discarded. Sorry if this answer was confusing."

Does your reasoning trump this, or is this correct?

\*\*\* No, my reasoning doesn't trump this. A site, tapped or not, will return to the location deck if no companies are at the site and if Chambers in the Royal Court has been played on the site.

-----  
1) Can Will Shaken be Marvels Told'ed? I sure hope not or it's a pretty useless card, and kinda takes away from the whole punch of it. We played at the tourney that it couldn't be, but I want to get a ruling for future sake...I would hope the ruling is that it can't be, cause if it could, it kinda guts the whole card.

\*\*\* No.

-----  
2) Can an agent be Withdrawn in response to Seek without Success and cancel the effect? We ask because the condition for Seek without Success is that the agent is discarded, which Withdrawn can do...

\*\*\* This answer was provided by Travis Took:

No. The CRF says under Active Conditions:

· Annotation 6: If an action requires an entity to be discarded as a condition for the action's main effect, that entity must be discarded when the action is declared; this is considered synonymous with the action's declaration, i.e., it is not a separate action.

So the agent is discarded when Seek without Success is played, so there is no agent in play to be Withdrawn.

-----  
Can Tom cancel Baduila? e.g. Is Baduila a hazard effect targeting the company?

\*\*\* Tom Bombadil reads, in part: "Tap to cancel the effects of one hazard that targets

any company, or an entity associated with a company, moving to a site in: Arthedain,

Cardolan, Rhudaur, or The Shire." So the question is not whether Baduila is a hazard

effect, but rather is Baduila a hazard when used for his company bouncing

effect? The answer is yes, so Tom can, in fact, cancel Baduila's company bouncing effect.

-----

If a character uses Burglary to get the Ithil Stone, is the number of scouts used to play the ithil stone determined by just the burglarizing character, or the entire company at the site?

\*\*\* The entire company is used for the purposes of playing the Ithil Stone.

Burglary

attempts don't make the burglarizing character split from his current company.

-----

Spells of the Barrow-wights \* Hazard Permanent-event

Playable on a character facing an Undead strike. If the strike is successful, target

character is not harmed and is taken prisoner at a Ruins & Lairs [R] or Shadow-hold [S].

Character must discard any rings along with his other items. At the start of each of his

untap phases, make a body check for that character. Rescue-attack: Undead --- 3 strikes

with 8 prowess.

Based on a literal reading, it seems that if the strike against the target character is

unsuccessful, SotBw would remain on the character (having no effect -- except not

returning to the hazard player's discard to possibly be replayed). Is it true?

\*\*\* To quote page 3 of the ME:DM rules insert, under Rescue and the Rescue-attack: "At

any point outside of the initial attack or conditions by which a hazard host is played,

the hazard host is discarded if there are no imprisoned characters under it."

This means that Spells of the Barrow-wights would be discarded if the undead strike is

unsuccessful.

-----

Tom can stop Seek without Success, as there is no question that it is a hazard effect, but I am not sure about the B man himself. Agents are not Hazards is a general rule of thumb. Are Agent Actions hazard effect? Are actions able to be performed by agents by themselves hazard effects?

\*\*\* Agents, when not played as characters, are referred to as "hazard agents" in the

ME:LE rulebook. I can find no other documentation on this subject, so I'm ruling that

hazard agents are hazards, and effects caused by them are hazard effects.

-----

Can Tom cancel say, the effect of Snowstorm when it targets the company Tom's in?

I'm a bit unsure about if a global effect targets the company when it takes effect...

\*\*\* CRF, Rulings by Term, Targets:

\* A target is an entity that an action is played out through. Entities are only targets

of an action if the action specifies those entities by number and type. Note that "the

foo" counts as specifying one "foo."

\* Annotation 3: Long-events and certain other cards do not have targets because they are

not played out through one specific entity, i.e., they generally affect an entire class of

things.

Tom cannot cancel Snowstorm's effects since Snowstorm has no target based on the above two

CRF entries.

-----

Do you have to enter a site in order to store an item there?

\*\*\* No. Storing an item happens during the organization phase. You are only considered to have or have not entered the site during the site phase.

-----

Can you target for removal a long event that is under Echo of All Joy?

There were 2 opinions in our play group.

(1) Yes, you can. Echo's text is only giving ways to get rid of Echo (& when Echo goes, so goes the long event), not eliminating normal ways of removing resource long events. In this scenario, Echo would then stay out, but have no effect because it wouldn't be targetting anything anymore.

\*\*\* This interpretation is correct.

-----

I found a ruling that I feel is wrong it is in Ruling Digest 585 ad it goes as follows:

"I played Hidden Haven and Guarded Haven to change a site to a Protected Fallen Wizard Haven. Now I have to discard a Stage card, because of playing Echoes of the Songs. When I removed Hidden Haven, is the site still a Protected Fallen Wizard Haven ?

The site is protected, but it is no longer a Wizard Haven. Guarded Haven only provides protection. Hidden Haven only provides the Wizard Haven. You can remove either card but you lose it's effect."

I was under the impression that Hidden Haven cannot be removed unless your companies move from the site. Here are the card's text:

Hidden Haven

Permanent-event - C4

MP: 0 - Corruption: 0

SP: 1. Playable on a non-Dragon's lair Ruins & Lairs in a

Wilderness, Border-land, or Shadow-land ; the site must normally be a Ruins & Lairs. This site becomes one of your Wizardhavens and loses all automatic-attacks. Nothing is considered playable as written on the site card. If one of your companies is at this site, all attacks against it are canceled. Other Fallen-wizards may not use this site as a Wizardhaven.

Discard this card when the site is discarded or returned to its location deck. It cannot be discarded otherwise.

\*\*\* This ruling is incorrect. As per the text on Hidden Haven, it cannot be removed by Echoes of the Song.

-----

In the CRF under Ringwraith Followers it says:

When your revealed Ringwraith leaves play without being eliminated, you have until the end of your next organization phase to bring your Ringwraith back into play, and use him to re-control any Ringwraith followers. Otherwise, all Ringwraith followers are discarded.

In the CoE Weekly Rulings/Clarifications 8 Brian ruled:

Black Horse says, "Return controller to your hand if Horse leaves play."

When the Ringwraith that represents you is returned to your hand in this fashion, his/her Ringwraith followers are discarded along with the cards they control because "a Ringwraith follower must always be under the control of your Ringwraith...".

\*\*\* Brian's ruling here is incorrect. As per the CRF, you have until your next

organization phase until your Ringwraith followers leave play if your non-follower

Ringwraith returns to your hand due his Black Horse leaving play.

## Official Rulings Digest #25

Say I have a one character company and my opponent plays Slayer or Assassin. I play More

Sense than You so the strike of the first attack cannot be assigned to that character.

What about the other (two) attack(s)? Will they take place?

\*\*\* The attacks will not take place. The Assassin has no legal targets and is discarded.

-----

When Ioreth is in the company, or a company is at the Old Forest, and the company is made up of at least one wounded hobbit and one other wounded character with a different race, what is the effect of playing a Halfling Strength during the org phase on the company to heal?

Do both characters get healed, or do just the wounded hobbits get healed?

\*\*\* In the CRF under Halfling Strength it says:

If used to heal a Hobbit when healing effects affect all characters in a company, Halfling Strength will heal all other wounded characters in the company.

Thanks to Travis Took for this answer.

-----

Paraphrasing: A card cannot be legally played for no effect.

Does this stop the play of a card that doesn't say that it can't be duplicated, but duplicating it has no effect on the game. For example Shadow Out of the Dark?

\*\*\* This would mean that your opponent would need two Marvels Tolds (for example) to

remove the effect. I would rule that it is a legal play to duplicate cards like Shadow

Out of the Dark.

-----

So I guess my original question was, is the rule "the attacker cannot play cards that affect the attack" just a clarification of "the attacker is not facing an attack" or not?

\*\*\* You could look at it that way, but I'm not going to rule that this is absolute. I'm

not going to paint myself into a corner with people like Brian Wong still subscribed to

this list. ;)

-----

If you are at Goblin Gate and your opponent attacks you with CvCC, the attack is not an attack keyed to a Shadow-hold, right?

\*\*\* CvCC is not keyed to anything.

-----

first off, i can't find the rule that prevents f-wizards from playing while the yellow face sleeps, by the ringwraith's word, and other things meant for ringwraiths. there is however, under rulings by term, fallen-wizards, a rule that says they can't play bade to rule. these cards are also no banned in the while

hand rules insert.

\*\*\* The first paragraph under "Using MEWH" in the ME:WH rules insert states:

"When you play a Fallen-wizard, assume that your Fallen-wizard is a METW Wizard." All of the normal METW rules apply except for the specific exceptions outlined in these rules.

Later, under the heading Wizards:

"When the rules and cards refer to a Wizard, they apply to your Fallen-wizard."

Nowhere in the rules does it state that cards that refer to Ringwraiths apply to your Fallen-wizard, so they don't.

-----

so i have a question about left behind. if i use my hazard limit of one on the character and play skin changers or chance of being lost (and they do get lost), does the text of left behind mean that they will still rejoin their company? that would make that combo pointless, if they can't even be left behind.

\*\*\* Left Behind states: "He may rejoin his original company following all movement/hazard phases." Given the past interpretations of the word "may" (for example, the infamous Paths of the Dead ruling), the rejoin in the sentence above is not forced.

Therefore, the character can rejoin his original company in a way that would be otherwise

legal, so the character that was Left Behind must be at the same site as his original company to rejoin it.

-----

Regarding Open to the Summons:

Since it states playable on a company, and does not state that it is non-transferrable, I was wondering if I could transfer it to another character, so that I could bring another agent into play at a Darkhaven?

\*\*\* Open to the Summons is a permanent event. Permanent events are not normally

transferrable, unless otherwise stated on the card. Once Open to the Summons is placed

with an agent, it cannot be transferred, even if the agent leaves play. If the agent

leaves play, Open to the Summons is discarded.

-----

In Van's digest 586 he ruled:

From: Joe Walker

Subject: Crept along carefully

I never saw an answer to this question awhile ago, and I'm still curious.

What's the effect of duplicating crept along carefully?

The hazard limit is reduced by one and you have an extra Crept to discard and attempt to cancel an attack.

Why is the hazard limit reduced by only one? There is no stipulation of that on the card.

\*\*\* If Crept Along Carefully is duplicated, the hazard limit reductions are cumulative,

but the three region movement restriction stays at three regions.

-----

To play an object there i need to tap it and the company there faces the automatic attack, right?

\*\*\* Right. To do anything at a site during the site phase, the

automatic-attack must

first be faced.

-----

Now if i want to play ANOTHER object a that site, how do i do it?

\*\*\* Either untap the site via a card (like Fireworks), play something that is

explicitly  
playable at a tapped site, or leave the site, allow it to be discarded, and  
return to the  
site after you have exhausted your play deck once.

-----  
Can i go twice to a site during one game?

\*\*\* You can go to a site that isn't in the discard pile as many times as you  
like.

Tapped sites are discarded when there is no company at that site.

-----  
Can i untap a site?

\*\*\* With the proper card, yes.

-----  
Hey ... I've read through the rules and can't see any reason why I can't do the  
following

and just want the group to verify if I'm right or not.

A company moves to a site my unrevealed agent is currently at.

1. I reveal him, tap him, and play Cunning Foes for attack #1.
2. I untap him as his agent action for this turn.
3. I tap him, and play Cunning Foes for attack #2.
4. The company then enters the site, and so I attack him for the final attack  
#3.

Again, this seems legal. But, wow, 3 attacks from one agent!

\*\*\* The above sequence is legal, assuming the agent is not wounded by attack  
#1, and the  
company is dumb enough to enter the site.

-----  
I'm a bit confused as to the wording on Motionless Among the Slain.

Is the +1 body checks for your CHARACTERS that become wounded from the  
attack or is it for the entities wounded BY your characters?

\*\*\* MELE Rules, page 30, Body Checks: "If a strike against a character is  
successful and  
the attack was not a detainment attack, the character is wounded and must make  
a body  
check." This means characters make body checks when they're wounded. Since  
Motionless  
Among the Slain says, "+1 to all body checks by your characters resulting from  
the  
attack," the +1 applies to body checks when your characters get wounded by the  
attack.

-----  
Can Narya/Nenya/Vilya be played during opponents companies site phase in  
response to company vs company combat?

\*\*\* Yes. Increasing the prowess of a character facing the attack is  
considered affecting  
a strike, and therefore legal. All three Elven Rings increase the prowess of  
the targeted  
character.

# Official Rulings Digest #26

## 1) Corruption checks:

When are they needed? I know you have to check when you want to store or give a card to

another player, or when forced by a hazard card. But, Do you need to make a check when you

get the card from the site?

\*\*\* The times you mention above require corruption checks (assuming you mean character

and not player), and you need to make corruption checks during the Free Council. Other

than that, corruption checks are not necessary. You do not make a corruption check when

you play an item, unless the item specifically says to do so.

-----

## 2) Hand limit:

Maybe because I prepared the decks (my first two decks) and the card proportion wasn't

right (What's a nice proportion? We have one out of three resource cards with MPs), maybe

because of that we spend most of the time discarding cards. Question: if at the end of

the turn you have, say, ten cards in your hand, You must discard down to eight (8), right?

\*\*\* At the beginning of your end of turn phase:

1. Return any on-guard cards that are in play back to your hand.

2. If you had no on-guard cards in play, you may discard one card from your hand.

3. Draw up or discard down to your hand size, usually 8.

-----

## 3) Unique character and factions

Can you have more than one wizard card in your deck? (Rules suggest you can't have two

copies of a unique card in your deck) If one player gets to play a unique faction, can

the other player play this faction as well?

\*\*\* Wizards/Ringwraiths are an exception to the uniqueness rule. You may have three of

one Wizard/Ringwraith in your deck, or two of one and one of another. The only way to

play a unique character/item/faction/ally that your opponent has in play is to influence

it away from him.

-----

A More Evil Hour states: "Tap this card when an opponent plays a card normally giving him

three or more marshalling points."

Let's say Fallen-Pallando plays, uh, Emerald of the Mariner. I assume this does not

trigger AMEH, because hero resources don't normally give FW's 3+ MPs.

Would it ALSO not trigger if he has Legacy of Smiths in play when he does

this?

Again, I assume not, because LoS doesn't change whether he "normally" gets full points, he just gets full points while it's in play.

\*\*\* Non-stage cards do not normally give more than 1 MP to Fallen-wizards, regardless of other cards in play.

-----

As a special ability gandalf "May untap at the end of your organization phase." then Can I tap Fallen Gandalf twice in a single organization phase ?  
\*\*\* No. Performing an action at the end of a phase means that any further actions done in that phase must also be end of phase actions. Retapping Fallen Gandalf is not one of these actions.

-----

You should have the same amount of hazards and resources, right? But does heroes count as resources to that means?

\*\*\* You are required to have the same amount of hazards and resources in your deck. The deck size minimum for constructed deck tournament play is 30 hazards and 30 resources.

Characters are not resources for any purpose, including deck construction.

-----

Can a Ringwraith discard Poison for it's effect?

\*\*\* No, discarding an item for an effect is considered using it.

## Official Rulings Digest #27

In some cards i've read a character can be discarded or eliminated. When each of those happen? what's the game difference?

\*\*\* Characters are discarded when a hero character misses a corruption check by 1 or 2, when you don't have enough influence for your in play characters at the end of your organization phase and any new characters played have been returned to your hand, or if a card effect requires it. Characters are eliminated when they miss a corruption check by more than 2, miss a body check, or if a card effect requires it. Discarded characters are placed in the discard pile, and can be played again by either player. Eliminated characters are placed out of play, and may not be played again by any player if the character was unique.

-----  
Creature-Hazards have two type of symbols on the side. First the white background symbols, which represent regions. You can use the creature to attack a company moving through one of those region types. What about the other? the symbol with no background? I think is to attack a company staying at a site, not moving. Is it?

\*\*\* The symbols without white backgrounds are site types. Creatures can be keyed to a site if a company occupies that site type and is not moving, or if a company is moving to that site type.

-----  
>\*\*\* At the beginning of your end of turn phase:

- >1. Return any on-guard cards that are in play back to your hand.
- >2. If you had no on-guard cards in play, you may discard one card >from your hand.
- >3. Draw up or discard down to your hand size, usually 8.

Can't seem to find your step #2 in the rules or the CRF.

Are you sure about this Chad?

\*\*\* No. Here's the proper sequence to follow:

1. Return any on-guard cards that are in play back to your hand.
2. Discard one card from your hand, if you wish.
3. Draw up or discard down to your hand size, usually 8.

-----  
we couldn't agree on one thing.

CRF 15.1. (motivation):

Under Site Phase, General: You may only play a free minor item after playing an ally, faction, or item that taps the site.

Under Rulings by term, Items: The "free" minor item may only be played immediately after playing the resource that taps that site.

Does this mean, that:

1) the minor item is playable after a resource that potentially taps a site (e.g. after

Noble Hound on a tapped B) ?

-- this is what the sentence is exactly saying --

2) the resource have to necessary tap the site to make the minor item playable?

-- this is how some interpret the rule (here) --

\*\*\* The site has to be tapped by playing the appropriate resource for a free minor item

to be playable during that site phase, so number 2 is correct.

-----  
Re: Winds of Wrath

Does the site path for the moving company change? E.g: A company going to Isles of the

dead that Live is blown to Uurlurutsu Nurn (taken from this list), can hazards be played

keyed to nurn (or to the dark-domain)?. If the site path changes, which player

decides the regions the company moves through?

\*\*\* The site's site path and destination site changes to the new site, but the company's site path stays the same. You may key hazards to the region that the new site is in.

-----  
The Dragon Ahunt cards say the attack is a hazard creature attack, but this does not allow them to be hunted, as The Hunt can only target a "hazard creature card" and the Ahunts are Long Events, Right?

\*\*\* Correct.

-----  
Re: Bring our Curses Home and Foes Shall Fall  
For both of these cards, does the placing the creature "off to the side" affect the rest of the attack? Or does it just mean that the creature is not discarded?

\*\*\* The effects of Bring our Curses Home and Foes Shall Fall do not affect the attack directly. In other words, the full attack is dealt with, no matter if a character is eliminated or not.

-----  
Re: Bring our Curses Home and Foes Shall Fall  
Also, the Dragon Ahunt cards count as a creature attack, so these cards can be played on a company facing an Ahunt. Will the Ahunt be placed off to the side as well? If so, will the company ever be attacked by it? If the company can be attacked by the Ahunt, then the company would be attacked at the start of each M/H phase if the creature is playable, so technically speaking the company will be attacked every turn no matter where they are going, as Ahunts are always playable (Unless eliminated or already in play).

\*\*\* The Ahunt card is placed off to the side if either card is played on the Ahunt and a character is eliminated. The company will be attacked during every movement/hazard phase, unless another effect makes the Ahunt unplayable.

-----  
Re: Bring our Curses Home and Foes Shall Fall  
Also what will happen if both cards are played on a single creature?  
Will :

- 1) The creature get placed with the first successful card only, and the other one is discarded as there is no creature on it?
- 2) The creature get placed with either one (if both are successful) and the other one is discarded as there is no creature on it?
- 3) Or will it be considered as "off to the side" with both cards?

If #3 then the creature will attack twice when ever it is able to attack, and both cards will be discarded if the creature is discarded, Right?

\*\*\* Number 2 above is correct. The hazard player chooses which one gets the creature.

-----  
My question is non-moving company at a site that is normally in a shadow-land. In the Heart of his Realm is in play at the start of the m/h phase. they want to marvel's told In the Heart of his Realm, I respond with Awaken the Earth's fire, to turn said shadowland into dark domain... So since i'm targetting the site's sitepath with Awaken Earth's fire, because there is no company site path, they are now considered to be at a site in a dark domain, sages lose sage skill, and marvel's told fizzles. right?

\*\*\* Correct.

1).- At the end-of-turn phase, Can you play Test of Fire after refilling your hand? I say "NO" because the end-of-turn phase allow you to discard 1 card and refill to your hand

size, unless the card's text says "playable at the end-of-turn phase".

\*\*\* CRF, Rulings by Phase, End-of-Turn Phase:

\* Cards may be played during the End-of-Turn phase after hand size has been reconciled.

-----

2).- If a card's text says "bearer makes a Corruption check at the end of the untap phase"

and you want to play Test of Fire, the character makes the Corruption check and you can

NOT play Test of Fire before the Corruption check, because the untap phase allows you to

untap and heal characters and nothing else. Am I correct?

\*\*\* No. There is no restriction on playing cards that are otherwise legal during the untap phase.

-----

3).- Hail of Darts is a SHORT-EVENT playable during the organization phase to give +3

instead +1 for any character tapping in support. That effect last until the end of your

turn? or just when a character is facing an attack? I say the event last until the end of

the turn, otherwise this card is useless, you do NOT face attacks during your organization

phase...so what is the point if the event works against a single attack?

\*\*\* The effect lasts until the end of the turn.

-----

awaiting the call:

if a company with this card wants to move, when is it discarded: when the company declares to move (plays a sitecard face-down in the org.phase) or when it actually moves (in the mov/haz.phase)?? guess it's second, but would like to have some support here!

\*\*\* You are only considered to be moving during the Movement/Hazard phase.

The card is

discarded when you reveal your new site during the M/H phase.

-----

stay her appetite/great bats:

is it possible to play "stay her appetite" on an ally like great bats? i

don't see any reason not to do so, cause it's not causing an attack at the ally. but there is no prowess for the ally.

\*\*\* CRF, Card Rulings and Errata, Stay Her Appetite:

\* If Stay Her Appetite is played on an ally with no prowess, there is no attack, but

all other affects of the card apply.

-----

is it possible to have negative GI? what happens, if due to cards as rebel talk you need let's say 22 GI. then muster disperses follows. is there a -2 penalty then?? (would be interesting against minionplayers!!).

i myself tend to say no, but i found out, that it is possible to set in a negative GI in netmeccg.

\*\*\* CRF, Rulings by Term, Influence:

\* Changes to general influence take place immediately, with a minimum of zero free

general influence.

-----

i know that also havens tap, when a resource is played there, that normally taps a site.

but is this tapped haven also discarded, when the only company leaves? and it isn't possible to return there, though i have some other copies of that

haven in my sitedeck, right?!

\*\*\* Havens are never discarded. See ME:LE rulebook, Part V, Full Player Turn Summary,

Movement/Hazard Phase, Item 5.

-----

Where in the rules/CRF does it say you can't influence a character or ally being controlled by a RW or Wizard? I've been told on several occasions that this was the case, but I can only find a ruling in the CRF saying you can't influence ITEMS from Wizards/RWs...

\*\*\* See ME:BA rulebook, page 17, under Influencing an Opponent's Resources.

## Official Rulings Digest #28

Is forcing the discard of the card that created the attack considered canceling the attack for annotation 13? E.g. If I am attacked by a Dragon Ahunt or At Home, could I wait until after the strikes are assigned to Marvels Told it? If so, could I also play MT during the strike sequence, as discarding the Ahunt affects the strike (i.e.. it causes the strike to disappear)?

\*\*\* The answer to all your questions is no. Once the chain of effects that creates the attack is fully resolved, creating the attack, the event has done its job, so to speak. Hitting it with a Marvels Told will not affect the current attack.

-----

"- A character removed from the control of direct influence outside the organization phase does not need to be controlled by general influence until that player's next organization phase.

- Changes to general influence take place immediately, with a minimum of zero free general influence. "

assuming there is a company with 4 GI free. then let's say Elladan is rebel talked. when i want to play muster disperses next, there is still 4 GI free according to the rules above. since Elladan "does not need to be controlled by GI until the player's next turn" (sentence 1), there isn't any change to the GI, and sentence 2 doesn't apply. till now i didn't play it this way; i thought, the GI is changed immediately. but that's how i read the rules now.

i ask for clarification.

\*\*\* You are reading the rules correctly. In your example, you would still have 4 GI free until your next organization phase, even with Elladan forced out from under direct influence.

-----

I was told today in a game that Fireworks is not permissible at Wellinghall. However, of the 3 people I have asked about it, no one could find me where it states that. Is this true? If so, where is it said??

\*\*\* It is not true. Brian Wong has previously ruled that Fireworks can be played on Wellinghall, and I concur.

## Official Rulings Digest #29

1. Does Exile of Solitude discard the followers of any character discarded by the dragon attack?

\*\*\* Yes. Followers are considered controlled under a characters direct influence. Along a similar vein, the erratum for The Arkenstone reads as follows:

\* Card Erratum (minion version): Change "and all cards he controls" to "and all non-follower cards he controls.

There is no such erratum for Exile of Solitude.

-----

2. Can you target one character more than once with a single Dragon's Terror?

\*\*\* Yes. There is no stipulation about the characters being different on the card.

-----

3. In the case of a Dragon Ahunt or At Home being discarded during the middle of its attack, if the attack is defeated the appropriate card is taken out of the discard pile and placed in the MP/Out of Play pile as appropriate, right?

\*\*\* Correct.

-----

4. Can a region be targeted to be changed if it is not in a site path or a sites site path? E.G. Can I use a Master of Wood, Water and Hill to change a Wilderness into a Shadow-land during the org. phase so I can play Wondrous Maps in that region?

\*\*\* No. To target anything, that thing needs to be in play. When a site is face down, its site path is not in play.

-----

5. In the CRF it says that Enchanted Stream stops you from moving, but it does not stop you from moving. It just forces you to tap your entire company or two characters, whichever comes first, before you move.

\*\*\* Enchanted Stream will stop you from moving if you choose not to tap the required characters.

-----

6. In the CRF Foolish words has been errated so it cannot be duplicated. That means that only one copy is playable, but the sentence above it, says that all versions cannot be duplicated on a given character.

\*\*\* The card erratum should read "Cannot be duplicated on a given character."

-----

7. True Fana can only be used before strikes are assigned, right?

\*\*\* Correct.

-----

8. Do any items that the wizard has that reduce the body of strikes he is facing have any effect on the body of the attack if he uses True Fana?

\*\*\* Items that affect the body of an attack affect the body checks created by True Fana, if any occur.

## Official Rulings Digest #30

Do I understand correctly that only a non-ringwraith may re-unite Sauron with his Ring? A Ringwraith cannot move to Barad-Dur without

special cards!!!

\*\*\* A Ringwraith may move to Barad-Dur bearing The One Ring with a mode card. It's more difficult, but certainly not impossible.

-----

I looked CRF in Duch Council.

Are these correct?

Elven Cloak

Can cancel a strike keyed to two or more Wilderness.

Indur Dawnddeath

Only one wounded character has to discard an item, and the hazard player chooses which character and which item they bear.

I have thought "his" reffers "woned character", ie. "resource player".

\*\*\* Both rulings are correct. In reference to your later comment about the Japanese translation, remember that the English versions of cards are always the official version, and the CRF rulings and errata can modify the texts.

## Official Rulings Digest #31

A few preliminary things:

- 1) Yes, I'm still alive. I was just in the middle of nowhere for a week, and I was quite the busy man for a few days around that. I should be caught up with all the list questions as of this digest.
- 2) In case anybody's keeping track, I doubled up on one of the numbers of the rulings digests somewhere in the upper twenties, so I'm skipping 30 and going straight to 31. If anybody's keeping track/posting the digests, you can change the digest numbers accordingly up to this point.

[Editors note: Chad is mistaken here: he did not skip #30 (it was a small digest though). The doubled up digests #27 will therefore live on as 27a and 27b.]

And now on with the show...

Do I understand correctly that only a non-ringwraith may re-unite Sauron with his Ring? A Ringwraith cannot move to Barad-Dur without special cards!!!

\*\*\* That is correct. A Ringwraith may only move to Barad-dur that

Ringwraith is in a mode. There is nothing that prevents a Ringwraith bearing the One Ring from entering a mode and taking the One Ring to Barad-dur, however.

-----  
forwarned is forarmed:

if this card is in play, and a company wants to enter an underdeeps site, is it necessary to play a creature as an auto attack, so that fof's first effect is activated?? without playing this creature as an auto attack there wouldn't be a second auto attack, and so fof is not activated, isn't it?!

fof says, that such an reduced attack cannot be canceled, but that doesn't say, that a strike cannot be canceled. so if there is an attack with one strike, can i use for example fatty bolgers ability??  
\*\*\* Forewarned is Forearmed will be activated at any Under-deeps site, since the hazard player need not play the creature for the second automatic attack until the first automatic attack is dealt with. Fatty Bolger can cancel the strike of a one strike attack, even if the attack cannot be cancelled.

-----  
flatter a foe:

since using this card is an influence check, must the character tap??  
\*\*\* No.

-----  
i want to add another question to flatter a foe.

though you are not tapping, it is still an influence attempt. if lure of power is in play, will this card be triggered, when you are successfully flattering a foe?

\*\*\* Yes.

-----  
I've got a question about a card The Windlord Found Me

It's written :

"Cannot be duplicated by a given player."

Does it mean I can put only one copy of this card to the play-deck ?

Do I understand it correctly ?

\*\*\* Unique means you can only have one copy in your play deck/sideboard. Cannot be duplicated means only one copy can be in play at any time, but more copies can be out of play, in your deck, in your discard pile, etc.

-----  
I encountered an eratum on RingLore saying that Ringlore taps the sage and the site. Is it possible to play ringlore at a tapped site? And on a tapped sage?

\*\*\* Unless otherwise stated on the card, if a card requires you to tap a character, site, or whatever, that entity must be untapped when you play the card.

-----  
Hhm, that means having to include the wimpy shadow-magic user Ciryaher. But anyway, how long does deeper shadow stay in effect? I know it's been errataed to be a short event, so I presume it's until end of turn.

\*\*\* If a short event's text doesn't indicate a duration for its effect, the effect lasts until the end of the turn, so you presume correctly.

-----  
1) Can Uvatha's special ability be used to recycle a discarded agent?

\*\*\* No. Agents aren't creatures.

-----  
2) Along those lines, can you respond to/cancel a nazgul's special ability with Marvels Told?

\*\*\* You can discard a tapped Witch-King, since he becomes a long event, otherwise no, due to timing rules.

-----  
3) I've seen Flatter a Foe interpreted 2 different ways in regards to Assassins, and would like an official ruling:

a) The 1st attack is canceled and if the reduced hazard limit goes below the number of hazards played the remaining attacks of the assassin "fizzle" out.

b) I was also told that once the assassin resolves enough for the 1st attack to be canceled that the remaining attacks cannot fizzle and must be faced.

\*\*\* Interpretation B is correct. If the first attack has already occurred, the Assassin is in play, and no longer needs a hazard limit to stay in play.

-----  
4) With hazard limit reducing resources in general, is it in fact possible to respond with hazards as long as they are not corruption or creatures (which must initiate a chain of events)? I can understand responding with Many Sorrows Befall to cancel the Flatter/Riddling Talk, etc., but responding with Rivers, etc. seems to make the reduction in hazard limit moot.

\*\*\* You can respond to the resource with any hazards that aren't required to start a chain of effects, like River.

-----  
5) The MEWH rulebook states under Targeting Site and Resource Cards: "A hero resource card may not target/affect a minion site card or a minion resource card." And likewise for minion resource cards. The only exception given to this is the testing of ring items. So I assume that a Smoke Rings/Long Bottom Leaf cannot be used to grab a minion resource? What about minion characters for Smoke Rings?

\*\*\* You cannot use Smoke Rings or Longbottom Leaf to recycle minion resources as a Fallen Wizard. Jim Montanus wrote the following about the character situation, which I declare official:

I think this issue is not an oversight - the rules for FW don't make a distinction between hero and minion characters, they make a distinction between non-orc/non-troll and orc/troll characters. Non-orc/non-troll character can be targetted with both hero and minion resources, and orc/troll characters can be targetted only by minion resources.

-----  
OK, this might be an easy question for the rules gurus. The text for "Enchanted Stream" says it's playable on a moving company with at least one wilderness in its site path. Does this mean the site path as indicated on the site card or the site path taken by the moving company, as if done by region movement?

\*\*\* Enchanted Stream refers to the company's site path, which is generally the same as the site's site path when using starter movement, and is determined by the regions the company passes through when using region movement.

-----  
Can Aragorn only cards like Paths of the Dead or The Return of the King, also be played on Strider??

\*\*\* No. Aragorn and Strider are two different cards.

-----  
CRF quote:

"Effects that modify a character's body also modify the number an Orc or Troll would be discarded on. A maximum to body applies equally to the discard number."

I still don't quite get this, for example let's say I play Mithril

coat (+3 to body to max. 10) on a Morgul Lt. (9 body, discarded on a 9). So his body goes up to 10, but is he discarded on a 9, 10 or 11?  
\*\*\* No. Mithril Coat's body modification also modifies the discard number. Which means he would be discarded on a  $9+3 = 12$ . Since the maximum printed on Mithril Coat also applies, the 12 is bumped down to 10. So he would have a body of 10, and would be discarded on a body check roll of 10.

-----

By the way, speaking of Mithril coat, the minion Bag End says that only hero items are playable there. Does this mean you have to play the actual card from METW (in case of the Mithril coat) or does it mean you can play any minion item which has a hero counterpart (e.g. Mithril coat, Arkenstone, Iron Crown etc.)?

\*\*\* The restriction you refer to is for greater items only. Hero resources have the copper background. Even if a minion item has a hero version, it's still a minion item. You would have to play the version from METW, in the case of the Mithril Coat.

## Official Rulings Digest #32

If one player has Strider out, can another player play Aragorn?

\*\*\* No. Except for Dragons, you may not have more than one manifestation of a given thing in play at a time.

-----

If at the character draft one player reveals Strider while the other player reveals Aragorn simultaneously, I assume the same happens as when both players would have revealed the same card, isn't it?

\*\*\* Yes.

-----

Can the Witch King or any other Nazgul be in play twice? - Once as revealed Ringwraith and once as Hazard?

\*\*\* No. If a Nazgul is in play when the corresponding Ringwraith is played, the Nazgul is discarded. It is not legal to play a Nazgul if the corresponding Ringwraith is in play.

-----

For Ride Against the Enemy, can you reveal a unique character that is already in play?

\*\*\* Yes. Revealing a card does not put it in play.

-----

The card just says to reveal the character, and there are no restrictions on revealing a unique manifestation, but if the attack ends up being defeated, then there is a problem, as there is still a character in play.

\*\*\* If a player defeats an attack caused by Ride Against the Enemy, all manifestations of that character that are in play are discarded.

-----

Also I assume you can use agents for this card if you can play agents as characters.

\*\*\* You assume correctly.

-----

Under the CRF it says, "Hazards have no effect on the attack, and any resource effects that benefit the attack are cancelled. The attack may still be cancelled." Does this mean that if I have Clear Skies in play, and Ride Against the Enemy is played on me, then the Clear Skies will be canceled and I no longer get the bonus?

\*\*\* No. If both you and the attack get a benefit from a resource like Clear Skies, two resource effects occur: one for you and one for the attack. Due to this CRF ruling, the one for the attack is cancelled.

-----

Also the "other cards have no affect on this attack" clause seems to make canceling the attack impossible, as well as making the other resource cards that affect attacks (such as Black Arrow, Old Thrush, Motionless Among the Slain, etc.) unplayable.

\*\*\* The CRF ruling for RAtE clarifies the card text to allow the attack to be cancelled.

-----

What happens if Elrond is used to Ride Against the Enemy, but he is killed? Does the person using Elrond in this fashion get -3MP's for him being Eliminated? Or does the person killing him get 3MP's and that is that, as no one actually had Elrond in play.

\*\*\* Part of being eliminated is being in play first. If Elrond is killed due to RAtE, the hazard player would not receive the MP penalty printed on Elrond.

-----

I have one company at a FW haven during the org phase. I want one or more characters to be at a hero or minion version of the site during the org phase. Do I:

1. Split the company and put out a different version of the same site in the org phase for the new company (no movement involved). (Note - the reason I say split the companies is to avoid the company composition rule that prevents you from effectively untapping havens. This is a side issue that I don't want to cloud the discussion).

or

2. Place the different version site out during the org phase, reveal it during the movement/hazard phase, and move to it (movement with no regions).

\*\*\* Option 1 above is the correct play. There has been some debate on this, so let me explain my reasoning. The MEWH rule book states that Fallen-wizards may use wizardhavens instead of the hero or minion version. The ruling precedence has been that the word "may" indicates that the action is optional. Also, you may not move to a site that you already occupy. Alignments of cards do not mean that they are different entities. A hero Mithril Coat and a minion Mithril Coat are still the same Mithril Coat, but the card's alignment is different. Same goes for sites. So you have the option of using a hero or minion site or the wizardhaven version. This does not mean that you may have both the hero and minion versions in play at the same time. That is illegal.

-----

I have one company at a wizard-haven and one company at a hero or minion version of the site. Can I transfer an item from one company to the other (e.g., are the companies at the same site)?

\*\*\* Due to the reasoning above, yes, you can transfer the item.

-----

an unexpected outpost:

if doors of night is in play, is it allowed to bring one hazard from the discard pile and a second from the sideboard into the play deck?

\*\*\* Yes.

-----

goblin-faces:

is it possible to enhance that attack with orc AND men enhancers? for example what happens, if there is rank upon rank AND minions stir in play??

\*\*\* Goblin-faces may be enhanced as both orcs and men. If hazard effects are in play to do so, the effects are cumulative.

-----

stone of erech:

is it possible that i play stone of erech, when the opponent has influenced the men of lamedon?

\*\*\* CRF, Rulings by Term, Active Conditions:

Your opponent's resources may be the active conditions for your resources, but may not be the targets for your resources.

This means you may play Stone of Erech if your opponent has the Men of Lamedon in play.

-----

neekerbreakers:

this card seems to anticipate the later rule of detainment attacks, but there is one difference: if defeated, the opponent (as wizard-player) gets the mp. is that correct?

\*\*\* Just because a card smells like a detainment attack, doesn't necessarily mean it is one. Hero players will get MPs for defeating Neeker-Breakers.

## Official Rulings Digest #33

if beorn is in a two character company, becomes skin changer after strikes are assigned, he can take the other character's strike even if there are excess strikes?

\*\*\* No. Skin-changer reads, in part, "If Beorn is chosen to be the target of a strike from an attack, he may choose to face a second strike from that attack (he faces a separate strike sequence for each strike)." Skin-changer must be in play at the time strikes are assigned for this statement to be triggered. In short, Beorn may only take a second strike due to that effect of Skin-changer if Skin-changer was in play on Beorn at the time strikes are assigned.

-----

the sun unveiled can be played on a character (that has no haz. perm. events on him) simply to untap him? the card doesn't specify there must be a haz/ perm as part of the playability condition.

\*\*\* The Sun Unveiled can, in fact, be played on a character for the sole effect of untapping that character.

-----

I take it this also means if my opponent has the

Sapling at Minas Tirith, I can play White Tree. Also, how about Mallorn?

\*\*\* Since you must discard the Sapling of the White Tree to play The White Tree, you cannot play The White Tree if your opponent's Sapling is in play at Minas Tirith. You may play Mallorn if your opponent has stored Earth of Galadriel's Orchard at Bag End and has not yet played his own copy of Mallorn.

-----

I have one company at a FW haven during the org phase. I want one or more characters to be at a hero or minion version of the site during the org phase. Do I:

1. Split the company and put out a different version of the same site in the org phase for the new company (no movement involved). (Note - the reason I say split the companies is to avoid the company composition rule that prevents you from effectively untapping havens. This is a side issue that I don't want to cloud the discussion).

or

2. Place the different version site out during the org phase, reveal it during the movement/hazard phase, and move to it (movement with no regions).

\*\*\* In the last digest, I ruled that Option 1 above was the correct play. This is false.

CRF, Rulings by Term, Fallen-wizard:

If any version of a site is in play or in your discard pile, you may not play another version of that site.

This means that you can have multiple copies of your wizardhaven in play, but only one alignment of that site. The only time you may move to a hero or minion version of a wizardhaven is to move to it from a different site when there are no other copies of the site in play or in your discard pile. Note that this ruling means that if you discard the hero or minion version of a wizardhaven, you cannot subsequently put that wizardhaven in play.

-----

I have one company at a wizard-haven and one company at a hero or minion version of the site. Can I transfer an item from one company to the other (e.g., are the companies at the same site)?

\*\*\* In the last digest I ruled that you could transfer the item. That was incorrect. You cannot have two versions of the same site in play at once, so this situation would not occur.

-----

Regarding Thrall of the Voice:

I think I've seen people use this card to bring into play a character with 6 mind (say, Celeborn). Is this a legal play?

\*\*\* Yes.

-----

The second part of my question is whether the play of "Thrall of the Voice" on a character reduces his mind for the purposes of constructing a starting company.

\*\*\* No. When constructing your starting company, you use the unmodified mind of your characters, and the sum cannot be more than 20.

-----

This has probably been addressed before, but are the MECCG cards (sites, etc.) from the MERP scenarios currently tournament-legal? (For example: the sites from "A Long-Expected Party".)

\*\*\* According to the Council of Lorien tournament policy for standard tournaments, no.

-----

It has been brought to my attention that Brian made an incorrect ruling about Ready to His Will, which is that an orc or troll that is turned to an ally using this card will not make an otherwise covert company overt. This is incorrect. I have Wim Heemskerck to thank for the following explanation:

Quoting the rules on Overt and Covert Companies:

"The text for certain cards distinguish between overt companies and covert companies. Any company that contains a Ringwraith in Fell Rider mode, an Orc, or a Troll is an overt company. Any other company is an covert company."

This rule does not state that it is limited to Orc & Troll characters, it simply says an Orc, or a Troll. So when, through Ready to his Will, you have made yourself an ally with the specified race 'Orc' or 'Troll', you have an overt company.

CRF, Rulings by Term, Company:

"The following allies make a company overt: The Balrog, Creature of an Older World, Great Bats, Great Lord of Goblin-gate, Last Child of Ungoliant, Regiment of Black Crows, and "Two-headed" Troll."

Note that this entry doesn't say 'only these allies', or text to that effect. It simply says 'these allies do', leaving plenty of room for others that do to. It's just that there are no other ally cards with one of the race mentioned in the MELE rulebook printed on them; that doesn't keep Ready to His Will from creating them after all.

## Official Rulings Digest #34

When you bounce Aragorn as the first card played in the character draft, can you then play Strider as the next card?

\*\*\* Yes.

-----

Can you play a card from your hand in response to the exhaustion of your own deck? IE: Can you play Longbottom Leaf in response to exhausting your deck, so that you can put 2 cards more onto the deck before you exhaust?

\*\*\* No. Exhausting your deck and all related actions are done one after the other, and cannot be interrupted.

-----

Can you play minor items at havens, even though it is not listed as minor items playable? I'm not referring to special items. Also, do special items tap the site, and if so, does that mean other special items cannot be played there after?

\*\*\* You can play minor items at a haven if you first play a resource at the haven that would potentially tap the site. Special items tap sites, including havens, when played, unless otherwise specified on the card. Any resource that requires you to tap the site, even a haven, requires that the site is untapped when you play it.

-----  
If I've read the rules correctly, haven cards (tapped or not) go back to the site-pile when the company leaves the haven. I suppose they don't remain tapped in the pile...?

\*\*\* No card remains tapped once it is removed from play.

-----  
The reason Brian ruled that the Orc/Troll doesn't make the company overt is that he also ruled that the ally does not get a race, so the quote above will not take affect, as the ally is considered to be of no race.

Or is this overturning that ruling as well?

\*\*\* I'm overturning that ruling as well.

-----  
If you play something like Leaf Brooch at Lorien, it taps the site. How then can the site be untapped? Does bringing a new character out at the site untap it? I sure wouldn't think so. But maybe there is something I am missing here. I thought the only way to untap a haven is to leave it and come back to it.

\*\*\* When you split companies at a haven, you may bring in a new, untapped copy of the haven for the new company. You are required, however, to have one of the companies move away from a site if the company splits during the organization phase.

-----  
How True Fana works when used against an attack of minion company ? And about Sacrifice Of Form .... I think this one is easier to work with.

\*\*\* CRF 15, Turn Sequence Rulings, Site Phase, Company vs. Company Combat: True Fána and Sacrifice of Form cannot be used in company versus company combat.

-----  
I play "Pallando the soul-keeper" as permanent event. At some part of the game my oppenent plays an agent with less than 5 mind and I respond by Withdrawn to Mordor and discarding Pallando. Am I right in supposing that the Agent is eliminated?

\*\*\* Agents played as hazards are hazards. Agents played as characters are minions. You cannot use Pallando the Soul-keeper to eliminate a hazard agent.

-----  
can a carrion birds be played following dunlending raiders?

\*\*\* Keying a hazard to a region by name is not equivalent to keying the hazard to the region by type, so no.

## Official Rulings Digest #35

In Rulings Digest #34 I ruled:

"I play "Pallando the soul-keeper" as permanent event. At some part of the game my oppenent plays an agent with less than 5 mind and I respond by Withdrawn to Mordor and discarding Pallando. Am I right in supposing that the Agent is eliminated?

\*\*\* Agents played as hazards are hazards. Agents played as characters are minions. You cannot use Pallando the Soul-keeper to eliminate a

hazard agent."

This ruling is incorrect. The agent is, in fact, eliminated in this case. Minions are cards with a rusted purple background. They can be agents or not. Minion agents can be played as characters or hazards. No matter how they are played, they are still minions.

-----

Clarification regarding the Middle-earth: The Balrog rules booklet: The ME:BA rulesbook clearly defines what it considers new rules and what is considered a rules summary. Since this is delineated in the rulebook, the rules written in the Rules Summary section will not override those rules in the ME:LE rulebook when conflicts arise, though the ME:BA rulebook is a newer printing. The main result of this is that followers of Wizards/Ringwraiths/Balrogs that aren't "Ringwraith Followers" by be influenced by an opponent, contrary to the ME:BA rules booklet.

## Official Rulings Digest #36

so he decided (as the hazard player) that Ash Mountains' effect (lowering the hazard limit by two \_ with a minimum of two\_) comes before Mount Dooms (increasing it), the count ended up being: two (one plus two halves), minus zero (Ash Mountains), plus two (Mount Doom) = FOUR.

is this possible?

\*\*\* Ash Mountains creates a passive condition for the turn that is triggered if you reveal a destination site for that company that is in a region listed on the card. CRF, Rulings by Term, Passive Conditions:

Annotation 9: If a card specifies that an action is to occur as a result of some specific passive condition, this action becomes automatically the first action declared in the chain of effects to immediately follow the chain of effects producing the passive condition. The passive condition must exist when this resulting action is resolved in its own chain of effects, or the action is canceled. Note that actions in the strike sequence follow a different set of rules.

This means that the passive condition is applied after the effects listed on Mount Doom are resolved. There is no chance for the hazard player to choose the order because there is no ambiguity in the order.

So, in your case:

1. Play Ash Mountains. Sets up passive condition.
2. Reveal Mount Doom. Mount Doom's +2 resolves. Hazard limit of 4.

3. Ash Mountains is triggered and resolves. Hazard limit of 2.

-----

He influenced Wormsbane with no problem, and what about Lure Of Power ?

What check should he do ? He had : Wizard's Staff and Emerald Of Mariner

so 1 corruption point , lure of power - check on 5 ?

Should we add 2cp from Wormsbane ? I think that "Yes" because the check is made AFTER the influence and Wormsbane is already in his hand.

Anyway he passed the ckeck.

\*\*\* The corruption check for Lure of Power occurs after the influence check is completed, so you would add the corruption gained when Wormsbane was influenced away.

-----

1) is it possible to start with part of the starting characters on H/M version of the white towers and on the FW version with others?

[WF rules insert: STARTING SITE - Your starting company may begin play at

The White Towers ]

\*\*\* No. CRF, Rulings by Term, Fallen-wizard:

If any version of a site is in play or in your discard pile, you may not play another version of that site.

-----

2) worn & famished is in play, it's the beginning of my untap phase

a) there is an untapped sage in a haven (therefore unaffected by

the card) - can he marvels told W&F to let everybody who would be affected

untap ?

\*\*\* Yes.

b) same situation, the sage is tapped on the beginning of the untap phase - but unaffected (in H, F or B) - can he MT the W&F before (or in chain of effects on) its effect?

\*\*\* No.

c) untapped sage not in H, F or B [therefore affected, even though the affect does nothing] - is the MT useful?

\*\*\* Yes.

d) and just to be complete: tapped sage not in H, F, B - I choose

to roll for him first, untap him and than I MT - any affect?

\*\*\* Illegal play. The basis for all these rulings is that you may choose to play Marvels Told in response to Worn and Famished getting triggered. This will discard Worn and Famished, and allow your characters to untap normally. If you are unable to play Marvels Told at this time, you cannot interrupt the resolution of Worn and Famished's effect to play Marvels Told.

-----

1. If Healing Herbs is tapped due to Slip Treacherously, is it then discarded?

Or untapped during the next untap phase?

\*\*\* Healing Herbs requires the bearer to tap for its effect. Secondly, there is nothing on Healing Herbs that indicates that if it is tapped, that it is forced to be discarded. Items untap during your untap phase unless specified otherwise by a card.

-----

2. Can Free to Choose be played during the Free Council?

\*\*\* Yes. CRF, Rulings by Phase, Free Council:

Only resources that directly affect corruption checks may be played during the Free Council. This includes cards that reduce a character's corruption point total or prevent a character from being discarded.

-----

3. Noldo Lantern can be tapped to give -2 prowess and -1 strikes to an Undead or Nazgul attack. If the strikes are being increased by hazards such as Plague of Wights, Chill Douser, The Moon is Dead

and the like, when would you calculate the -1 to the number of strikes? Before or after the doubling and additions take place? And if some of the hazards are being played this turn in the chain of events, does that make a difference?

\*\*\* Plague of Wights and The Moon is Dead create passive conditions that are triggered as soon as the appropriate creature is played, so they are applied first. The Noldo-lantern's effect would be applied after all hazard passive effects.

-----

Say Peath, bearing Orcrist, faces a Nazgul attack. Orcrist gives a +3 Prowess to a maximum of 9, Peath has +5 prowess against Nazgul. The order in which they are applied decides whether she has 9 or 12 prowess against the attack.

So is it

4 (Peath's Prowess) +5 (Nazgul modifier) +0 (Orcrist) = 9 or

4 (Peath's Prowess) +3 (Orcrist) +5 (Nazgul Modifier) = 12?

\*\*\* Item bonuses and limitations are applied first, then non-item bonuses in order chosen by the resource player, so the second calculation above is correct.

-----

While I'm at it, here's a question that came up in a game last night. When storing "Dreams of Lore" (or for that matter transferring an item without corruption like "Emerald of the Mariner") does the controlling character need to make a corruption check?

\*\*\* You make corruption checks when transferring or storing items, and items only, regardless of the corruption point total on the character.

-----

I thought this was ruled on before, but can't find the specific entry. Basically I was wondering if I'm a minion player and I play Bane of the Ithil-stone on a Hero opponent, what would the effect be if I played hazards such as "Great Secrets Buried There". i.e. is my hero opponent prevented from looking at his play/discard decks even to fulfill hazards I play on him/her?

\*\*\* Bane of the Ithil-stone stops the effect of looking through your play deck, so it essentially kills Great Secrets Buried There.

## Official Rulings Digest #37

there is a company standing at beorns house. another company is going there this turn and gets rivered. joining them at the end of the movement/hazard phase, the player puts the moving company to the standing company (and not the other way round), so that there isn't one company, that has moved to this site this turn, and the condition for river isn't given anymore. can the rules be interpreted that way?

\*\*\* CRF, Rulings by Phase, Movement/Hazard Phase, General:

# Companies at the same non-Haven/non-Darkhaven site must join at the end of all movement/hazard phases, before the site phase starts.

Companies at the same Haven/Darkhaven site may join at this time.

There is no way for two companies to exist at the same non-haven site outside of the movement/hazard phase. Since the companies must join, the River affects the entire new company.

-----

can i untap a site with fireworks, when there is no strangers at all in play?

\*\*\* You may not untap a site affected by No Strangers at This Time, using Fireworks or whatever.

-----

Peril Returned and Will Of Sauron. Do they support each other ?

Does "Peril.." become permanent event when Will Of Sauron comes to play ?

In such a situation of course twilight can't cancel it because

Peril.. isn't an environment card.

Is it correct ?

\*\*\* Assuming Gates of Morning is not in play, The Will of Sauron can be played if Peril Returned is in play and Doors of Night is not. Will of Sauron will keep Peril Returned in play as a permanent event. The subsequent play of Gates of Morning will, by the text of Peril Returned, remove Doors of Night from play, discarding The Will of Sauron and Peril Returned, since it is a long-event. Twilight will not, however, affect this combo.

## Official Rulings Digest #38

Can I play cards (short events) on one company during the movement phase of another one ?

\*\*\* Yes.

-----

Question is : can I tap sage (in Haven) and play Marvels Told to cancel such a permanent event before it takes effect on the company which is moving ?

\*\*\* Technically, no, the card needs to be in play for you to play Marvels Told, so you could respond to the effect of the permanent event with the Marvels Told. There is no restriction about which of your untapped characters can play the Marvels Told, however.

-----

>If Aragorn II is in play and wizard tries to influence him

>having Strider in hand , is Aragorn II treated as zero ?

Well, here's what I found in the MELE rulebook:

"Instead of revealing a card that is identical to the card being influenced, you may reveal a manifestation of that card . . . "

While this paragraph actually relates to opposite-alignment influence attempts, I don't think there were any manifestation issues within one alignment at the time. So as far as I can tell, this paragraph would affect the situation you outlined, and thus Aragorn's mind would be zero for the attempt.

\*\*\* This is only true when influencing across alignments, as per the first paragraph in the MELE rulebook under Part IV. When attempting to influence Aragorn II, Strider will not help with the influence check since both players are here.

-----

Without a Ringwraith on the table, can you play Bade to Rule at any time?

\*\*\* Yes.

-----  
I used Long Dark Reach to whack my opponent's company with Itangast. In response, he tapped a Regiment of Black Crows in his company to cancel the attack. I'm pretty sure the Crows' effect works, but should Itangast go to my hand, when he wasn't there to begin with?

\*\*\* Itangast will go to your hand, not back to the play deck or discard pile.

-----  
situation: a bunch of folks in a company are moving through a shadowland or dark domain. a ranger is in the company who has promptings of wisdom on him. then seized by terror is played on the ranger. can the ranger tap to stay with the company by either:  
tapping in response to the play of seized by terror OR  
tapping in response after rolling the dice and getting a result less than 12 which then splits him off into his own company OR  
none of the above

\*\*\* Tap the ranger in response to the effect that would send him to his site of origin. This cancels that effect, and the ranger stays with the original company.

-----  
If you make say Ettenmoors (which is a R&L in a wilderness) a wizhaven with Hidden Haven, can you still consider it as one of Fallen Alatar's home sites (he has a home site of 'any non-dragon's lair R&L in a wilderness')?

\*\*\* Nope.

-----  
We Have Come to Kill has a CRF notation saying you can't use it with a Ringwraith, does this mean it also won't work with a Fallen wizard?

\*\*\* One cannot bring in a Fallen Wizard with We Have Come to Kill.

-----  
\*\*\* Wim wrote the following about timing and playing In the Heart of His Realm. Consider it official.

"It depends on how the itHoHR is used:

-> If it is in play it can obviously be MT-ed. For a company just entering the 'no skill zone' it kicks in as a passive condition, as spelled out by Nigel and Lord Michiel, and thus you can still respond to that kicking in by playing MT, most notably: you get to draw cards and then enjoy a last chance to use sage skill etc. in that company. So one last chance to draw and use MT's, Ring Tests, or that One Ring you still need to find.

-> When you keep the ItHoHR in hand till the company makes for Mount Doom the situation is different (I think). You than play the card and when it resolves it takes away the skills from the sages at / underway to Mount Doom. It does so as part of its resolving. And of course it stays around as a passive condition to kick in when any new company enters 'the zone' - but that's not very relevant.

Played in this way you cannot MT it; that is not with a sage from the affected company. Because itHoHR is either not resolved yet or the wannebe sage already list his skill."

-----  
Now, I also encountered some questions (tGH = the Great Hunt):

What if tGH turns up a Beorning Skin Changers, which says: 'as a creature, only playable against minion companies'?

a) It attacks the company like any other creature (with 2@1...)

b) It is put aside, not counting for the 5 creature total of tGH

c) It is put aside, but does count against the 5 creature total for tGH

because it is still a creature, even though it can't attack

\*\*\* a) above is correct.

-----  
What if tGH turns up Adunaphel and I have her in play as a permanent event?

- a) She attacks as normal, if defeated the in-play Adunaphel is discarded; if not defeated that card remains in play  
b) She cannot attack because uniqueness prevents it, so she is put aside, not counting for the 5 creature total  
c) Same as b), but does count for the 5 creature total  
\*\*\* a) above is correct.

-----  
Is tGH prevented by a Bane of the Ithil-stone?

\*\*\* Yes.

-----  
Am I correct that I can play two copies of tGH in one turn? I think I can, because after I play the first one, it is still my organisation fase, so I can discard one stage card (i.e. I discard tGH), then I play the second one. After all, the card is non-unique, it just 'can't be duplicated'.

\*\*\* The aforementioned play is legal.

-----  
Agents and Ahunt or At Home dragons are not at all affected by tGH, right?

\*\*\* Correct.

## Official Rulings Digest #39

Long Dark Reach

Let's say you do not have Doors of Night in play and you play this card. You reveal a unique dragon, but of course, all of those are only playable at the dragon lair site (and not a region), unless DoN is in play. Does this mean that I can't play the unique dragon that I revealed?  
\*\*\* That is what it means. The creature must be playable in a region other than a Coastal Sea at the time that Long Dark Reach is resolving.

-----  
is it possible two have two companies stay at a haven during a turn?

\*\*\* The CRF has two things to say about this. First, CRF, Rulings by Phase, Movement/Hazard Phase, General:

# Companies at the same non-Haven/non-Darkhaven site must join at the end of all movement/hazard phases, before the site phase starts.

Companies at the same Haven/Darkhaven site may join at this time.

Second, CRF, Rulings by Phase, Organization Phase, Organizing Companies:

# If a company splits, all but one of the split companies must attempt to move to a different site this turn. The company may not rejoin in the same phase.

So, yes, two or more companies can stay separate companies at a haven, as long as the companies weren't the product of a company split during the organization phase at a haven. In that case, one of the companies needs to move.

-----  
It seems to me that it should be possible for minion companies to move from Udun to Dagorland, since they would control the gates of Cirith Gorgor. But I can't see this spelled out in the rules anywhere.

Is this possible or not?

\*\*\* Yes. If you're playing minion, your companies and agents may move

as if Udun and Dagorlad were adjacent.

-----

Regarding hazards which reference a haven:

That is, can you replace the word 'Darkhaven' on the card with 'Haven'?

CRF, Rulings by Term, Haven:

\* Havens can tap. Whenever a hazard affecting minions refers to a Haven, interpret it as referring to a Darkhaven instead. Havens count as their own nearest Haven.

-----

Alright, so my opponent Rogier is heading for Mount Doom with Saruman bearing the Scroll of Isildur and Bilbo and Sam Gamgee bearing one ring each.

I play Chill Them with Fear and To Get You Away on My Precious.

My Precious gets three strikes because of Chill. The strikes' prowess is  $2 + 5$  (face down at home site) + 2 (Chill) + 2d6, right?

\*\*\* That's correct.

-----

The strike against the first character is successful. What happens now?

Is My Precious discarded along with a ring immediately as is stated in My Precious's card text? (In other words: is "attacks successfully" the same as a successful strike? Or do all strikes have to be successful for this ability to kick in) Or does My Precious return to the home site where he takes his prisoner to instead (that's what To Get You Away says)?

The other two strikes still take place regardless of what happens to My Precious since the attack has already started, right?

\*\*\* First, attacks are only considered successful if all the strikes are successful, every character would have to fail his strike from My Precious for him to run off with a ring. Secondly, all the successful strikes cause the character to be captured, and all the strikes must be faced, no matter what happened with the previous strikes. This means if My Precious was fully successful with all the strikes, all the defenders would be taken prisoner under To Get You Away, and My Precious and a ring would be discarded.

-----

Is that true? Can you play orcs and trolls with Thrall of the Voice even if Bad Company isn't in play?

\*\*\* It's true. Brian ruled that, and I support the ruling.

-----

From the Pits of Angband

But now that we also have the Roused dragon factions from MELE and MEAtS, can you also return these to your hand with FtPoA? (or to the play deck if Doors is not out).

\*\*\* Yes.

-----

Parsimony of Seclusion

I could increase hazard limit by returning a resource (i.e. Agburanar Roused) to my hand!?

\*\*\* Funny, but true.

-----

Can Fell Winter be revealed on-guard at a Border-hold without an auto-attack?

\*\*\* Not such that it would create an auto-attack for the company.

-----

Can you play Wizard's Trove in advance of the permanent-event you're going to store with it?

\*\*\* Yes.

-----

In Rulings Digest #38, I ruled. Furthermore, I said the following:

> What if tGH turns up Adunaphel and I have her in play as a

> permanent event?

> a) She attacks as normal, if defeated the in-play Adunaphel is

> discarded; if not defeated that card remains in play

- > b) She cannot attack because uniqueness prevents it, so she is put
- > aside, not counting for the 5 creature total
- > c) Same as b), but does count for the 5 creature total
- >
- > \*\*\* a) above is correct.

Travis Took inquired:

Why? If this is true then playing a Nazgûl as a Perm-event wouldn't stop it from being played as a creature! Or how about the situation where tGH pulls a Nazgûl that is in play as a Ringwraith, does it attack then and if it gets killed the other guy loses his Ringer? Or even more ludicrous would be Alatar declaring the Great Hunt only to reveal himself as the first attack (in the form of Lord of the Hunt). IMO the only hazard/perm-event/Character combo that should attack in this situation is Mouth of Sauron/The Mouth, as The Mouth is removed from play, thereby allowing Mouth of Sauron to attack. I would also say that such a creature that is revealed but it does not attack should count towards the 5 creature limit.

\*\*\* My bad. I now rule that The Great Hunt brings the affected creatures into play, therefore uniqueness and other related manifestation rules apply. Thus, if a creature is revealed that is prevented from being in play, the creature does not attack and counts toward the 5 creature total.

-----

\*\*\* On a related note, I'm overturning a previous ruling I made saying that you may play a character with Ride Against the Enemy when another manifestation of that character is in play. You now may not do so, as Ride Against the Enemy will bring the character into play for the attack.

-----

Dragon's Desolation

Does the last sentence "one Dragon hazard creature may be played on a company at that site this turn" mean that, no matter what, only one Dragon may be played on each company at that site for that turn? So, in effect, it's limiting the number of Dragons as well as allowing them.

Or does it mean only that this one card allows one Dragon? And if I play a second Dragon's Desolation, I can play one Dragon with that card too? And if I put Rumor of Wealth on guard, I can reveal another dragon in the site phase? And so on. The question came up in last night's game and I wanted to get a definitive answer.

\*\*\* The wording on Dragon's Desolation means that only one Dragon will receive the effects of Dragon's Desolation, not that you are limited to playing a certain number of Dragons. Rumor of Wealth will allow to play another Dragon regardless of the number of Dragon's Desolations played during that turn.

-----

If region movement is allowed and a player uses starter movement, can hazards be keyed to specific regions in the path, other than the starting site's region or the target site's region?

\*\*\* No. I'm assuming you mean destination site when you say target site.

-----

But can hazards be keyed to the starting site's region and the target site's region by name?

\*\*\* Yes.

-----

Does it mean you can use Starter movement to move to Mount Doom?

\*\*\* No. According to the current Council of Lorien tournament policy, the Special Movement to Gorgoroth rule listed under optional rules in the ME:TW rulesbook is in effect during sanctioned tournaments.

## Official Rulings Digest #40

In Rulings Digest #39, I answered the following question:

Regarding hazards which reference a haven:

That is, can you replace the word 'Darkhaven' on the card with 'Haven'?

Like this:

CRF, Rulings by Term, Haven:

\* Havens can tap. Whenever a hazard affecting minions refers to a Haven, interpret it as referring to a Darkhaven instead. Havens count as their own nearest Haven.

Technically, I didn't answer the question. I should make it clear that the converse is also true, that is whenever a hazard affecting heroes refers to a Darkhaven, interpret it as referring to a Haven instead.

-----  
Alatar (fallen) reads:

Unique. Hazards your companies defeat (even with \*) are worth full kill marshalling points. <snip>

Does this mean Alatar allows me to gain points from defeating, for example, my own At Home dragon manifestations?

\*\*\* No. Full kill MPs means that you get the normal number of MPs you would otherwise receive if you didn't have the Fallen-wizard 1 MP restriction. In the case of your own At Home dragon, full MPs means 0 MPs.

-----  
"Nameless Thing" with "Doors of the Night" is playable at any adjacent underdeep site.

Is the attack considered as detainment for minion companies ?

I mean, is it keyed to Shadow Hold?

\*\*\* If Nameless Thing is played at a site, it is considered keyed to that site. If that site is a Shadow-hold or Dark-hold, be it Under-deeps or surface, then the attack is detainment for minion companies.

-----  
Allies have race, so fallen wizard company containing troll ally is overt, right?

\*\*\* CRF, Rulings by Term, Company:

# The following allies make a company overt: The Balrog, Creature of an Older World, Great Bats, Great Lord of Goblin-gate, Last Child of Ungoliant, Regiment of Black Crows, and "Two-headed" Troll.

Also note that allies created with Ready to His will retain their race, which could affect the company's covert/overt status.

-----  
can you have two agents at the same Haven?  
\*\*\* Yes.

-----  
i have a company (Radagast, Bilbo, Frodo, Sam, Fatty) and two agents (Elwen & Nimloth) at Lórien.  
opponent's Pallando comes to Lórien and enters the site (to try to influence away Bilbo).  
Elwen attacks Pallando and wounds him.  
can Nimloth attack him in the same turn, before Pallando tries to influence?  
\*\*\* All agents at a site may attack when an opponent's company enters that site at the time outlined in the ME:DM rules booklet. I'm not sure how your opponent plans on influencing Bilbo with a wounded wizard, however.

-----  
"Old Road " tap the site,  
"Hour of Need" DOES NOT tap the site.  
\*\*\* This is incorrect. Both cards tap the site at which they're played.

-----  
How about successful ring play by "Black Rain"?  
Does "Black Rain" tap the site?  
\*\*\* No. ME:LE Rulebook, Part I, Playing and Drawing Cards, Resource Cards, Non-Event, Items, Clarification:  
"A special item with the keyword Ring at the beginning of its text does not tap the character or the site when played."  
Since Black Rain allows you to play only Ring Special Items, it does not tap the site, nor does it require in untapped site for successful play.

## Official Rulings Digest #41

Can a Fallen-wizard use hero resources to modify the influence check against a minion faction, and vice versa?  
\*\*\* Yes. Cards that modify an influence check target the check itself, which has no alignment, hero or minion.

-----  
Re: Prowess of Age  
I would like to know how the timing works this card. The idea is that I would like to cancel a card (like Concealment) that cancels my dragon attack, but if none are played, then I would like to use this card to give +1 prowess (or more) to the attack.  
Is there a way for the Hazard Opponent to wait until the attack can NOT be canceled, but before strikes are assigned?  
\*\*\* No. According to the CRF and past NetRep rulings, there is time before each attack and each strike to do things that are otherwise legal. This applies to each player, so there's no time where an attack-affecting hazard could be played that an attack-affecting resource cannot be played in response.

-----  
Can you tap to test a ring in response to a hazard creature being played on you?  
\*\*\* Sure.

-----  
My minion opponent kills my Radagast in CvCC. Does,  
(a) I lose 5 points;  
(b) He gains 5 points;  
or  
(c) Both?  
\*\*\* Option A above is correct.

-----  
Do "Dragon ahunt manifestation" and "Spider of the Morlat permanent event attack" override the following card effect?  
Stealth,Sneakin',Down Down to the Goblin-town,etc.  
These cards only prohibit "Play of hazard creatures"

This does not prevent playing long event or permanent event.  
Or Dragon ahunt attacks are just considered as played creature attack?  
How about Morlat?

\*\*\* Attacks caused by hazard events are not considered playing a hazard creature.

-----

Does Minion player get kill marshaling point by defeating  
Fallen wizard orc/troll character in CvCC?

\*\*\* Yes.

-----

When a creature has "attacker chooses defending character" ability,  
Attacker can also choose alleis for the target, right?

\*\*\* As long as the ally is not restricted from participating in the  
combat, yes.

-----

What happens if you combine the \_short-event\_ Quiet lands (to turn a  
shadow-hold into ruins) and \_permanent-event\_ Rebuild the Town (turns  
a ruin into a border-hold)? Since Quiet lands is a short-event, it  
would be discarded at the end of the current turn. Would Rebuild the  
Town be discarded since there no longer was a ruin to rebuild, or  
would it remain in play as stated on the card?

\*\*\* Rebuild the Town would stay in play, since there is nothing stating  
that it would be discarded in this situation.

-----

isn't it the same with similar card-combinations? for example if there  
are the doors of night in play and daelomin is played on a company.  
because of the doors daelomin may be attacking a company moving through  
the withered heath. so if one plays twilight to cancel the doors,  
daelomin is still attacking in that region.

\*\*\* This is incorrect because the effect that causes Daelomin to attack  
checks for proper conditions (in this case, Doors of Night being in  
play) at the declaration and resolution of the effect. If Doors of  
Night is not in play when the effect causing the attack resolves (due to  
Twilight), the effect is cancelled.

-----

once a card is in play after meeting the conditions for playing it,  
these conditions need not stay in play for keeping that card in play  
too. is that right?

\*\*\* Generally, yes, unless, as with hazard long events and The Will of  
Sauron, there is card text that overrides this generalization. Don't  
confuse this with the previous example, where the necessary conditions  
disappear before the effect resolves.

-----

What is the deal with items that have maximum prowess or body?

\*\*\* Prowess and body bonuses and maximums from weapons, armor, shields  
and helmets are applied first, in whatever order the controller desires,  
then other bonuses apply in whatever order the controller chooses.

-----

Are there any rules for telling your opponent what sort of deck  
(wizard/ringwraith/fallen wizard/balrog) you play with, before  
choosing a deck to play?

\*\*\* According to the Council of Lorien tournament policy, you may bring  
two decks of the same alignment (Hero, Minion, Fallen-Wizard or Balrog)  
to a tournament. One deck is for use against Hero opponents, and the  
other is for use against Minion and Balrog opponents. You may choose  
which deck is used against Fallen-Wizards, but the deck so chosen must  
not change throughout the duration of the tournament.

Note that certain councils and tournaments may not strictly adhere to  
the Council of Lorien policy.

-----

Say I'm playing Fallen-wizard, and for some reason I need to retrieve a  
character from my discard pile. I have a Smoke Rings in hand. Which of

the following is true?

- 1) I can recycle any character with my Smoke Rings;
- 2) I can only recycle any hero character; or
- 3) I can only recycle any non-Orc, non-Troll character.

\*\*\* Number 3 above is correct.

-----

Am I allowed to discard a Thrall of the Voice on a 6-mind character during my organization phase (to lower my SP in the face of looming badness), or would that be considered "playing" a 6-minder?

\*\*\* The character is already in play, so as long as you are not otherwise restricted from discarding Thrall of the Voice, you may do so in this case.

-----

An attack can be canceled before strikes are assigned, and a strike can be canceled before the dice are rolled, but what about reducing strikes? For example, GoM is in play and I have a Cave-drake played on my company. My opponent targets a buff character and a whimpy character. I decided to resolve the first strike with the buff character, who defeats the strike. I then play DQ, reducing the # of strikes to one. I get the kill points, right? If no, why not?

\*\*\* Consider the following response from Wim Heemskerk official: Changing the number of strikes must be done before strikes are assigned. CRF, Turn Sequence Rulings, M/H phase, combat, attack: "Any effect that would change the number of strikes for an attack may not be played after strikes are assigned. This includes cards that have other additional effects, and cards that only indirectly change the number of strikes."

-----

so what about reducing the prowess of the whole attack (for example black arrow). it would be logical (at least in my logic), that such an effect must also take place before strikes are assigned. but i couldn't find anything in the crf.

\*\*\* An effect that states that it reduces the prowess of an attack must be played before the strikes are assigned.

-----

Re: Pallando the Soul-Keeper

My opponent discards Baduila at my new site - I discard Pallando - what happens? My guess is that Baduila gets eliminated, but is that so?

\*\*\* Yes, Baduila gets eliminated.

-----

A company is attacked by a Barrow-wight and the character carrying the Star-glass is already tapped. Is there time to untap the character (say, with Hundreds of Butterflies) and then tap the Starglass to cancel the attack?

\*\*\* Yes, there is time to perform the above before the attack begins.

-----

When he entered the site, I used a Cave-drake for the automatic-attack, and he tried to cancel it with Leaflock.

Framsburg's text says that the creature in question is considered in \*all\* ways to be the site's auto-attack. So is it still considered a hazard (and thus vulnerable to Leaflock's ability) or not?

\*\*\* The Cave-drake is considered an automatic attack and not a hazard, so Leaflock could not cancel it with his ability.

-----

Please note that the NetRep team is still discussing what the word "any" means. I will present a ruling on this issue next Sunday, with any luck.

## Official Rulings Digest #42

In Rulings Digest #41, I said:

\*\*\* According to the Council of Lorien tournament policy, you may bring two decks of the same alignment (Hero, Minion, Fallen-Wizard or Balrog) to a tournament. One deck is for use against Hero opponents, and the other is for use against Minion and Balrog opponents. You may choose which deck is used against Fallen-Wizards, but the deck so chosen must not change throughout the duration of the tournament.

Jean-Paul Keulen was kind enough to point out that I was incorrect above, and that Balrogs are just considered another minion type for deck construction. This means you can bring a Ringwraith and a Balrog deck to a tournament legally.

-----

I had 6 Nazgul Permanent events and I tapped Khamul, my opponent was left with 2 cards in hand (it was mov/haz phase vs company with low mind - Ioreth and Wacho). And this phase was over, my opponent drew cards to have 8 in hand again and I wanted to switch to another mov. / haz phase. But my opponent wanted to play marvels told on Ioreth Before I could do something against the new company with my hazards (tap Adunaphel in this case). Is it ok? Can anyone play cards after he drew anything to have 8 at the end of phase / turn?

\*\*\* As Wim Heemskerk pointed out:

(CRF, Turn Sequence R, M/H phase, general):

"Annotation 25a: A company's movement/hazard phase is concluded when a moving company removes its site of origin and both players agree to reconcile (discard down to/draw up to) their hand sizes. No resources (and obviously no hazards) can be played, and no resource effects can be activated, until the site phase or until both players have drawn cards for the movement of a following company. "

-----

For example can Saruman play Wizard River Horses at the same turn he took it from discard?

\*\*\* Yes, because Saruman can bring back Wizards River-horses at the beginning of the end of turn phase, so there is still time in that phase to play other resources, including the Wizards River-horses that Saruman recycled.

-----

Can company that contains Elf, Dwarf and/or Dunadan play allies of Orc or Troll?

\*\*\* Yes. CRF, Rulings by Term, Ally:

# Allies can be healed as if they were characters. Otherwise, allies are

only considered characters for the purposes of combat and playing skill cards.

Company composition rules apply only to characters, as per the ME:LE rulebook.

-----

Re: Sauron and The Lidless Eye

Somehow I always assumed that as these cards are manifestations of each other, you can only play with three of them in total (for example, 2x Sauron and 1x Lidless Eye). Would make sense as these cards are comparable to a ringwraith, of which you can also have just three.

\*\*\* Sauron and The Lidless Eye are non-unique permanent events, so you may have three of each of them in a deck. There are no restrictions on having different manifestations of cards in your deck, assuming the deck is otherwise legal.

-----

From the crf:

Marvels Told

May be played during the site phase by a character in another company, as if he were in the company resolving their site phase.

So Ioreth can play Marvels Told during any site phase.

\*\*\* This is true as long as she has entered her site before the company upon whom she's playing the Marvels Told. CRF, Rulings by Phase, Site Phase, General:

# A company may not play any resource during the site phase until they have faced all automatic-attacks, unless that resource directly affects an automatic-attack. Removing an automatic-attack does not directly affect it, although cancelling does.

-----

If you reveal a creature on-guard at a site, does the company face the auto-attack first, or the creature?

\*\*\* The company faces the automatic attack first.

-----

Can Tom Bombadil tap to cancel hazards on a non-moving company in his regions?

\*\*\* No.

-----

If your opponent is playing as Sauron, can you halve hazard limits (to access the sideboard) in the untap phase as if his avatar is in play once his/her Sauron manifestation hits the table?

\*\*\* CRF, Rulings by Term, Sideboard:

\* You may access your sideboard when your opponent plays The Lidless Eye as if he had revealed his Ringwraith.

I am officially extending this CRF ruling to apply to Sauron, as well.

-----

The "any" debate still rages. I apologize for the delay. We hope to get it resolved soon.

## Official Rulings Digest #43

In Digest #42, I said:

==

From the crf:

Marvels Told

May be played during the site phase by a character in another company, as if he were in the company resolving their site phase.

So Ioreth can play Marvels Told during any site phase.

\*\*\* This is true as long as she has entered her site before the company upon whom she's playing the Marvels Told. CRF, Rulings by Phase, Site Phase, General:

# A company may not play any resource during the site phase until they have faced all automatic-attacks, unless that resource directly affects an automatic-attack. Removing an automatic-attack does not directly affect it, although cancelling does.

==

\*\*\* I was wrong. The CRF entry to Marvels Told overrides the rule I stated above. Ioreth can, in fact, play Marvels Told during any site phase.

-----

Legendary Hoard: "Playable on an at home Dragon manifestation. Target Dragon's automatic-attack cannot be canceled." Is this referring only to the automatic-attack created by the at home card, or also to the a-a on the site card? What about additional (not necessarily dragon) autos created at the site by other effects?

\*\*\* Only the automatic attack created by the At Home manifestation in question is affected by this effect of Legendary Hoard.

-----

Is it true that if a card's requirement is its own discard, that it is not actually discarded until resolved? If true, of course, then MSB can discard GE in response, preventing GE from discarding itself to cancel an event.

\*\*\* This is not true. If an effect declaration requires a discard, the card is discarded immediately, no matter if the effect is cancelled later in the chain of effects.

-----

Because The Great Eye cancels a hazard event "before it resolves," if GE is used to cancel the play of a corruption card, may another corruption card re-target the same character in the same turn?

\*\*\* CRF, Rulings by Term, Playing a Card:

\* Playing a card is the process of bringing a card from your hand into play. Since you can only play one corruption card per character per turn, you would not be able to re-target the same character with a corruption card that turn.

-----

Cards "removed from play" are still counted for uniqueness, correct?

\*\*\* Correct.

-----

Hold Rebuilt & Repaired + Lucky Search: As far as I can tell, nothing prevents a Fallen-wizard player from going out and Repairing minion Weathertop, say, and then Lucky Searching the hell out of it. The site has to be minion, because HRaR targets and affects the site. But Lucky

Search does not seem to target or affect the site, it targets a scout at the site. And since LS doesn't tap the site, the "Playing Resources at a Site" section of the MEWH rules don't apply either. All true, eh?

\*\*\* All true.

-----

\*\*\* There has been a lot of discussion about timing and playability conditions. In general, here is the outline for playing a card with playability conditions:

1. Card is played/effect declared. The play is legal if all playability conditions are met.
2. Cards are played in response. Once all cards have been played in the chain, the effects resolve last in, first out.
3. Each card/effect rechecks playability conditions as they resolve. If the conditions no longer exist, then the card/effect is cancelled and discarded.

A classic example of this is, with Doors of Night initially in play,

1. Morgul Night is declared, which requires Doors of Night.
2. Resource player plays Gates of Morning in response.
3. Chain resolves, so Gates discards Doors.

4. MN fizzles because the playability conditions are no longer met.

Also note that most cards don't continue to check these conditions after they are resolved. If the card does, it will be outlined in the card text. The Will of Sauron is a good example of this. This means that, for example, hazard permanent events that require Doors of Night to play, but don't require that Doors stays in play will still have their effect, even if Doors leaves play.

-----

if a dragon at home (or another manifestation of that dragon) gets defeated, his homesite loses its automatic attack. but is it still considered to be a dragon hoard?

\*\*\* The site is considered to be a hoard site until the end of the turn in which the At Home dragon was defeated.

-----

Dwarven Ring of Bavor's Tribe: ... Tap a Dwarf bearer to search your play deck for a greater item playable at the bearer's site. Play this item immediately or discard,...

That means that you can play the item even if the site is tapped?

\*\*\* No. If you are told to play a card, you must meet all the conditions for playing a card, including untapped sites. Cards that say things like "place the card with the company" will not require this, since you are not playing the card.

-----

Not too long ago, it was pointed out to me that seemingly nowhere in the MELE rules does it state that a minion player is restricted to playing Sudden Call at the end of his turn, simply during his turn (while all conditions are met)

\*\*\* This is correct. Sudden Call is not restricted to any part of a turn.

-----

Does Fury of the Iron Crown cause creatures to be put in Minion opponent's MP pile?

If creature is put in the MP pile, does the fact that the creature is in the MP pile overrule the rule that minions receive 0 MP's for non "\*" creatures, or does creature in the pile count as zero MP's?

\*\*\* The creature is placed in the MP pile, no matter what their alignment is. The creature only counts for kill points for a minion if it has an asterisk next the MP value. Minions can use the creature for a trophy, however.

-----

Somewhere in the murky history of MECCG, it was ruled (I've looked for it, and can't find it) that a Fallen-Wizard could combine Open to the Summons and Thrall of the Voice to play a 7-mind agent. Is this still true?

\*\*\* It's never been true, as far as I know.

-----

According to Council of Elrond Digest #10, a Doors of Night played in response to a Twilight on a Doors of Night currently in play will keep a Will of Sauron in play. Does this also apply to a creature being played with Doors of Night in play?

\*\*\* Yes.

-----

The Moon is Dead is in play. A company travels to a site with an Undead automatic-attack, and should have to face the attack twice. If the company defeats the first Undead attack, and The Moon is Dead is discarded, do they still have to face the second attack?

\*\*\* No.

-----

The White Tree is in play on a Wizardhaven with Wizard's Trove. Because Wizard's Trove says to "play The White Tree at one of your Wizardhavens," does this mean that the White Tree is discarded if the site returns to your location deck?

\*\*\* No.

-----

If a Fallen-Wizard player plays The White Tree with Wizard's Trove, and the text of The White Tree is ignored, does that mean another player can play The White Tree? Is the "Unique" keyword ignored on The White Tree if Wizard's Trove is used to play it?

\*\*\* No.

-----

The wording on World Gnawed By the Nameless is slightly confusing. When does this card return itself to your hand? Is it back in your hand at the end of the first movement/hazard phase when reconciling one's hand? If not, is it back in your hand during the new movement/hazard phase, so having one World Gnawed By the Nameless is enough to move as far in the Under-Deeps as you wish in one turn (assuming you make all the dice rolls)?

\*\*\* It is resolved as listed on the card. Since you play it while you are moving, and it fully resolves as a short event, it is returned to your hand before you reconcile your hand and start a new M/H phase.

-----

So, according to ancient law (Annotation 25), you're "at" your new site as soon as you ditch the old site card: "A company is considered to be at the site given by its site card at all times except from the moment their new site card is revealed during their movement/hazard phase until their old site card is discarded during the same movement/hazard phase. During this period a company is considered to be en route between sites and not at any site."

But several bullets underneath that (in M/H: General rulings) we have a contradiction: "Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any movement/hazard phase. This means a moving company is not at a site until the site phase. [effective 11/17/97]"

\*\*\* This isn't a contradiction. The second above quoted ruling is a clarification of the first. No companies are "at" their sites until the site phase.

-----

So, if Doors of Night is in play, and I play Smaug on guard at the Wind Throne, can my opponent play hoard items there? Since Smaug is on-guard, the site does have a dragon auto-attack this turn.

\*\*\* No it doesn't. On-guard creatures are not automatic-attacks.

-----

what about playing cave-drake (it is called dragon, not drake!) at an underdeep-ruin as automatic attack?? so if the opponent is nice enough to play that creature: two hoard greater items at iron-deeps??

\*\*\* In this case, yes, the Cave-drake would cause the site to become a hoard site for that turn.

-----  
you are not allowed to play resources before entering the site (= resolving auto attacks), except if the resource directly affects that auto attack. so i can't use "rebuild the town" to remove the auto attack. but is it possible to use this card to remove an on-guard creature?  
\*\*\* No, because the on-guard creature is revealed in response to the automatic attack. There is no time to play Rebuild the Town to change the site type before the creature attacks.

-----  
Am I allowed to play the And Forth He Hastened on the F-Wiz's company during the other company's M/H phase?  
\*\*\* Yes.

-----  
You guys really keep us busy. We're close to resolving the troll rain issue, and the elven ring during CvCC and Summons from Long Sleep issues are still in the queue. Rulings will be forthcoming. Stay tuned. If I missed any questions, let me know.

## Official Rulings Digest #44

Ladies and Gentlemen, let me introduce you to the final decision about the word "any."

What about Indur? Indur will, when tapped, make "any wounded character loose an item". Does that mean

- a) 1 character
- b) as many character as the hazard player chooses, or
- c) all wounded characters?

\*\*\* a) above is correct.

-----  
And Umagaur the Pale says that "any non-unique Orc or Troll hazard can be played (not counting against the hazard limit)", does that mean one orc/troll, or an unlimited number of orcs/trolls?

\*\*\* Umagaur the Pale and Buthrakaur the Green create an effect that lasts until the end of the turn that allows you to play any orc or troll. This means that many orcs and/or trolls may be played using this effect.

-----  
BTW, does Umagaur remove the keyability-requirement for those orcs/trolls? That is, can I play Hobgoblins in the Under-gates after Umagaur?

\*\*\* Yes, the playability requirements are removed for orcs and trolls played in this fashion. Note that playability conditions include keyability conditions.

-----  
The balrog-auto attack has prowess 20, right? 18 + the +2 prowess bonus?  
\*\*\* Correct.

-----  
how many corruption points gives The One Ring ? 6 or 7 ?  
\*\*\* 7 total to the character bearing The One Ring.

-----  
If the balrog had the +2-modifier listed first, and \_then\_ the 18-prowess auto-attack at Moria, would it be 18 or 20 prowess?  
\*\*\* 20. There is no point where one would face the listed automatic attack and have the +2 prowess bonus unresolved.

-----  
the rules say that i can duplicate Fellowship in a same company..  
.how about triplicate?

\*\*\* If a card says "Cannot be duplicated" than you may only have one in play, or in play on that type of thing (like "Cannot be duplicated on a given character.") Otherwise, there is no restriction on the number of copies of a card you may have in play at once.

-----

we had a sealed tournament yesterday, and i played some rings. my opponent was very surprised, when i tested during the M/H phase of another company (not containing the golden ring). we had some discussion then, but it was legal play, wasn't it?!

\*\*\* A character may not test a ring item that is not in that character's company, if that's what you're asking. If the character doing the test was in the proper company, but it was another company's movement/hazard phase, then it was a legal play.

-----

what is the timing when you play seek w/o success and discard a ranger to send a company back to its site of origin and your opponent would like to play withdrawn to mordor and screw your plans over?!? can you cancel this with withdrawn and when should you play it to do so?

\*\*\* Travis Took answered this one just as well as I could:

Well the discarding of the Ranger is an active condition to play Seek w/o Success, so it is done when you first play SwoS. Because of this, the agent is not in play to target with Withdrawn to Mordor, thus it cannot be stopped by it. Moreover, if you play WtM first, the hazard player can respond with SwoS which resolves first (because of LIFO) thus effectively negating your WtM.

-----

Regarding Lure of the Senses:

So can I play cards such as "Old Friendship", etc. during the untap phase to help this check? Also, the clarification in the CRF that the check is made "after everyone untaps", makes me wonder if I can interrupt the untap process (i.e. wait to untap the Lured character until last so I can tap another just untapped character in his/her party as support)?

\*\*\* Since Lure of the Senses triggers at the end of the untap phase, you may do anything you like that is otherwise legal before you declare the end of the untap phase and face the corruption check. You have plenty of time to play cards in support of the check, or to play cards after all your characters untap and before the check.

-----

Can you play Nameless Thing keyed to Iron Hill Dwarf Hold with Doors of Night in play?

\*\*\* No. As Kuba Krchak pointed out, the ME:BA rules state: "For the purposes of playing hazards, a Free-hold is never considered to be the surface site of an Under-deeps site." However, if said Free-hold is turned into another site type, then Nameless Thing would be playable at that site with Doors of Night in play.

-----

I have questions regarding Company vs Company Combat(CvCC). I have a minion company with Lt. of Dol Guldur, Lt. of Angmar(tapped), 2 orc sniffers (1 wounded), Grishnak (tapped), & Ufthak; my opponent's company is Eomer (tapped), controlling two Noble Steed(both untapped). I called CvCC, my opponent choose 1 Noble Steed vs the wounded Orc Sniffler, the second Noble Steed vs Grishnak and I choose Lt. of Dol Guldur vs Eomer.

First question.-

All extra characters count as +1 to the strike of the minion I choose even though the characters are tapped? (I hear that all characters must enter combat regardless their status)

\*\*\* Correct.

-----

Noble Steed can tap to cancel a strike vs itself or the controlling character. Can Noble Steed tap to cancel the strike assigned to Eomer even though it has been assign an strike to itself?

\*\*\* Yes, much like Fatty Bolger's ability.

-----  
If you assigned 4 strikes to a character and you opponent cancel one strike, will you cancel all the strikes (1 strike with +3) or you cancel the first strike and assign the other 3 (1 strike with +2)?  
\*\*\* Like with normal combat, you normally don't assign more than one strike to any character. All unassigned strikes become -1 prowess modifications that the attacker/hazard player doles out to the defending characters. So, in your example above, the attacker would assign one strike to a defending character, and three -1 modifications. If that strike is cancelled, there are no other strikes for that character to face.

## Official Rulings Digest #45

The NetRep team continues to work through old rulings in an attempt to serve the MECCG community:

Summons from Long Sleep:

I don't seem to have the initial question that was posted to the list, but we are reversing Brian Wong's ruling that playing Marvels Told in response to playing a creature off of Summons from Long Sleep will discard the creature and Summons. In particular:

- 1) You can play Marvels Told on a Summons from Long Sleep in response to a creature being played from it (before the creature has resolved), to discard the Summons. The creature still attacks, but without the +2 bonus.
- 2) You can play Marvels Told on a Summons from Long Sleep (with or without a creature on it) and it will be removed from play. This assumes that the Marvels Told starts the chain of effects. Note that a creature played on Summons from Long Sleep cannot be played in response because creatures have to start a chain of effects.
- 3) If somehow a creature played from Summons can't attack then Summons remains in play (with no creature on it) - as the last sentence from the erratum won't be triggered. Note that a cancelled attack still was an attack.

-----  
The Moon is Dead:

This is a short note that my ruling on The Moon is Dead from Rulings Digest #43 is correct, and stands as posted. Here it is again, for reference:

The Moon is Dead is in play. A company travels to a site with an Undead automatic-attack, and should have to face the attack twice. If the company defeats the first Undead attack, and The Moon is Dead is discarded, do they still have to face the second attack?

\*\*\* No.

-----  
I was using both Deeper Shadows to decrease my hazard limit. So, presuming my shadow magic user doesn't fail his checks (which he didn't), the question is what happens, and more importantly, why? The rules say that the hazard limit is checked upon play and upon resolution to verify legalness, but that's still open to interpretation. I think the crux of the interpretation is based on "When is the hazard applied against the hazard limit?" Are hazard applied against the hazard limit in the order they are played, or in the order they are resolved?  
Possibility 1 - Hazard is applied to the hazard limit upon hazard play  
- Opponent plays creature: Hazard 1 played, hazard limit of 2

- Player plays Deeper Shadow
- Opponent plays River Hazard 2 played, hazard limit of 2
- Player plays Deeper Shadow
- Deeper shadow resolves: Hazard limit is lowered to 1
- River attempts to resolve Hazard 2 fizzles because the hazard limit is 1
- Deeper shadow resolves Hazard limit is lowered to 0
- Creature attempts to resolve Hazard 1 fizzles because the hazard limit is 0

Possibility 2 - Hazard is applied to the hazard limit upon hazard resolution (whether it is resolved successfully or not)

Result:

- Opponent plays creature 1 hazard played, hazard limit of 2
- Player plays Deeper Shadow
- Opponent plays River 2 hazards played, hazard limit of 2
- Player plays Deeper Shadow
- Deeper shadow resolves Hazard limit is lowered to 1
- River resolves Hazard becomes Hazard 1 and resolves, hazard limit of 1
- Deeper shadow resolves Hazard limit is lowered to 0
- Creature attempts to resolve Hazard becomes Hazard 2 and fizzles because the limit is 0

\*\*\* Oh, my. Let me post here what Philip Carroll posted, and call it official. Thanks, Philip.

Here's what I found in the CRF, under "Playing Hazards":

You check the hazard limit at declaration and resolution. At declaration there must be less hazards already declared than the hazard limit. At resolution there must be no more hazards declared than the hazard limit. So in the chain you cited above, two hazards have been declared. Then, by everyone's favorite MECCG acronym, the second Deeper Shadow resolves and lowers the hazard limit to one. Now when River attempts to resolve, more hazards (2) have been declared than the current limit (1). Survey says -- BUZZ!! -- thus causing River to fizzle. Next, the first Deeper Shadow resolves, lowering the HL again. Lastly, the creature tries to attack, but he fizzles because more hazards have been declared (1) than the current limit (0).

-----

You can play River in the same chain of effects?

\*\*\* There is no rule that says that River has to start a chain of effects.

-----

I have a quick question on these two At Home Dragons. Each reads that all greater/major items give an additional corruption point. Is this extra point considered to be a separate source of corruption than the CP's for the item itself (i.e., for The Balance of Things), as is the case for the One Ring?

\*\*\* Since the at Home dragons in question read that each "... item gives an additional corruption point," the source of the extra corruption comes from the item, not the dragon.

-----

Is it possible to cancel an attack by reducing the hazard limit below the level of the currently resolving hazard creature? e.g. with a H.L. of 1 remaining and a dragon bearing down on my party, I can drop a Many Turns and Doublings with Gates in play and big, bad Mr. Dragon vanishes in a puff of logic. Right?

\*\*\* Correct.

-----

Now if I've gotten a yes there, let's say that I'm trundling along with a H.L. of 2 and an Assassin jumps out, since I have a diplomat in the party I slap Flatter a Foe on the bad guy and if I make my roll I'm home free (because the H.L. drops to zero), right? More specifically, when the Assassin fizzles, all 3 of his attacks go bye-bye, correct?

\*\*\* Ah, but the Assassin doesn't fizzle. Flatter a Foe is played when

facing an attack, so by the time you play Flatter a Foe, the Assassin has already resolved. Lowering the hazard limit has no effect on hazards that have already resolved.

-----  
Is the attack caused by Tidings of Bold Spies considered a hazard creature attack?

\*\*\* No.

-----  
If you have Wake of War in play and you attack a company with an animal creature that has one strike for each character, let's say Crebian.

Is the effect as follow?

a).- One extra strike assign by hazard player to any defending character

b).- It does NOT apply, because there is NOT a specific number of strikes, therefore you can NOT add the strike.

\*\*\* As quoted by Paul Choquette:

CRF 15: Combat - Attack

"If an attack states all characters in a company face a strike, then effects which allow a character to face more than one strike have no effect against the attack. Similarly, effects that change the attack's number of strikes have no effect. As an exception, effects which reduce the number of strikes to a specific number do work."

This means B is the correct interpretation above.

## Official Rulings Digest #46

Oh, my. It's been three weeks since the last digest, and the NetRep folder in my email program has grown quite large. Sorry about the delay. Let me know if I've missed any questions!

In regard to the legality of a defender using Elven Rings in CvCC, Travis Took mentioned the ruling that I made in Digest #25:

Narya/Nenya/Vilya may be played during opponents companies site phase in response to company vs. company combat. Increasing the prowess of a character facing the attack is considered affecting a strike, and therefore legal. All three Elven Rings increase the prowess of the targeted character.

This ruling is correct and stands as written.

-----  
Re: Legendary Hoard

It's played on an at Home dragon. It states that the "target dragon's auto-attack cannot be cancelled." I'm assuming that this means the auto attack on the at Home dragon's card, and not the auto-attack at the associated site. Is this right?

\*\*\* Correct.

-----  
Re: Legendary Hoard

If the Dragon is inverted, does that mean it no longer has any effect on play? Its special effect is gone and there's no longer an extra auto-attack at the site?

\*\*\* Consider the inverted dragon to be "off to the side." This card was written before putting cards off to the side became a rule. So, yes, the at Home dragon's effects are no longer in play.

-----  
Re: Legendary Hoard

It says "if target Dragon is required to be discarded" - could I play L.H. on Daelomin at Home, then discard him to increase the hazard limit and simply have him inverted on the table? And then, after rotating L.H. by playing Daelomin Ahunt or the dragon himself, go in and loot a hoard for multiple items playable at the site after only facing the standard auto-attack of 2 @ 11 at Dancing Spires?

\*\*\* Yes, this is all a legal play. Note that a player is only allowed up to 3 items per game per copy of Legendary Hoard.

-----  
Do you have to enter the surface site and face automatic attacks before heading down, or can you camp outside the site and proceed directly to the Under-deeps site on the next turn?

\*\*\* You do not have to enter the surface site before going to an under-deeps site.

-----  
Bring our curses home/Foes shall fall can be played on a character whose company is facing a dragon hazard creature attack. Since ahunt dragons are hazard creature attacks, I suppose you could play BoCH and FSF with them?

\*\*\* That is correct.

-----  
BoCH/FSF makes this creature attack the company in the start of every movement/hazard phase, if it is playable. Ahunt dragons, being long-events and not creatures, are always playable. So it will attack the company every turn, even if it stays at a haven?

\*\*\* When using Foes Shall Fall or Bring our Curses Home with an ahunt dragon, the attack will only occur if the company is in a region where the attack would normally occur. For instance, if a company is at a haven, the ahunt dragon would not attack.

-----  
Even though the CRF states that "You cannot target an opponent's character or resources with your own resources." , you must be able to target an opposing character with Malady, right?

\*\*\* Since the card is a minion resource released two expansions before ME:WH, and the card implicitly says that you may target a hero character with it, A Malady Without Healing is an exception to the rules, and can target an opponent's character. Also note that this doesn't restrict you from playing A Malady Without Healing on your own characters.

-----  
My opponent had played No Strangers at This Time on Dol Amroth (after successfully recruiting the Knights, of course). Before he could transform it into a Wizardhaven, however, I managed to put down a Heart Grown Cold. How do these two cards interact?

So HGC forces my opponent to replace the hero Dol Amroth with the minion version. But it's tapped, so then it would go to the discard pile. At this point, would No Strangers kick in and prevent the switcharoo, or would it watch helplessly as Dol Amroth becomes a minion site, which it can no longer target (thus causing its own discard and the loss of Dol Amroth for the cycle)?

\*\*\* No Strangers at This Time prevents a tapped hero site from being removed from play by Heart Grown Cold.

-----  
the errata list tells us, that this long winter does not tap a site permanently. but when is the site untapped? immediately when long winter is gone (long-event phase)? or during the next untap-phase, after long winter is gone??

\*\*\* Philip Carroll cleared this up as follows. His words are my words, in this case:

Did it really say "permanently"? Where did you find the ruling? The CoL errata listing says this: "Long Winter will not continually keep sites tapped, it is only applied once to each site each turn."

This means that if you untap a site somehow during the site phase, Long Winter doesn't kick in again and retap the site before you can do anything.

-----  
Let us suppose that Doors of Night and Morgul Night are in play. I move my company of thuggish minions to Lorien, planning all sorts of gooey mischief. My opponent, seeking to rain Elf-Lords down upon my little head, plays a Withered Lands on a convenient Shadow-land in the site

path. When WL resolves, it has created two wildernesses. Does Morgul Night then bring the shadow down upon them before he can key his Elvish pain, or is Morgul Night like Long Winter, whose effects only occur once a turn?

\*\*\* Morgul Night's effects are applied only once, when the site path is revealed, so the Withered Lands would create two wildernesses successfully.

## Official Rulings Digest #47

Well, my intentions to put out digests while I was away from home failed utterly, and I haven't really picked up the pace since getting back. I hope to get back in line soon.

Also, I realize most of these questions have been answered by Wim, but I'm making sure they're in a digest and are stamped as official. If you feel I've missed a question, please point it out.

From Digest #46:

\*\*\* No Strangers at This Time prevents a tapped hero site from being removed from play by Heart Grown Cold.

Just so it is known to all, I'm not arguing with this ruling (this is in fact how we played it in the game). My opponent was just wondering as to the logic involved in this decision. Is there a ruling somewhere in the CRF dealing with this, or was my logic above sufficient?

\*\*\* The NetRep team is still in the process of sorting out the shades of grey on this one, though the ruling above is still considered valid.

-----

I move with starter movement from Lindon to Numeriador. I believe both Lindon and Numeriador are available to play hazard creatures that target those regions, since both region names are there, on the site cards on the table. Right?

\*\*\* Essentially correct.

-----

If I did use starter movement from Rivendell to Lorien, those High Pass or Redhorn Gate monsters can only see Rhudaur and Wold&Foothills. Right?

\*\*\* Correct.

-----

I was wondering if agents can be used as starting characters in a minion deck?

\*\*\* Yes, by using the card Open to the Summons.

-----

Say there happens to be a Snowstorm, and I move with Radagast. I may draw all the cards based on his planned route and all the wildernesses, though first one of the wildernesses actually sends whole company back where they started? Right?

\*\*\* Correct. In MECCG rules geek speak, Snowstorm is the first hazard effect declared in the movement/hazard phase, and is resolved at that time. Playing and resolving of hazard effects occurs after cards are drawn.

-----

Does the bane of ithil stone effects affect both players ?

\*\*\* As long as neither player is minion, yes.

-----  
The automatics attacks at a shadow-hold are they detainment for minion company ?

\*\*\* All automatic attacks are detainment unless otherwise specified on the site card.

-----  
Bade to Rule. In the text show 2 cases at the 2nd case, if the ringwraith enters the game I put the card with him and If he move loses the card ?

\*\*\* Correct.

-----  
Can a Hero company attack a Covert company or only overt companys (and viceversa) ?

\*\*\* Hero companies can attack any minion company and vice versa.

-----  
To play a Permanent event at a site like a (news of the shire, or smoke on the wind ) should I enter the site ?, and when a site is tapped with this event only if the card says tap the site ?

\*\*\* To do anything at a site, you must enter the site and face all automatic attacks, and yes, events only tap the site if the event says it taps the site.

-----  
As long as I know I cant put in play a char with mind more than 6 not even with an Thrall-Ring, but what about stage resources that reduces the mind ?

\*\*\* It is not possible for a fallen-wizard to play a character of greater than 6 mind, assuming you're playing by Council of Lorien tournament rules.

-----  
If I draft OttS, TotV, and then Anarin, does OttS's effect actually come first and reduce Anarin's mind to 6 to allow TotV to work?

\*\*\* Travis Took dug this up:

In CoE Rulings/Clarifications 11, so ruled Brian "The -1 to mind does NOT allow a Fallen Wizard player to play a 6-mind person with Open to the Summons (the mind checking is done before the effect applies)."

-----  
Can I play Bade to Rule being Sauron ?

\*\*\* No. CRF, Rulings by Term, The Lidless Eye:

\* Playing this card discards its player's Bade to Rule and prevents him from subsequently playing Bade to Rule.

This rule is essentially printed on the card Sauron from ME:BA.

-----  
In a company vs. company an ally count as character and make his attack, am I right ?

\*\*\* Unless otherwise prevented by the ally's card text, yes.

-----  
Thers is a rule preventing 2 leaders at the same site, so a friend of mine each turn declares a movement which leads one leader to the site that other leader is, so he can grab the cards and automatically returns to the site he was, is any rule that prevents this ? or something to stop this ?.

\*\*\* It has been ruled that any company that is returned to its site of origin must do nothing during its site phase.

-----  
If I play this faction with a leader in barad-dur, and 2 other factions each faction gives 2 extra MP or the 3 factions give extra 2MP

\*\*\* CRF, Rulings by Term, Leader:

\* Factions played with a leader are worth two extra MP per group of factions, not per faction.

-----

Can a Fallen Wizard use both minion and hero ruins&lairs sites?

\*\*\* Yes, but not at the same time.

-----  
Can I Play events on sites that are on the table face down during org fase (are these sites in play?)

\*\*\* The sites are not considered in play, so no.

-----  
Especial object's MP are calculated at objects points or other ?

\*\*\* It depends on the shape that the marshalling point number is in.

If it's a square, it's item points. If it's a diamond, it's miscellaneous points.

-----  
Suppose I have a company at Barad-dur, can the Ringwraith be revealed at this place ? and If possible should any company move in the M/H phase ?

Wim answered this correctly:

If the Ringwraith can normally be played there he can still be played there when there is a company. Yes, at least one of the two companies must move. If both are still there at the end of all M/H phases the non-ringwraith company is discarded.

-----  
If I have the RingWraith and a char at Minas Morgul and I want to move them to Dol Guldur, should I make 2 movent/hazard phases?

\*\*\* You cannot move them in the same company, and two companies cannot have the same destination site and site of origin, so they must move on separate turns.

-----  
If the Ringwraith is at a given place can I delclare Im moving to this place, and what happen if I do it should the company rebound like the 2 leaders thing.

\*\*\* CRF, Rulings by Phase, Movement/Hazard Phase, General:

# If companies would join at the end of the movement/hazard phase such that the company composition rules are violated, one company of the hazard player's choice must return to its site of origin.

-----  
And if my company is at given place and my Ringwraith in a dark haven can my company and the RingWraith move to the same place ?

\*\*\* Not unless that place is a Darkhaven.

-----  
If I have a company in Moria and im moving to underdeeps can my opponent play a cave worm to the company keyed to the region ?

\*\*\* No, you're not moving through any region when you move to the under-deeps from a surface site.

-----  
Clarification on "Give Welcome to the Unexpected" - when it says "...normally worth 1 MP..." does that apply only to cards with a printed value of 1, or does it affect all cards that are reduced to being 1 MP by the FW penalty?

\*\*\* CRF, Rulings by Term, Normal:

\* Normal means as written on the card, not considering other card's effects.

I think that's it. I'll try to get things moving on a more steady pace for the future.

## Official Rulings Digest #48

In Rulings Digest #47, I said:

\*\*\* All automatic attacks are detainment unless otherwise specified on the site card.

and a lot of people pointed out that I missed a simple "not" in there.

The correct ruling is:

\*\*\* All automatic attacks are not detainment unless otherwise specified on the site card.

-----  
What about the attacks (no automatic) keyed to a shadow land are they detainment or not

\*\*\* The ME:LE rulebook states that orcs, men, trolls and undead are detainment against minion companies in shadow-lands. Nazgul are always detainment against minion companies. All other attacks in shadow-lands are not detainment.

-----  
What happens if you play Gloom and it resolves. Then someone twilights the Doors of Night. Is the Borderland still a Wilderness till the end of the turn? Or does it return to a Borderland?

\*\*\* The borderland is still a wilderness, since the effect has resolved and is in play, and Twilight does nothing to remove that particular effect.

-----  
Allies can't tap to support corruption checks, correct?

\*\*\* Correct.

-----  
Can Bombadil use his special ability during the organization phase? Or does it have to be used only during the m/h phase (because the company has to be moving through a region of his) (but what about a company that is not moving, but is AT a site in a region of his)?

\*\*\* Tom's text says "moving," and that's exactly what it means. If a company is staying at a site, it's not moving. If a company is not in the movement/hazard phase, it's not moving. In both cases, you can't use his special ability.

-----  
Assuming I'm a minion player, Can I use the non "\*" cards as trophies ? and did they affect direct influence, and prowess ?

\*\*\* Yes, you can use them as trophies, and they work the same as \*ed creatures. The only difference is that they don't give you marshalling points.

-----  
Can Great Secrets Buried there be Marveled Toll'd

\*\*\* Yes.

-----  
Being a minion, you have to go to Barad Dur with the ring and you win ? that's all ?

\*\*\* That's it.

-----  
And when exactly you win at the end of movement/hazard phase ?  
\*\*\* Technically, it's when you're "at" the site, which isn't until the beginning of the site phase.

-----  
When and agent wants to influence a character/ally, he has to be where?  
\*\*\* Eljar pulled this out of the rules:  
"To influence an ally, follower, or character, the agent must be at the new site for the target or at the target's current site if the company did not move. To influence a faction, the agent must be at the site at which the faction is playable."

-----  
Can an agent make an influence attempt during the M/H phase against a character/ally when a different company is moving? i.e. Company A is in it's M/H phase, and agent X wants to make an influence attempt against Company B. Is this legal?

\*\*\* No. Agents not played as characters are hazards, and any effects produced by them are hazard effects. This, along with the following CRF entry forbids what you propose:

CRF, Rulings by Phase, Movement/Hazard Phase, Playing Hazards:  
# Hazards may only be played on a company whose movement/hazard phase is being resolved, or on the site they are moving to. Long-events and permanent-events may effect more than one company even though they are only played "on" one company.

-----  
On that same line of thought, can I use Adunaphel to tap a character in a company not currently in it's M/H phase?

\*\*\* No, because of the same CRF ruling as above.

-----  
What about Pilfer Anything Unwatched? Can it be played even though the pilfering agent was in any other site than the target.

\*\*\* Pilfer may be played because it is played on the agent, not the company.

-----  
I'm moving around in Dragon Country and my opponent throws down Itangast Ahunt. Is there any space between the playing of the Ahunt card and the actual attack in which I can use Marvels Told to get rid of it?

\*\*\* No. You may not play Marvels Told on a hazard until it is in play.

A card is not in play until it is fully resolved. Itangast Ahunt will attack in this case immediately after it resolves, so you can play Marvels Told on the Ahunt, but the attack has already resolved and must be faced.

-----  
Granted that I am by no means an expert on the rules of this game, but that is not how I interpret this situation.

Using Brad's specific situation and applying the LIFO rule:

Hazard player plays Itangast Ahunt

Resource player responds by playing Marvels Told targetting Itangast.

The stack resolves with Marvels Told discarding Itangast Ahunt because of LIFO. Since Itangast is no longer around to resolve, there is no effect and the attack is stopped before it starts.

If this is wrong, could someone please explain the fault in my logic?

\*\*\* Marvels Told can't target a hazard that is not yet in play.

-----  
In Rulings Digest #46, I ruled:

\*\*\* No Strangers at This Time prevents a tapped hero site from being removed from play by Heart Grown Cold.

to which Philip Carroll asked:

Just so it is known to all, I'm not arguing with this ruling (this is in fact how we played it in the game). My opponent was just wondering as to the logic involved in this decision. Is there a ruling somewhere in the CRF dealing with this, or was my logic above sufficient?

\*\*\* When a hazard and a resource directly contradict each other, the resource wins out over the hazard.

-----  
If what you said is true that means that you can't play "Dark quarrels"  
to respond to an Orc Creature Hazard because there is no Creature Hazard in play to the time DQ resolves!

\*\*\* Incorrect. You play Dark Quarrels on the attack, not on the creature.

-----  
I take it, then, that you \*can\* neutralize non-attack long-events (i.e. Long Winter, Foul Fumes, etc.) via Marvels Told (or Voices of Malice, or whatever) AFTER they've entered play but BEFORE they do anything to you.

Right? <head starting to hurt> Please?

\*\*\* No, for the same reason as the Ahunt. The effects of the event come into play as the card is resolving. By the time the card is in play, it's too late to Marvels Told it to remove that effect.

-----  
Then can I play Concealment, tap a scout, to cancel the Ahunt Dragon attack?

\*\*\* Certainly.

-----  
Let's say the Ahunt covers Withered Hearth, Northern Rhovanion and Grey Mountain Narrows. What happens if my poor company wanders through all 3 regions? 3 cancellers or just 1? ----- \*\*\* Just one.

## Official Rulings Digest #49

Looking at the number of emails in my NetRep folder, and the date on the last digest, this one will be pretty long. Shall we?

-----  
This recently came up during a game: what if there is a Lure of Power in play where you have to make a corruption check at -4 when you make a successful influence attempt, and you successfully influence away your opponent's character (bringing that character in play yourself), can you immediately tap that character to support the check?

\*\*\* Nigel Buckle answered this one nicely. The crux of the argument is the last sentence below. When a passive condition is triggered, it is resolved in the next chain of effects.

I don't see why not - both the card and the rules require an 'immediate' action (playing the character and making a corruption check) but the Lure of Power is a passive condition triggered by the influence attempt.

So works like this:

1. Announce attempt,
2. Reveal Character
3. Roll Dice
4. Play Character (or discard if you don't have enough DI/GI)
5. Resolve LoP's check.

Steps 1-4 are part of the influence attempt

-----  
First off, a deep bow to Chad. I had no idea there were official weekly rules postings to the list--that's really cool.

\*\*\* I realize this isn't exactly a question, but thanks. As you can see, I have a hard time making this weekly, but I do try to get to everybody's questions.

-----  
I assume that a character chooses which of his corruption sources will be doubled by The Balance of Things when TBoT resolves, and there are no recalibrations if that source goes away or another one is added while TBoT is in play.

\*\*\* The resource player does choose, and he can choose a different source for each corruption check, if he wishes.

-----  
I've been poking around in the Card of the Week archives, and I've come up against contradictory play advice in two of the issues. If I have a Ring safely tucked away under Rumours of Rings, can I dump it to satisfy Rolled Down to the Sea?

\*\*\* No, because Rumours of Rings allows you play the reserved ring, which is not the same as discarding it.

-----  
I have Wake of War in play. I play Watcher in the Water. How many strikes do I get against my opponent's company?

\*\*\* One per character. If the attack specifies that everybody faces a strike, then Wake of War will not increase the number of strikes.

-----  
I have both The Moon is Dead and Plague of Wights in play plus Doors of Night. I play a Chill Douser. Do I get to add one strike first then double or double first then add one?

Following the above, if the Chill Douser is not cancelled, subsequent undead gets how many extra strikes?

\*\*\* You wouldn't think that this would be too tough to answer, but the NetRep team has had a bit of a time digging through the rules to find the correct rulings and whatnot. We'll get you an official answer as soon as we have one.

-----  
Smaug at Home is in play. My company (containing Alatar) is moving to Glittering Caves. Is my opponent:

required to draw 1 card?

required to draw 0 cards?

allowed to draw either 0 or 1 card, at his/her discretion?

\*\*\* Smaug at Home doesn't matter here, since his text refers to the "moving company." This means that your opponent draws 1 card.

-----  
Oops, my mistake! I Had somehow gotten the idea that you can only pass one item off if someone gets killed or discarded...or is there a different rule for characters getting bounced back to your hand or thrown into the discard pile?

\*\*\* Wim summarized the issue nicely:

A full line up (I hope):

The default: when a character leaves play he takes all his possessions (and other cards such as events and allies) with him. (You see this in full effect when a character leaves corrupted or when an orc / troll gets discarded on a body check).

Exception one (most seen): when a character dies from a body check each unwounded character in his company may pick up one item.

Other exceptions: hazards that cause a character to leave play may have their own exceptions written on them. (Best known of these: Call of Home says that a character called home gets to transfer one item.)

-----  
When does "Wizard Uncloaked" or a "Marvels Told" trigger a check, after the Permanent Hazard Events are discarded, or before? I always understood that the effects on the card are resolved in the order that the effects are written. Most of the time, the effects take place, and then the corruption check is done.

\*\*\* You understand correctly. The targetted hazard is discarded, then the corruption check is performed.

-----  
Another question, this time about conflicting Resource Long Events. How are they resolved when they are conflicting? For example, when my opponent plays GoM and then Moon on his turn, what happens when I play Fog during my turn? How about the other way around? (Fog his turn, Moon on mine.)

\*\*\* Eljar quoted the relevant part of the CRF, Annotation 26:

If at the start of a player's movement/hazard phase, there are multiple effects in play such that their net effect depends on the order they are applied, the player who is currently not taking his turn (i.e., the hazard player) decides the order in which they are to be applied. Once this interpretation is established, all further actions are applied in the order they are resolved for the rest of the turn.

-----

Can you discard permanent resources, allies, and characters?

If yes, when?

\*\*\* Characters can be discarded during the organization phase. You can store items and permanent events that specifically say they are storable during the organization phase. If you really want to get rid of an ally, you can discard the character controlling the ally. I think those are all your options.

-----

Can a Ringwraith can have allies both Black Horse and Creature of the other world?

If yes, which is the Ringwraith's mode (herald fell rider, or player chooses one of two)?

\*\*\* You can have both allies in play on the same Ringwraith if you wish, but according to the CRF rulings on Creature of an Older World: This card will not put a Ringwraith into Fell Rider mode if there are any other allies in the company.

-----

When Something has slipped is played on a company and it splits up, which player decides with witch of the split up companies gets the card??

\*\*\* This is another thing the NetRep team needs to debate.

-----

Is it legal to have more than one unique manifestation (i.e. Strider and Aragorn II) in the character (draft) pool?

\*\*\* Yes.

-----

Is Sacrifice of Form playable during company-versus-company-combat?

\*\*\* No. This one is in the CRF under Card Rulings.

-----

Does Fever of Unrest allow Ahunt Dragons to attack outside their normal ranges?

\*\*\* No.

-----

Regarding The Balance of Things: is the extra, party-wide corruption point from The One Ring a valid target for doubling? Is the Emerald of the Mariner?

\*\*\* I'll just quote Philip Carroll and Wim on this:

Philip: Yes on both counts.

Wim: Just note that the Emerald is a corruption source of zero points, not of minus one.

-----

Is the Balrog avatar card considered Spawn?

\*\*\* No.

-----

Is a company "facing an attack" only after the chance to cancel it has been forfeited, or is the company "facing an attack" before the chance to cancel as well?

\*\*\* A company is facing an attack as soon as the card creating the attack resolves, so it's before they have a chance to cancel.

-----

Flies and Spiders - MEDM Hazard Permanent-event

"Playable on a character facing a Spider attack . . ."

Spells of the Barrow-wights - MEDM Hazard Permanent-event

"Playable on a character facing an Undead strike . . ."

According to this, must the hazard player play FaS before strikes are assigned (as it mentions the attack as a whole, not a strike)?

\*\*\* Yes.

-----

Flies and Spiders

If the targeted character (whose company merely needs to be facing an attack for the card to be playable) does not face a strike from the attack, does the card fizzle?

\*\*\* Yes.

-----

Can a FW player have an agent as a starting character? If so, how?

\*\*\* Nigel covered this nicely:

Yes, you play Thrall out in the draft (like a character), then later in the draft play an agent and put Thrall on the Agent. Or play open to the summons in the draft (like a character), then later in the draft play an agent and put open to the summons on the agent.

-----

I understand that it can't be used in combination with "Thrall of the Voice", but can't figure out why.

\*\*\* It can, but not to bring in a 7 mind agent.

-----

Align Palantir can't be used for MPs by a FW, right?

\*\*\* Wrong. It gives MPs to Fallen-wizards.

-----

Do the extra movement/hazard phases from Gangways Over the Fire allow movement to an Underdeeps surface site?

\*\*\* Yes.

-----

The Balrog is affected by cards like Descent Through Fire and I'll Report You, right?

\*\*\* Yes.

-----

Cards like Invade Their Domain and Lord and Usurper, which neither tap their site nor require an untapped site, can be played in the same site phase that I've looted a Dwarf-Hold, correct?

\*\*\* Correct.

-----

Is there any limit to the number of times an item may be transferred during the organization phase?

\*\*\* Not according to the rules.

-----

If my precious is at barad dur can he attack my minions company with the one ring or i win automatically when I arrive ?

\*\*\* You win when The One is "at" Barad-dur, which is the beginning of the site phase. My Precious would have to attack during the Movement/Hazard phase.

-----

Swarm of Bats reads, among other things: "playable on a company at a darkhaven, shadowhold or darkhold." If I play fallen wizard with orcs and am at the hero Carn Dum during the organization phase, is this card playable?

\*\*\* Yes.

-----

Minion Bag End reads: "playable: [...] greater item\* (\*hero item only)"

If an overt fallen-wizard company is at Bag End, can they play a hero item (e.g. Orcrist)?

\*\*\* Yes.

-----

Great Bats reads: "Tap to cancel the effects of an attack that states 'attacker chooses defending characters.'" If my untapped company attacks an opponent's tapped-out company, I technically choose defending characters, however the Great Bats cannot cancel the CvCC, right?

\*\*\* Correct, Great Bats cannot cancel CvCC in any case.

-----

a deck must consist equal number of hazards and resources. from this point of view twilight is a hazard? can't I count it as a resource?

\*\*\* Twilight can be counted as either a hazard or resource for the purposes of deck construction.

-----

does old friendship give +5 to an influence check against an opponent's

item? or ally?

\*\*\* Neither are characters, so no.

-----

the playing conditions on two or three tribes present is not clear to me. where are the parentheses of the logical operations?

\*\*\* 1) Company must be moving.

2) Company must have one of the following in their site path:

a) Two wildernesses

b) One shadow-land

c) One dark-domain

-----

lets assume the site path contains only one borderland and I'm using starter movement. if my opponent plays a creature requiring a border land and I make a wilderness of it by playing master of wood water and hill, what happens to the creature card? discard or back to opponents hand? will it count against the hazard limit? what happens, if the creature is also playable on wilderness? if it remains and can attack, must it?

\*\*\* If the border-land is changed, the creature counts against the hazard limit and is discarded. A creature must be keyed to a region type when played, so it cannot be re-keyed after the region type changes.

-----

can a character use marvel's told in a company's movement phase not containing the character?

\*\*\* Yes.

-----

does an agent (used as hazard) 's mind count against the general influence?

\*\*\* No.

-----

can an ally tap to help make corruption checks?

\*\*\* No. Allies only work as characters for purposes of combat.

-----

if I use (tap) power built by waiting then my opponent immediately plays a marvel's told on it, does the hazard limit increase?

\*\*\* No. Power Built by Waiting would be discarded before the effect resolves.

-----

can i use twilight during opponents movement phase as a resource?

\*\*\* Yes.

-----

can a company "move in circles"? for example: let A and B adjacent regions., a company starts his movement at a site in A, then moves in these regions ABA then arrives back at the same site (or another site in A).

\*\*\* A region may not appear twice in a company's site path.

-----

what if the company

moves like this: starts from a site in A, then moving AAAA and finishing it at the origin, just for drawing 4 cards? or a site in A and the regions ABAB then a site in B?

\*\*\* See above.

-----

in solitaire game, where should I keep the drawn hazards, that I cannot use on the given turn? is there a hazard-hand? or should I discard them?

\*\*\* There's a hazard hand, I believe.

-----

Regarding keying creatures: that is to say, must a particular region symbol in the site path be specified?

\*\*\* No. It's keyed to a region type that exists in the company's site path.

-----

is it legal to move from bag end to bag end using the shire region (only

and one time)?

\*\*\* No.

-----  
can a unique dragon manifestation be played in the same movement phase after leucaruth at home?

\*\*\* No.

-----  
Does the Hero version of Palantir of Orthanc not give MP's to a FW player?

\*\*\* CRF, Card Errata and Rulings, Palantir of Orthanc:

\* Card Erratum: This item does not give MPs to a Fallen-Wizard regardless of other cards in play.

-----  
If a FW plays a resource at the Hero or Minion version of Isengard which taps and subsequently discards the site, does this make the Wizardhaven version of Isengard unavailable?

\*\*\* It makes the Wizardhave unavailable. CRF, Rulings by Term, Fallen-wizard:

# If any version of a site is in play or in your discard pile, you may not play another version of that site.

-----  
At Wellinghall after playing either an Ent Ally or the Ent's faction, Ent-draughts can be brought out as a special item. Can more than one Ent-draughts be played (as happened in the book)? Also, can a minor item be played at the site in addition.

\*\*\* You can play one Ent-draughts for each ally and/or faction you play at Wellinghall. A minor item may be played during the same site phase, given that the requirements for play are otherwise satisfied.

-----  
We'll try to get to the skipped questions as soon as possible.

## Official Rulings Digest #50

It's nice to have a nice, round number for such a huge digest. It almost makes it look like I intended it to be this way. The first question here is from three months ago, so bear with me...

-----  
I have Wake of War in play. I play Watcher in the Water. How many strikes do I get against my opponent's company?

\*\*\* One for each character. When an attack specifies that every character faces a strike, any effects that increase the number of strikes by some number have no effect on the attack.

-----  
I have both The Moon is Dead and Plague of Wights in play plus Doors of Night. I play a Chill Douser. Do I get to add one strike first then double or double first then add one?

\*\*\* It's the hazard player's choice.

-----  
Following the above, if the Chill Douser is not cancelled, subsequent undead gets how many extra strikes?

\*\*\* This, if you can believe it, is still under debate. The rules lawyers will be with you when the case is closed.

-----

When Something has slipped is played on a company and it splits up, which player decides with witch of the split up companies gets the card?

\*\*\* The hazard player. Note that this is currently not in the CRF. An official, general rule on issues like this is forthcoming.

-----

In Digest #49, I ruled:

At Wellinghall after playing either an Ent Ally or the Ents faction, Ent-draughts can be brought out as a special item. Can more than one Ent-draughts be played (as happened in the book)? Also, can a minor item be played at the site in addition.

\*\*\* You can play one Ent-draughts for each ally and/or faction you play at Wellinghall. A minor item may be played during the same site phase, given that the requirements for play are otherwise satisfied.

However, in Digest #21, I ruled:

There is now no limit of the number of Ent-draughts that can be played in addition to the ally or faction at Wellinghall on a single turn.

I will now sit in the corner and whimper because I didn't check my own rulings before I ruled against them. Consider the Digest 21 ruling official, and the Digest 49 ruling dumb.

-----

I always thought you can play non-creature unique dragon manifestations in the same chain of effects as Leucaruth at Home (b4 he resolves).

\*\*\* You thought right, given that the dragon manifestation in question does not create an attack. If a card creates an attack, it must start a chain of effects.

-----

does marvels tolding 'summons from long sleep' also discard the reserved dragon?

\*\*\* Quoting Digest #45:

1) You can play Marvels Told on a Summons from Long Sleep in response to a creature being played from it (before the creature has resolved), to discard the Summons. The creature still attacks, but without the +2 bonus.

2) You can play Marvels Told on a Summons from Long Sleep (with or without a creature on it) and it will be removed from play. This assumes that the Marvels Told starts the chain of effects. Note that a creature played on Summons from Long Sleep cannot be played in response because creatures have to start a chain of effects.

-----

let's say that the user reaches his hazard limit and you are now at the point of drawing/discarding to 8. can the resource player play any resources in his hand that he wants to? or must he discard/draw first? that is, is the draw/discard instantaneous with the last hazard being resolved?

\*\*\* The resource player may play anything that is otherwise legal before drawing or discarding at the end of the M/H phase. If any of these effects increase the hazard limit, the hazard player may play more hazards.

-----

can someone cancel something if it is keyed to double wilderness? for example, elven cloak.

\*\*\* Let's assume you meant to ask: Can you cancel an attack with an effect that requires a wilderness if the attack is keyed to double wilderness? The answer is yes.

-----  
let's say i have both 'the moon is dead' and 'plague of wights' out. who gets to decide what order the attack enhancers resolve in?

\*\*\* Still working on it...

-----  
Who choose the character to tap with the adunaphel ability ?

\*\*\* The hazard player.

-----  
Can I use Withered lands or morgul night to change region types the play long winter or snowstorm or something like that ?

\*\*\* Sure.

-----  
What happens if in a tourney 2 balrog may play against against each other ?

\*\*\* The guy who gets his Balrog out first wins, essentially.

-----  
Re: Neeker-breekers  
Wizard's do not have a mind attribute. How to deal with this strike?

\*\*\* They don't. Check the CRF rulings on this card.

-----  
If Full of Froth and Rage and/or Wake of War is/are in play, what'll be the effect on Neeker-breekers with only FoFaR?

\*\*\* All strikes at +2.

-----  
If Full of Froth and Rage and/or Wake of War is/are in play, what'll be the effect on Neeker-breekers with only WoW?

\*\*\* All strikes at +1.

-----  
If Full of Froth and Rage and/or Wake of War is/are in play, what'll be the effect on Neeker-breekers with both FoFaR and WoW?

\*\*\* All strikes at +3.

-----  
Re: Carrion Feeders  
Is it allowed to play this card if your opponent has no wounded characters, i.e. just to get rid of the card?

\*\*\* Yes.

-----  
Is it allowed to play multiple Echos of All Joy with multiple Stars of High Hope (or other resource long events)?

\*\*\* Sure.

-----  
Re: Summons from Long Sleep  
If a dragon was reserved, and it couldn't (or didn't) attack ... it would be discarded when MT is played on it. That is, it wouldn't return to the owner's hand. Right?

\*\*\* The reserved dragon would be discarded in this case.

-----  
If I play Great-road, what happens at the end of the turn when I replace the company's site with the haven site and another company already exists at the haven? Are the two comapnies allowed to merge at that time or must I wait until the organization phase?

\*\*\* You must wait until the organization phase.

-----

If two cards are in play which cause an event to occur at the end of the turn, which order are they played in?

\*\*\* Resource player chooses.

-----

Working from the above, what happens if Gangways Over the Fire is in play and. . .

Balrog Company A moves from the Under-Leas to the Under-Gates.

Balrog Company B moves from the Gem-Deeps to the Under-Gates.

I assume that the resulting (combined) Balrog Company C is not permitted to move to the Sulfur Deeps?

\*\*\* Company A and company B cannot combine at the time you mention. They can only combine at the end of all M/H phases.

-----

what is "normal prowess"? I think that is the number listed on the card as prowess, I just wanted to be sure about it.

CRF, Rulings by Term, Normal:

Normal means as written on the card, not considering other card's effects. Note that this definition only applies to effects referring to card texts.

-----

when an agent can be played? does playing an agent count against the hazard limit?

\*\*\* They are played during the M/H phase, and count against the hazard limit.

-----

Re: Girdle of Radagast

This means, that you don't actually need the factions as long as you have at least 6 allies?

\*\*\* That's correct.

-----

I have declared myself as fallen Radagast (not yet in play) and I have 6 allies. I am currently using 18 GI on my characters and I have no protected wizardhavens. Can I bring a 3-mind character into play at the MEWH Rhosgobel, and play the Girdle of Radagast before the character is returned to my hand?

\*\*\* This is a legal play.

-----

On a related note, is the Girdle discarded if the wizardhaven it is played on is discarded, or stops being a protected wizardhaven?

\*\*\* The Girdle would leave play if the Wizardhaven is discarded, but not if it becomes unprotected. The Girdle of Radagast only requires the Wizardhaven to be protected to bring it into play.

-----

Fallen-wizards use minion rules for agents. If Baduila (8 mind) is in my discard pile, I assume I can't use Mouth of Sauron on it, but can I use Weigh all Things to a Nicety even though I can never bring him in play as a character?

\*\*\* That's correct.

-----

If I have a face-down agent that my opponent has in play as a character, what happens if I turn him face-up?

\*\*\* You are not allowed to reveal a unique face-down agent if it is already revealed in play.

-----

A character gets discarded or eliminated from play and transfers one or more items, as the case maybe. Can a character receiving a transferred item use that item (example: sword of gondolin) in the same turn? If yes, how soon during the turn can the character use that item? Is it possible to use it during the same attack sequence if the character that transferred the item was eliminated from play in the same attack sequence?

\*\*\* The character receiving the item can use it immediately, even in the same attack sequence that killed the original bearer.

-----

I know that heroes can use minion items as well as minions use hero items for half the marshalling points of that item. But can a hero use minion resource events or minions use hero resource event on the same deck?

\*\*\* No.

-----

Does the text on Ride Against the Enemy which says that "other cards have no effect on this attack" mean any and all cards (ie. no cancellers)?

\*\*\* The CRF says:

\* Hazards have no effect on the attack, and any resource effects that benefit the attack are cancelled.

\* The attack may still be cancelled.

\* You may not use a Wizard your opponent has played Sacrifice of Form on.

\* The character gets any appropriate combat bonuses list on his card.

-----

I just wondered if you could Ready to His Will it.

\*\*\* No, because Ready to His Will requires a hazard creature, and Ride Against the Enemy creates a hazard creature attack, but the character is not considered a hazard creature.

-----

Doors of Night and Choking Shadows are both in play.  
Opponent plays Orc-lieutenant. 1 strike of 7 becomes 3 of 9.  
I play Marvels Told on Choking Shadows.  
The lieutenant returns to 1 of 7.  
Opponent plays another Choking Shadows.  
Is the Orc-lieutenant again boosted to 3 of 9 or is this not the 'same chain of effects'?

\*\*\* There is time for multiple chains of effect before entering the attack sequence, so the Orc-lieutenant is re-boosted.

-----

"Fallen-wizards can have a character with more than five mind, they just can't start with one or play one"

After reading this I'm trying to see how I could work around this rule so that I could some how bring into play a character with more than 5 mind.

\*\*\* Play a character with Trall of the Voice, then discard Thrall when given the opprotunity.

-----

So you can use OttS to play a 6-mind agent, but you can't combine it with TotV to play Anarin?

\*\*\* That's correct.

-----  
Say I play Minions Stir, my minion opponent anticipates an orc beatdown so he plays Dark Tryst to try to draw cancellers/enhancers, I play Orc Watch. How does the chain resolve?

\*\*\* As a single chain, this is illegal. Creatures must start a chain of effects, since they create an attack.

-----  
And what does face mean?

\*\*\* A creature is being faced as soon as it resolves.

-----  
When a cards says "Nothing is considered playable as written on the site." it means that I cant play nothing at all, or that I cant play anything written on the site, but for example I can play the faction there.

\*\*\* You can't play anything that is listed as playable on the site card itself.

-----  
This may sound like a strange question but how many wizards am I allowed to include in my deck, better how many of one wizard.

\*\*\* In the deck, either three of one wizard or two of one and one of another.

-----  
As well if I can include 3 wizards would this apply to Fallen-Wizards as well, so I could include 3 of the same Fallen-Wizard in a deck?

\*\*\* That's correct.

-----  
As well just for a quick clarification, when a player plays a ally does the character tap?

\*\*\* Yes.

-----  
and if a character plays a short event influence enhancer card against an ally, is the ally under that character's control permanently?

\*\*\* Playing an ally from your hand requires no influence check. The ally is under the controlling character as long as that character is in play. The ally is discarded if the controlling character leaves play.

-----  
What exactly determines if an ally is playable on a character, the characters direct influence?

\*\*\* There is no restrictions on any given character when it comes to controlling any given ally, running under the assumption that playing the ally is otherwise legal.

-----  
Just to make this clear, you can have 3 Saruman in your playdeck, and a Gandalf in your sideboard, right?

\*\*\* Correct.

-----  
when does the spider attack caused by spider of morlat happen? hazard players choice? for instance can full of froth and rage be played before the attack? or another hazard creature?

\*\*\* The attack occurs immediately after the new site is revealed. Full of Froth and Rage may be played and resolved in the same chain of effects as the attack. Hazard creatures must start a chain of effects, so they cannot be played in response to the attack.

-----  
What about when it says "Sage Ally"? Does this mean only a sage can control the ally, or does it mean that the ally has Sage skill?

\*\*\* The ally has the sage skill.

-----  
Also on a different tack, can a follower also use direct influence to have their own follower?

\*\*\* Followers may not have their own followers.

-----  
"Reluctant final parting" cannot be played against the Balrog player, but the Balrog player may play it him/herself. Now, in the Errata it says that this card does not affect "The Balrog". Should the Errata be "The Balrog player" or does the Errata mean that only allies played on the Balrog is not affected by this card?

\*\*\* Balrog players may NOT play Reluctant Final Parting. Balrog players are not affected by Reluctant Final Parting, not just The Balrog himself.

-----  
When can agents move, do they attack during the movement/hazard phase?

\*\*\* Agents move during the M/H phase. They can attack during the M/H phase with the play of an appropriate hazard, though they usually attack when a company enters a site that they occupy.

-----  
In regards to Golodhros it says he can tap to make an influence check against many different things, does he have to be at the same site as whatever it is he is making an influence check against?

\*\*\* Yes.

-----  
Elerina can tap for an extra strike, is that an extra strike towards any hazard or only an extra strike when she is attacking?

\*\*\* Only when she is attacking.

-----  
I am thinking of building a pure agent hazard strategy to go with my fallen-radagast deck. Since it is a fallen-wizard deck I can only have 2 of each non-unique, would having this limitation weaken an agent strategy to where it wouldn't be worth using.

\*\*\* This limitation is only for minion and hero resources, not hazards.

-----  
This doesn't have to do with agents, but are characters limited to how many allies that they can control. Is it one ally per character or anything like that?

\*\*\* There is no limit to the number of allies a character can control.

-----  
Also if playing a fallen-wizard deck can I use hero aligned resources ie. Tempering Friendship, against minion cards such as dragon roused factions and vice versa? As well would a hero character be able to influence a minion resource using DI?

\*\*\* Tempering Friendship targets the check, and is therefore legal to play when influencing a minion faction. For a more general description of these rules, see the ME:WH rules insert. A hero character can attempt to influence a minion resource.

-----  
are wizards considered characters? for example, can a wizard get

untapped by an andforth he hastened?

\*\*\* Yes and yes.

-----

does wizards fire strenghten true fána?

\*\*\* Yes.

-----

can the unexpected outpost retrieve the same unexpected outpost?

\*\*\* Nope. You perform the effects of the Unexpected Outpost before discarding it, so it wouldn't be in the discard pile to recycle.

-----

I dont really understand neeker-breekers. does it only replaces the prowess of the character (that is the number written on the card), and lets the modifiers affect it(swords, fellowships....) or replaces the final prowess?

\*\*\* It only replaces the number on the card.

-----

The balrog cant have followers, but he can be with a company anytime (not like a ringwraith) right ?

\*\*\* Correct.

-----

The balrog count as a Ringwraith for cards like headless revelry or ancient secrets ?

\*\*\* Yes.

-----

With gangways over the fire can i move till i miss a move roll or I decide to stop right ?

\*\*\* You may continue moving until you miss your rolls to all adjacent sites, or you decide to stop.

-----

What happen If i play river over a company moving to a site, and using the effects of "Gangways over the fire" it moves to a new place ?

\*\*\* River is played on a site. If the company moves on to a different site for the site phase, your River is pretty much wasted.

-----

My question is this: can a person playing with Sauron discard characters per turn without limit as well? If not, does the discard of a single character rule out playing any characters that turn?

\*\*\* Still being debated, but the debate is near a close, I believe.

-----

Ok, just so I'm sure on this, with the exception of orcs and trolls a fallen wizard can start with any character in their company including agents? Or is Thrall of the voice or open to the summons the only ways to start with one in a starting company.

\*\*\* Agents require Open to the Summons. Orcs and Trolls require Bad Company or Thrall of the Voice.

-----

My own question related to this matter still stands: can OttS be used on 6-mind agents?

\*\*\* Brian Wong has ruled in a past digest that it cannot be used on 6 mind agents.

-----

Can you discard Hoarmurath to add a strike to the auto-attack of the site the company's headed to?

\*\*\* Yes.

-----

Can I play 2 new friendship and 2 Old Friendship on the same Influence attempt~ ?

\*\*\* Sure, as long as each card is played legally.

-----

Both of those cards are 'Skill' cards, which means that you can't use them doubled, or even together on the same check.

\*\*\* This is only true in combat.

-----

Is it possible to play a overt company that isn't using a fallen wizard or a ringwraith?

\*\*\* That and Sauron and the Balrog.

-----

As well I was wondering if it is legal to have a normal wizard with an overt company, or if a normal wizard must have a hero only company.

\*\*\* Hero players cannot use minion characters.

-----

Can I M'told a Great Secret Buried there before it resolves ? or a nor so ancient nor so potent ?

\*\*\* Nope. Marvels Told may only target cards that are in play. Cards are not in play until after they have resolved.

-----

I'm a little confused with agents when they pertain to FW or Ringwraith decks. "Minion Agents included in a Ringwraith's deck count as characters for the purposes of meeting deck requirements." I believe the same statement stands true for fallen wizards as well.

Now does this only mean that agents must count towards the 10 character max?

\*\*\* In the context of this particular rule, yes. In the context of the game, agents are considered characters unless they are in play as hazard agents.

-----

Horn of Anor: Can the +2 DI towards a faction be used on more than one faction?

\*\*\* Yes.

-----

Red Arrow: +5 DI towards character with Edoras as home site - can this be used on multiple small mind charaters or just one character?

\*\*\* It can affect multiple characters.

-----

The Pale Sword: I am confused about how to use this. It is a permanent event so is it put in to play any time, and then used by any Nazgul who attacks, or must it be played at the same time as the attack. After the attack it seems one of two things happen: the attacj doesn't wound so it is discarded, or teh attack wounds so it becomes a six corruption point hazard under the wounded character. If this happens can it be removed by Marvels Told or any other card?

\*\*\* You play it to enhance the Nazgul attack. You cannot put it into play at any other time. If The Pale Sword is in play as a corruption

card, you can Marvels Told it away.

-----

Anduril: Can I play this and store it at a haven to stuff up my opponents Narsil/Reforging/Anduril combo?

\*\*\* Yes.

-----

Can you MT The Pale Sword before the attack resolves?

\*\*\* Yes. The Pale Sword must resolve before the attack sequence begins, so there is time to play Marvels Told on it.

-----

If I want to store narsil and anduril is played on it, should I store them both or just as a single item ?

\*\*\* Anduril is not an item, so you store the combo as one item.

-----

If I have 7 chars in a company not at a haven, can I play 1 more char and make 1 char move out of the site, or the 7 limits apply also in the org phase ?

\*\*\* The limit applies all the time, but it only applies to each company, so the above is legal.

-----

What if the new company is forced to return to the site ?

\*\*\* Then you must discard characters to come below the limit when the companies join at the end of the M/H phase.

-----

So If I play a nor so ancient nor so potent Both card are discarded or just the object ?

\*\*\* Both Anduril and Narsil would be discarded in this case.

-----

What about Which Might be Lies? Is it playable at all at this point?

\*\*\* Yes. Anduril is still a stored permanent event.

-----

A related question: Can I play Free to Choose on Anduril?

\*\*\* No. Anduril is the source of 1 corruption point, and Narsil is the source of two, so Free to Choose is not playable on either.

-----

How does the "one skill-card per strike"-rule apply to items?

\*\*\* It doesn't. Items are not considered skill cards.

-----

What about the align Palantir Card, if stored with a palantir and a Nor so ancient nor so Potent is played on the palantir should I discard the Align Palantir also ?

\*\*\* Yes.

-----

So does this mean that a character who played a skill card such as risky blow cannot play another risky blow or another warrior skill card such as block on the same strike?

\*\*\* Correct.

-----

While playing a game of MECCG with my brother-in-law this past weekend, I chose to halve his companies' hazard limits to sideboard in a hazard during his untap phase. However, he was playing Balrog, and I had

Gandalf the White Rider in play. He had an overt company which would have normally had a HL of three. In what order do I perform the operations on the company's hazard limit:

\*\*\* The resource player chooses the order of the calculations.

-----

Further to Phil's question, I have one of my own: is this ability to halve hazard limits and sideboard in a hazard an optional rule, or the effect of one of the many cards I don't possess?

\*\*\* Nope it's a standard rule, straight out of the ME:TW rulesbook.

-----

Does the fact the Barad-dur is a Darkhaven during the Org Phase allow one to move one's ringwraith there from Minas Morgul? Or is he forced to wait for a mode card just to go visit the boss?

\*\*\* Barad-dur is a Darkhaven only during the untap phase, so Ringwraiths need a mode card to get there.

-----

Re: Company vs. Company Combat

So, Can I play a halfling stealth before strike assignment, or can I play the old thrush before attack resolves ?

\*\*\* Halfling Stealth is playable when a strike is assigned to the hobbit, Old Thrush is specifically not playable in CvCC.

-----

Re: Under-deeps Movement

Do you have to declare what site you are moving to before the roll?

\*\*\* Yes.

-----

How does the starting character pool work with the 36-mind maximum on agents in a deck? Is the whole pool included, or just what you reveal, etc.?

\*\*\* Brian ruled, in Digest 5:

The 36 agent mind limitation affects all player alignments. It affects the deck construction, therefore it refers to all agents in the play deck. For clarity, the definition of "play deck" is: resources, hazards, sideboard, character draft, AND characters pre-assigned to be included in the deck regardless of the draft outcome.

-----

When Baduila (as an agent, of course) is discarded for his special ability, must he first be revealed as a separate action?

\*\*\* No.

-----

Long Grievous Siege (MEBA Minion Resource Permanent-event) reads "Playable on a unique non-Dragon faction . . . Cannot be duplicated on your faction." Does this indicate that only one LGS may be played on a given faction, or rather that a given player may not duplicate LGS on his factions?

\*\*\* It means one Long Grievous Siege per faction.

# Official Rulings Digest #51

First, mistakes from Digest #50:

=====

I have both The Moon is Dead and Plague of Wights in play plus Doors of Night. I play a Chill Douser. Do I get to add one strike first then double or double first then add one?

\*\*\* It's the hazard player's choice.

-----

\*\*\* This was wrong and is covered below.

=====

Doors of Night and Choking Shadows are both in play.  
Opponent plays Orc-lieutenant. 1 strike of 7 becomes 3 of 9.  
I play Marvels Told on Choking Shadows.  
The lieutenant returns to 1 of 7.  
Opponent plays another Choking Shadows.  
Is the Orc-lieutenant again boosted to 3 of 9 or is this not the 'same chain of effects'?

\*\*\* There is time for multiple chains of effect before entering the attack sequence, so the Orc-lieutenant is re-boosted.

-----

\*\*\* Technically, the attack sequence has already started, so the ruling above should refer to the time before assigning strikes, but is otherwise correct.

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So you can use OttS to play a 6-mind agent, but you can't combine it with TotV to play Anarin?

\*\*\* That's correct.

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\*\*\* Wrong. As per an old ruling from Brian, you cannot use Open to the Summons to play a 6 mind character in any case.

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"Reluctant final parting" cannot be played against the Balrog player, but the Balrog player may play it him/herself. Now, in the Errata it says that this card does not affect "The Balrog". Should the Errata be "The Balrog player" or does the Errata mean that only allies played on the Balrog is not affected by this card?

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\*\*\* Wrong again. Balrog players can play Reluctant Final Parting all they want. Have fun.

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Further to Phil's question, I have one of my own: is this ability to halve hazard limits and sideboard in a hazard an optional rule, or the effect of one of the many cards I don't possess?

\*\*\* Nope it's a standard rule, straight out of the ME:TW rulesbook.

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Ok, just so I'm sure on this, with the exception of orcs and trolls a fallen wizard can start with any character in their company including agents? Or is Thrall of the voice or open to the summons the only ways

to start with one in a starting company.

\*\*\* Agents require Open to the Summons. Orcs and Trolls require Bad Company or Thrall of the Voice.

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\*\*\* Agents can also be played using Thrall of the Voice.  
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Now onto the old (some very old) issues:

\*\*\* The debate about how creature enhancing effects are combined is now at an end. This should answer all the "How many strikes does an undead get with all those events in play..." questions.

- The player who's turn it currently is (the resource player) gets to choose what order passive effects from hazards are applied.
- The resource player may choose differently each time the situation applies.

For example, in the case of an undead attack where The Moon is Dead, Plague of Wights and Doors of Night are all in play, the resource player may choose to apply the doubling effect from Plague of Wights first before any strike adding effect is applied. Note this follow Annotation 10 which reads:

If more than one action is required to be the first action declared in a chain of effects, the player whose turn it is chooses the order in which they are declared. No other actions may be declared in this follow-up chain until the multiple required actions have been declared.

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can a person playing with Sauron discard characters per turn without limit as well? If not, does the discard of a single character rule out playing any characters that turn?

\*\*\* Having the card Sauron in play allows you to play as many characters per turn as you like. This does not mean that you may discard more than one character per turn, nor does it allow you to both discard and play characters in one turn.

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\*\*\* The CRF, turn sequence rulings, Organization Phase, heading Organizing Companies has the following entry: "When a company splits up, its player chooses which characters are the original company and which characters are a new company, unless otherwise directed by a card. All resource permanent-events played on the original company stay with the original company."

We add to that now: "For all hazard permanent-events played on the original company the hazard player chooses to which resulting company it belongs on a per hazard basis."

To get back to the original question from some time ago: this means for example that if a company with 'Something Has Slipped' on it splits up, the hazard player can choose where the card goes. Clarification: This ruling only relates to events played on the company, rather than characters in the company.

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And, lastly, some new issues since the last digest:

So if somebody beats you to the 'Hog, you yourself can't play any Balrog-specific cards?

\*\*\* Incorrect. You may play foo-specific cards if you have declared yourself a foo player.

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But EoD brings the undead back as a \*creature\* that attacks. If it's a creature, it has to start its own chain of effects. Doesn't this block EoD from being played in response to anything?

\*\*\* Correct.

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A further question (unrelated to the above discussion since EoD forces the play of a creature hazard): it's only hazard creatures and corruption that must start chains of effects, right? Or is any card producing an attack limited thus?

\*\*\* Any card producing an attack.

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Let's say Gene keys Shelob's Brood to minion Carn Dum. Because Carn Dum's a self-respecting Darkhaven, its text will automatically cancel the attack. Can he then use Black Vapor to negate that effect? Or have I finally found cause to learn the difference between active and passive conditions?

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I know "raceless" allies make for tough cancellation of CvCC attacks (e.g. if they have the not-quite-a-troll ally, a Concealment's in order). I presume this still applies even if the ally won't create a strike, as with Great Bats. Short form: Can a company containing only a no-prowess, no-race ally and orc & troll characters have its CvCC attack canceled by Dark/Orc Quarrels?

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Must a player arrange his companies such that all mind is "paid for" if possible? Or can you intentionally move followers into GI to force yourself to discard excess characters (which strikes me as a cheesy way to get around the rather strict constraints on voluntary character discards)?

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Assuming the answer to my previous question is "You must maintain control if possible, because the rules say you can only transfer a follower to GI if enough GI is available," what if So You've Come Back (or whichever hazard raises the mind of non-followers, if I've misremembered) would affect the character? (I.e. maybe there is exactly 3 GI free, and the character's mind is 3 WHILE A FOLLOWER, but would be 4 once no longer a follower--is that a loophole?)

\*\*\* Wim put a lot of work into quoting rules text for this one, so I'll give him the mic:

I'll set it out in detail here:

Quoting the METW (/MELE) rulesbook (as Antonio also looked up):

"If you have enough unused general influence points, you may move a follower from direct influence to general influence (or vice versa) during your organization phase."

So you cannot put yourself into the predicament by moving a follower into GI, but you are not forced to move characters into DI against your will either.

And -regarding So You've Come Back- IMHO if a character uses four GI as a non-follower you must have four free GI to make him a non-follower, regardless of what he uses / how he is controlled in other situations.

The METW (/MELE) rules go on:

"If a character directly influencing a follower is removed from play, the follower remains in play and does not immediately count against general influence. However, during your next organization phase, you must discard the follower, place the follower under the control of another character in his company with enough available direct influence, or place the follower under the control of general influence (if enough is available)."

So if for example the issue is caused by the death of your wizard, you may only discard his former followers till you're in the clear again; you cannot feely choose what characters to discard. You may rearrange to avoid discards, but are not forced to. You aren't even forced to take the followers into GI if you can.

Now we need the MELE rules (bringing character into play), to introduce 'the Mouth trick (part 1)':

"You may play a non-Ringwraith character card. You must place him at his home site or at any Darkhaven site. If you do not have enough general influence or direct influence to control the character by the end of your organization phase, then the character is returned to your hand. You must place him at his home site or at any Darkhaven site."

Note that this is the only situation in which the character is send back to hand and not discarded.

You may change the follower-non follower situation before you play the character and thus you can take a character out of DI first to force the then played character back into hand later. You cannot change the situation anymore after the character went back into hand - end of the organization phase, remember.

Now, more MELE rules, to see what hazards can cause:

"Discarding a character

Instead of bringing a new character into play during your organization phase, you may discard a character that is at a Darkhaven or at his home site. Your Ringwraith may not be discarded.

You must take this action when you are forced to discard a character due to a lack of available influence. In this case, the character(s) need not be at a Darkhaven.

Clarification: If a character's mind changes at any point, the influence required to control him also changes.

Clarification: if you do not have enough influence to control all

of your characters in play, they remain in play. However, you must discard any excess characters at the end of your next organization phase. If you bring a character into play during your organization phase and then do not have enough influence to control him, the character just brought into play must be returned to your hand at the end of your organization phase."

So, if you have to take measures for another reason than the two already covered higher up, you can choose freely.

-----

If the Balrog rules say that a freehold is never an underdeeps surface site for the purpose of playing hazards, it means I can still move the Balrog there from a non-surface site, using Out he Sprang (as that card allows movement to or from an underdeeps surface site only)

\*\*\* Correct.

-----

It's exactly that part of Out he Sprang that I have another question about: The card says from OR to an underdeeps surface site. So you can't move with this card from one surface site to another?

\*\*\* Correct.

-----

In no way are the rules as twisted as that an overt FW company is considered a hero company for the purpose of dumping Nothing to Eat or Drink on them, right?

\*\*\* The rules are not nearly that twisted.

-----

Nature's Revenge says, among other things, that it creates an auto-attack at an unprotected Wizardhaven. But since Wizardhavens all have the language on them that "all attacks against companies at this site are cancelled", what does Nature's Revenge do?

\*\*\* Nature's Revenge overrides the text on the wizardhavens.

-----

When The Nazgul are Abroad, nazgul can attack a company with a ring moving in shadow-land. Is this attack considered keyed to shadow-land? That is, can Gollum cancel it, or can it attack in Rhudaur with Agmar Arises?

\*\*\* The attack is considered keyed to the shadow-land.

-----

If my opponent moves two companies to the same non-haven site, can I play one card on-guard on each company, and then reveal them both at once during the site phase (when the two companies have merged into one)?

\*\*\* Yes.

-----

If my wizard fails a corruption check, I get -5 MP, right? But if he is only discarded and not eliminated, can I bring him back into play again later if I draw him again? If yes, do I still get the -5 MPs?

\*\*\* Wizards are never discarded on a corruption check. If a wizard fails a corruption check by any amount, he is eliminated and you get the -5 MP.

-----

As a Minion, can I combine Threats with another Faction-recruiting card like Gifts as Given of Old for +9 to my roll? Or does Threats preclude any other modifications to the attempt?

\*\*\* You can combine them.

-----  
Can I use A Friend or Three (or Join with that Power, I suppose) defensively when my opponent is making an influence check against one of my characters?

\*\*\* Nope.

-----  
If I have a single hobbit in a company and he faces one attack of multiple strikes, any strikes beyond the first will be converted to -1 modifiers. After this occurs, if I pay Halfling Stealth, is the entire modified strike cancelled as I think, or only one of the -1 modifiers?

\*\*\* The whole strike is cancelled.

-----  
If my Scout is wounded but not tapped, can he still do as I think and tap to play a card such as Concealment, or to bring out an item?

\*\*\* No, wounded characters may not tap.

-----  
With Rescue Prisoners and Dreams of Lore it says you can't untap until after storing at a Haven during the organisation phase. I assume this means you then have to wait until the next untap phase before untapping?

\*\*\* Yup.

-----  
Nenya, Vilya and Narya can be duplicated in a given turn, right?

\*\*\* Sure.

-----  
They can't be played in an opponents turn during CvCC because they neither (specifically) affect an attack or strike (even though of course they do help). Correct?

\*\*\* Incorrect. They modify prowess, which is considered affecting the attack.

-----  
If Galadriel has a Star-glass, can she tap to turn it into the Phial of Galadriel?

\*\*\* Good question. It'll likely be answered in the next rulings digest.

-----  
An agent (as hazard) makes an influence attempt in the same way normal characters do, and normal characters can't try to influence followers, allies or items from a wizard/ringwraith - does that then apply to agents as well (ie Gandalf controls Elrond, can Elrond be influenced away with Your Welcome is Doubtful?)

\*\*\* Correct, kinda. Agents cannot influence allies or items from a wizard or ringwraith, but there is no restriction on influencing away followers, whether the influencer is an agent or not.

-----  
if you are allowed to increase your hand size (e.g. with pallando), is it (a) optional to do so or is the player (b) obliged to do so?

\*\*\* b is correct.

-----  
he plays fallen alatar and wants to start with fram framson/thrall of the voice. is this possible?

\*\*\* No.

-----  
Does Wizard's Trove allow storing Align Palantir without actually

storing the Palantir?

\*\*\* No.

-----

Wisp of Pale Sheen fights avatar (Wizard / Ringwraith / Balrog). Is his mind ever 'equal to or lower than the strike's prowess'?

\*\*\* No.

-----

Fell Beast is played to key a Nazgul to shadow-land. It is followed by Out of the Black Sky, which send Khamul the Easterling down on the company.

Opponents responds by MT-ing Khamul. What happens?

- a) Khamul gets discarded, but he still attacks 'first'
- b) Khamul is gone, but a 2nd Out of the Black Sky can be played on another Nazgul permanent that will then attack or another Nazgul can be played and attacks (i.e. the Fell Beast sticks around and is still waiting for a Nazgul to work with)
- c) Khamul is gone and the Fell Beast goes too.
- d) Khamul is gone and the Fell Beast goes back to hand, because of the CRF ruling on it.

\*\*\* c is the correct action. Quoting Eljar Haugen's logic:

A won't happen because Out of the Black Sky won't resolve when it's target is gone.

D won't happen, since the CRF states that the nazgul attack only has to be declared. Out of the Black Sky is such a declaration.

B won't happen because that would break with the CRF-ruling. The CRF says that the nazgul to use Fell Beast must be first in the chain-of-effects following the resolution of Fell Beast, or it's returned to your hand. Since you can't play another Out of the Black Sky until the first chain-of-effects has resolved (it is declaring an attack) and the CRF states that the attack only has to be declared for Fell Beast not to return to your hand, the Fell Beast is already used (you have declared and keyed a nazgul-attack to shadowhold even if it didn't resolve).

So C will it be, and there's another stab in the back of your nazgul hazard-strategy

-----

Re: Twilight

Can I count it as a resource when I build my deck (to get equal number of resources and hazards)?

\*\*\* Yes.

-----

Re: Twilight

Can I recycle it with Smoke Rings?

\*\*\* No.

-----

Re: Twilight

Can I return it to my hand with Nenselde?

\*\*\* No.

-----

Re: Dragon's Blood

The card reads, "If the strike fails, the target character must make a body check modified by -1..."

What if the strike is ineffective? If the strike succeeds the character makes a body check and if the strike fails the character makes a body check. If the

strike is ineffective does nothing happen and the card is discarded - no points no body check?

\*\*\* Yup. No points, no body check.

-----  
I am playing "Stealth" on a Scout to protect a 2 character -company from creature-attacks. First hazard the scout faces is "Seized by terror" and back he went after an unlucky roll.

a) Is it now possible to play a creature on the scout (who left the original company) or the other character (who still forms the original company).

\*\*\* This is still under debate.

b) Has the scout, who is heading back to his site of origin a new hazard limit of two on its own.

\*\*\* No.

-----  
Final corruption checks:  
Before a game ends final corruption checks have to be made.

a) can I still use resources from my hand, to support these final checks.

\*\*\* Yes.

b) can other characters tap in support (like in combat) to give a +1 bonus to a corruption-check, do they have to be at the same site and will they get some kind of malus instead.

\*\*\* Malus? Characters at the same site as the character facing the corruption check may tap in support of the check.

c) can I chose the order of who takes corruption-checks first, or is it done by companies sorted by site.

\*\*\* You can choose the order of your characters.

-----  
If I play this on a company starting in Rivendell, and I move them to Ost-in-edhil. In the same turn, another company moves from Barrow-downs also to Ost-in-edhil. As it is a non-haven site, they are automatically combined before Great-road kicks in. Now,

- a) They all return to Rivendell;
- b) Great-road fizzles, so they all stay in Ost-in-edhil;
- c) Only the characters from the company that Great-road was originally played on return to Rivendell

\*\*\* a is correct.

-----  
Can you untap an orc or troll with Hall of Fire?

\*\*\* If you're a fallen-wizard, yes.

-----  
When you suffer a minus to DI (eg I'll Report You) it must first come from 'general' DI and then from specific DI against orcs or whatever. Does this apply to GI as well? What I'm talking about here is Truths of Doom, which gives you +6 GI of which you can use only 2 for characters. Now if Cruel Claw Perceived is played (the MEWH hazard that reduces GI) can you first 'use up' the 4 extra GI from Truths of Doom before you come to the GI you're using for characters?

\*\*\* There is no restriction to how you deal with your GI in this case, so you may use the 4 extra GI first, if you'd like. This is similar to the extra GI given to ringwraith players in the tournament rules.

-----

All of your non-Orc/Troll characters are considered to be hero characters in White Hand!  
So I can play Stealth or Block on a minion Dwarf character. But I can't play We have come to kill on a minion Dwarf, right?!

\*\*\* You may play both cards on minion or hero dwarves as a fallen-wizard. There is no restriction on this in the White Hand rules.

-----

Can you store a misc mp card which does not require storing using wizards trove ? So it can be applied to cards which state "put this card in your marshalling point pile". Like Smoke on the Wind, etc ?

\*\*\* No.

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Now, more MELE rules, to see what hazards can cause:

"Discarding a character

Instead of bringing a new character into play during your organization phase, you may discard a character that is at a Darkhaven or at his home site. Your Ringwraith may not be discarded.

You must take this action when you are forced to discard a character due to a lack of available influence. In this case, the character(s) need not be at a Darkhaven.

Clarification: If a character's mind changes at any point, the influence required to control him also changes.

Clarification: if you do not have enough influence to control all of your characters in play, they remain in play. However, you must discard any excess characters at the end of your next organization phase. If you bring a character into play during your organization phase and then do not have enough influence to control him, the character just brought into play must be returned to your hand at the end of your organization phase."

So, if you have to take measures for another reason then the two already covered higher up, you can choose freely.

-----

If the Balrog rules say that a freehold is never an underdeeps surface site for the purpose of playing hazards, it means I can still move the Balrog there from a non-surface site, using Out he Sprang (as that card allows movement to or from an underdeeps surface site only)

\*\*\* Correct.

-----

It's exactly that part of Out he Sprang that I have another question about: The card says from OR to an underdeeps surface site. So you can't move with this card from one surface site to another?

\*\*\* Correct.

-----

In no way are the rules as twisted as that an overt FW company is considered a hero company for the purpose of dumping Nothing to Eat or Drink on them, right?

\*\*\* The rules are not nearly that twisted.

-----

Nature's Revenge says, among other things, that it creates an auto-attack at an unprotected Wizardhaven. But since Wizardhavens all have the language on them that "all attacks against companies at this site are cancelled", what does Nature's Revenge do?

\*\*\* Nature's Revenge overrides the text on the wizardhavens.

-----  
When The Nazgul are Abroad, nazgul can attack a company with a ring moving in shadow-land. Is this attack considered keyed to shadow-land? That is, can Gollum cancel it, or can it attack in Rhudaur with Agmar Arises?

\*\*\* The attack is considered keyed to the shadow-land.

-----  
If my opponent moves two companies to the same non-haven site, can I play one card on-guard on each company, and then reveal them both at once during the site phase (when the two companies have merged into one)?

\*\*\* Yes.

-----  
If my wizard fails a corruption check, I get -5 MP, right? But if he is only discarded and not eliminated, can I bring him back into play again later if I draw him again? If yes, do I still get the -5 MPs?

\*\*\* Wizards are never discarded on a corruption check. If a wizard fails a corruption check by any amount, he is eliminated and you get the -5 MP.

-----  
As a Minion, can I combine Threats with another Faction-recruiting card like Gifts as Given of Old for +9 to my roll? Or does Threats preclude any other modifications to the attempt?

\*\*\* You can combine them.

-----  
Can I use A Friend or Three (or Join with that Power, I suppose) defensively when my opponent is making an influence check against one of my characters?

\*\*\* Nope.

-----  
If I have a single hobbit in a company and he faces one attack of multiple strikes, any strikes beyond the first will be converted to -1 modifiers. After this occurs, if I pay Halfling Stealth, is the entire modified strike cancelled as I think, or only one of the -1 modifiers?

\*\*\* The whole strike is cancelled.

-----  
If my Scout is wounded but not tapped, can he still do as I think and tap to play a card such as Concealment, or to bring out an item?

\*\*\* No, wounded characters may not tap.

-----  
With Rescue Prisoners and Dreams of Lore it says you can't untap until after storing at a Haven during the organisation phase. I assume this means you then have to wait until the next untap phase before untapping?

\*\*\* Yup.

-----  
Nenya, Vilya and Narya can be duplicated in a given turn, right?

\*\*\* Sure.

-----  
They can't be played in an opponents turn during CvCC because they neither (specifically) affect an attack or strike (even though of course they do help). Correct?

\*\*\* Incorrect. They modify prowess, which is considered affecting the attack.

-----  
If Galadriel has a Star-glass, can she tap to turn it into the Phial of Galadriel?

\*\*\* Good question. It'll likely be answered in the next rulings digest.

-----  
An agent (as hazard) makes an influence attempt in the same way normal characters do, and normal characters can't try to influence followers, allies or items from a wizard/ringwraith - does that then apply to agents as well (ie Gandalf controls Elrond, can Elrond be influenced away with Your Welcome is Doubtful?)

\*\*\* Correct, kinda. Agents cannot influence allies or items from a wizard or ringwraith, but there is no restriction on influencing away followers, whether the influencer is an agent or not.

-----  
if you are allowed to increase your hand size (e.g. with pallando), is it (a) optional to do so or is the player (b) obliged to do so?

\*\*\* b is correct.

-----  
he plays fallen alatar and wants to start with fram framson/thrall of the voice. is this possible?

\*\*\* No.

-----  
Does Wizard's Trove allow storing Align Palantir without actually storing the Palantir?

\*\*\* No.

-----  
Wisp of Pale Sheen fights avatar (Wizard / Ringwraith / Balrog). Is his mind ever 'equal to or lower than the strike's prowess'?

\*\*\* No.

-----  
Fell Beast is played to key a Nazgul to shadow-land. It is followed by Out of the Black Sky, which send Khamul the Easterling down on the company.

Opponents responds by MT-ing Khamul. What happens?

- a) Khamul gets discarded, but he still attacks 'first'
- b) Khamul is gone, but a 2nd Out of the Black Sky can be played on another Nazgul permanent that will then attack or another Nazgul can be played and attacks (i.e. the Fell Beast sticks around and is still waiting for a Nazgul to work with)
- c) Khamul is gone and the Fell Beast goes too.
- d) Khamul is gone and the Fell Beast goes back to hand, because of the CRF ruling on it.

\*\*\* c is the correct action. Quoting Eljar Haugen's logic:

A won't happen because Out of the Black Sky won't resolve when it's target is gone.

D won't happen, since the CRF states that the nazgul attack only has to be declared. Out of the Black Sky is such a declaration.

B won't happen because that would break with the CRF-ruling. The CRF says that the nazgul to use Fell Beast must be first in the chain-of-effects following the resolution of Fell Beast, or it's returned to your hand. Since you can't play another Out of the Black Sky until the first chain-of-effects has resolved (it is declaring an attack) and the CRF states that the attack only has to be declared for Fell Beast not to return to your hand, the Fell Beast is already used (you have declared and keyed a nazgul-attack to shadowhold even if it

didn't resolve).  
So C will it be, and there's another stab in the back of your nazgul  
hazard-strategy

-----  
Re: Twilight  
Can I count it as a resource when I build my deck (to get equal number  
of resources and hazards)?

\*\*\* Yes.

-----  
Re: Twilight  
Can I recycle it with Smoke Rings?

\*\*\* No.

-----  
Re: Twilight  
Can I return it to my hand with Nenselde?

\*\*\* No.

-----  
Re: Dragon's Blood  
The card reads, "If the strike fails, the target  
character must make a body check modified by -1..."

What if the strike is ineffective? If the strike  
succeeds the character makes a body check and if the  
strike fails the character makes a body check. If the  
strike is ineffective does nothing happen and the card  
is discarded - no points no body check?

\*\*\* Yup. No points, no body check.

-----  
I am playing "Stealth" on a Scout to protect a 2 character -company from  
creature-attacks. First hazard the scout faces is "Seized by terror" and  
back he went after an unlucky roll.

a) Is it now possible to play a creature on the scout (who left the  
original company) or the other character (who still forms the original  
company).

\*\*\* This is still under debate.

b) Has the scout, who is heading back to his site of origin a new hazard  
limit of two on its own.

\*\*\* No.

-----  
Final corruption checks:  
Before a game ends final corruption checks have to be made.

a) can I still use resources from my hand, to support these final checks.

\*\*\* Yes.

b) can other characters tap in support (like in combat) to give a +1  
bonus to a corruption-check, do they have to be at the same site and  
will they get some kind of malus instead.

\*\*\* Malus? Characters at the same site as the character facing the  
corruption check may tap in support of the check.

c) can I chose the order of who takes corruption-checks first, or is it

done by companies sorted by site.

\*\*\* You can choose the order of your characters.

-----

If I play this on a company starting in Rivendell, and I move them to Ost-in-edhil. In the same turn, another company moves from Barrow-downs also to Ost-in-edhil. As it is a non-haven site, they are automatically combined before Great-road kicks in. Now,

- a) They all return to Rivendell;
- b) Great-road fizzles, so they all stay in Ost-in-edhil;
- c) Only the characters from the company that Great-road was originally played on return to Rivendell

\*\*\* a is correct.

-----

Can you untap an orc or troll with Hall of Fire?

\*\*\* If you're a fallen-wizard, yes.

-----

When you suffer a minus to DI (eg I'll Report You) it must first come from 'general' DI and then from specific DI against orcs or whatever. Does this apply to GI as well? What I'm talking about here is Truths of Doom, which gives you +6 GI of which you can use only 2 for characters. Now if Cruel Claw Perceived is played (the MEWH hazard that reduces GI) can you first 'use up' the 4 extra GI from Truths of Doom before you come to the GI you're using for characters?

\*\*\* There is no restriction to how you deal with your GI in this case, so you may use the 4 extra GI first, if you'd like. This is similar to the extra GI given to ringwraith players in the tournament rules.

-----

All of your non-Orc/Troll characters are considered to be hero characters in White Hand!

So I can play Stealth or Block on a minion Dwarf character. But I can't play We have come to kill on a minion Dwarf, right?!

\*\*\* You may play both cards on minion or hero dwarves as a fallen-wizard. There is no restriction on this in the White Hand rules.

-----

Can you store a misc mp card which does not require storing using wizards trove ? So it can be applied to cards which state "put this card in your marshalling point pile". Like Smoke on the Wind, etc ?

\*\*\* No.

## Official Rulings Digest #53

In Rulings Digest #52 I said:

So You've Come Back states that to discard the card, in the organisation phase the character has to be in his own company at a Haven/Darkhaven.

If Eladan has the card on him and he an Aragon return to Lorien, can they just split into 2 companies at Lorien for one turn and then rejoin and venture off together the following turn with the card removed?? OR does he have to be completely alone at the Haven/Darkhaven for one turn?

\*\*\* This play is legal, as long as Elladan is in his own company at the end of the organization phase during that first turn.

As Wim Heemskerk pointed out, the above ruling was in error:  
Doesn't Aragorn have to move off, as all but one company resulting from  
such a split has to attempt to reach another site that turn?

This is correct. If a company splits, all but one of the results  
companies is required to move on that turn.

-----  
Here's my newest question: in some of the tournament reports,  
references are made to wizards getting corrupted/killed. I thought  
that if this happened, it was the end of the game...?

\*\*\* That used to be true, now it counts as -5 MP and play continues.

-----  
If I play Radagast's Black Bird Rhosgobel becomes tapped. And if I want  
to untap the site for Blackbole I must play an Character at another  
Rhosgobel site.

\*\*\* Rather you have to move another company to Rhosgobel, and choose to  
have them move to a new, untapped copy of the site. The other option is  
to play a new character at a new copy, then move the company at the  
tapped Rhosgobel away.

-----  
If I have now two companies at two Rhosgobels, will I get both stage points?

\*\*\* Yes.

-----  
Or must one company join the other one at the end of the organisation phase?

\*\*\* There is no requirement for two companies at the same haven to join  
at any point.

-----  
Would I be able to play multiple characters at Rhosgobel to get all the  
stage points?

\*\*\* Given that you legally move them to new copies, yes, inefficient  
though it may be.

-----  
The text isn't entirely clear as to when the -1 to mind comes into  
effect, whether it is during the character draft or once the game has  
actually begun. This is obviously quite important as the -1 mind can be  
very useful if allowed during the character draft. My interpretation of  
minor items is that they are added to the company once the character  
draft has been completed. However, the text in Open to the Summons  
"...reveal it when starting companies are determined as if it were a  
character..." would suggest that the -1 to mind occurs during the  
character draft.

If so, then if I were to reveal Elerina as a starting character and then  
place Open to the Summons on her, this would result in her mind being  
lowered to 7 for the remaining period of the character draft... can  
someone clarify please?

\*\*\* It doesn't really matter, since you can only include 20 unmodified  
mind of charaters in your starting company.

-----  
Many Turns and Doublings cannot be stopped if you can't increase the  
hazard limit or play cards that don't count towards the limit.

\*\*\* There was a lot of discussion about this statement, relating to  
Josh Grace's experiences at the North American championships. The short  
version is that the statement above is wrong. The long version is as

follows:

As long as the play is otherwise legal, a card can be played on a chain of effects, given that its playability conditions are met. This means all targets are in play (or in the case of certain cards, are in the chain), that the card is not required to start a chain, that there is enough hazard limit, etc. The resource player is allowed to start a chain before the hazard player, but the hazard player can choose to respond to any play with a hazard. The same is true for the resource player in response to hazard play. When neither player wishes to play another card in the chain, it resolves, LIFO. All hazards re-check the hazard limit and targets when resolving, and if either no longer exist, the hazard fizzles. A resource will fizzle if its target doesn't exist at resolution.

Many Turns and Doublings is not an exception to these rules. It is played in a chain, and resolves LIFO. Furthermore, the hazard player is allowed to play hazards in response to the MTaD, before it resolves and reduces the hazard limit. Since the hazards played in response will resolve before MTaD, they are safe from its hazard limit reducing effects.

-----  
Can I start with a non-orc/troll AGENT minion? (For that matter, if I'm a minion player, can I start with an agent?)

\*\*\* Yes. Open to the Summons works for both minions and FW, Thrall of the Voice also works for FW.

-----  
Can I start with a stage resource specific to a fallen wizard that only has any effects when he's in play (Eg. Huntsman's Garb)?

\*\*\* Yes.

-----  
Correct me if I'm wrong, the only Ruins and Lairs sites that I can start is Weathertop/Ettenmoors. Can I immediately play Information/Minor Items during 1st turn?

\*\*\* Yes.

-----  
Can I look at my starting hand before I choose starting site?

\*\*\* No.

-----  
Can I play orc and troll characters during subsequent turns without Bad Company?

\*\*\* Only with a card that allows this sort of thing.

-----  
Can I play Mechanical Bow (Major Item/Weapon/Technology) normally at any sites with major items playable?

\*\*\* Yes.

-----  
Non-overt companies must use hero sites for non-Ruins and Lairs site, does that mean I can't play a minion faction at a Dark/Shadow-hold?

\*\*\* Not without the appropriate card play.

-----  
Hero resources can affect non-orc/troll minion characters? Minion resources can affect hero characters and fallen wizards? What about minion resources that affects the whole company?

\*\*\* All of the above examples are legal plays, and will have the

appropriate effect on the company. All non-orc/troll characters are considered hero characters for FWs.

-----

He used a combo that tapped Rivendell during his organization phase, afterwards he played Arwen at Rivendell as a second company and moved the characters from company 1 to Arwen's company.

\*\*\* This is illegal. If you play a second copy of a haven during the organization phase with a new character, the new character is considered a different company, and cannot join the first. Secondly, one of the two companies must move this turn.

-----

Wim had played Long Winter on me as I travelled from Rivendell to Ruined Signal Tower (site path www) and because I had a ranger and DoN was in play I arrived at a tapped site. During his go he travelled from a site in Withered Heath to Sarn Goriwing in the Heart of Mirkwood. Obviously he was using region movement, as he wasn't travelling from a Haven/Darkhaven, and he told me the site path was www. Now, in my reckoning this should have meant Sarn Goriwing was tapped, however, his ruling on this was that Sarn Goriwing's actual "site path" for Long Winter was actually dw, as dictated by the actual site card itself, even though he wasn't travelling from Dol Guldur.

\*\*\* Wim played this correctly. There is a difference between a company's site path, and a site's site path. The site's site path is as printed on the site card.

-----

I have a question for you regarding the One Ring. Does the +1 corruption point to every character in the bearer's company ALSO include a +1 to the bearer him/herself, thereby giving the bearer a total of 7 corruption points?

\*\*\* That is the case. The One Ring gives a cumulative 7 corruption to its bearer.

-----

When playing a card that has multiple effects to choose from (says "alternatively" for example), at what point do you have to choose which effect you are going with? Upon declaration or resolution?

\*\*\* Declaration.

-----

If a group w/ a diplomat and another character w/ the One Ring were attempting to use Cracks of Doom, could I play Pledge of Conduct and pass off the One Ring thereby avoiding the corruption while still dunking?

\*\*\* CRF, Card Errata and Rulings, Cracks of Doom:

\* Pledge of Conduct played on the bearer of the One Ring for this check will discard Cracks of Doom without effect.

-----

So how does the "Pledge of Conduct" works against following cards?  
When the target character be decided? Before transferring or After transferring?

The Will of the Ring  
The Ring's Betrayal

\*\*\* Pledge of Conduct is played in response to the corruption check, and will resolve before the corruption check. If the target of the corruption check is no longer legal (no longer bears the One Ring or a ring, respectively), then the check fizzles.

-----

You can use Leaf Brooch to satisfy the clause on Lucky Search referring to the discard of the item should the scout become wounded by the

attack, right?

\*\*\* That is correct.

-----

If a card refers you to the current site's nearest haven and you are at an underdeeps site, what site would that be?

\*\*\* Underdeeps sites have no nearest haven.

-----

Do the non-minion agents (Lobillia and My Precious) attack against Minions as detainment or not?

\*\*\* They're detainment.

-----

Does Baduilla's special effect work against Minions or not?

\*\*\* It works.

-----

Can a player discard a ring from off of Rumor/Whispers of Rings in response to Rolled Down to the Sea?

\*\*\* No. Rings of off Rumor/Whispers of Rings must be played, not discarded.

-----

Real easy one here: When the hazard limit is halved, what is the hazard limit against a 3 character company?

\*\*\* Two, assuming you're referring to 3 characters that all add 1 to the hazard limit.

-----

When is Free General Influence calculated? At the end of the Org Phase? How static is that #? Does it increase if a character is removed/discarded from play during the course of a turn? Is it recalculated when the opponent takes his turn?

\*\*\* General influence is calculated in real-time. In other words, it changes any time something causes an influence change. You only have to deal with being over 20 GI at the end of your organization phases. Your free GI can never go below 0.

-----

My Precious says that Gollum is playable. Does Stinker count as Gollum for these purposes?

\*\*\* No.

-----

On a similar note, does the hazard player get to choose if the agent attacks if it was the resource player's agent?

\*\*\* No.

-----

If a RW has both a Black Horse and a Creature of an Older World can the RW still travel in Black Rider mode? It would appear so, as there's nothing on the BH card to say otherwise.

\*\*\* CRF, Card Errata and Rulings, Creature of an Older World: This card will not put a Ringwraith into Fell Rider mode if there are any other allies in the company.

-----

Given the scenario that the BH and/or the CoaOW dies during a trip, what happens to the RW?

\*\*\* In either case, the RW returns to your hand.

-----  
Group I went to Wellinghall to play one of those allies. M/H-Phase is over! Group II is off to Carn-Dum. Can the hazard player now play WVR on Wellinghall?

\*\*\* No.

-----  
Is the text on Noble Steed valid even if no Noble Steeds are in play? That is, can Bill the Pony or Shadowfax carry a lone rider 6 regions each turn?

\*\*\* No.

-----  
Is it legal to play a character during an org. phase even if you don't have enough GI or DI to control the character?

\*\*\* Yes. If there is not enough influence to control that character by the end of the organization phase, the character is returned to your hand.

-----  
does that mean i can play agents as hazards vs RW/Balrog players, but no events to help my agents hindering my opponent companies/resources? :( or this just apply when i'm playing wizards and my opponent is playing Ringwraiths?

\*\*\* The rule applies no matter what alignment is playing against another.

-----  
for a series of add/multiply effects (like Moon is Dead/Plague of Wights), the hazard player decides what order the effects happen in, right?

\*\*\* Not if the effects are already in play when the attack is created. In that case, the resource player chooses. If you play them in response to the attack, then they apply based on the order in which you played them.

-----  
Would an extra strike from Hoarmurath (as a Hazard Perm) be subject to any doubling effects, or would it just get appended to whatever previous total we came up with?

\*\*\* Since you will choose when to tap Hoarmurath, it will be doubled if you tap him in response to the declaration of the doubling effect.

-----  
My opponent's company decides to spelunk from an untapped Mount Gram to the Under-leas (I think that's the one). Mount Gram stays in play long enough for me to use Foul Fumes to tap it during the Movement/Hazard phase (and thus trap my opponent underground until he can surface elsewhere), right?

\*\*\* Correct.

-----  
And finally, a question, there are some cards that allow players to take a hazard or resources at the end-of-turn phase from the discard pile to the hand. Is this done after redrawing to your hand size? Therefore allowing you to keep an extra card in hand?

\*\*\* As long as it says the end of turn phase, you can use the effect after drawing up to hand size.

-----  
Can I play additional minor Item after playing Noble Hound at ALREADY TAPPED border hold?

\*\*\* No.

-----

Re: Return of the Kind and Choice of Luthien:  
"Only playable IN Minas Tirith" and "Playable on Arwen IN Minas Tirith"  
suggests to me that Minas Tirith has to be entered in order for these to  
be played.

\*\*\* Nope. You just have to be at the site, during any phase.

-----  
Can a minion character (or agent) benefit from hero resources (must be  
long or permanent events of course) played by the hero player and vice  
versa?

\*\*\* Yes, as long as the agent is played as a character. Agents played  
as hazards are considered hazards, and therefore will not benefit.

-----  
Re: The Great Eye  
Does this event effect Hero companies as it does for Sauron's own Minion  
companies?

\*\*\* Yes, The Great Eye's hazard limit reducing effect will affect an  
opponent's hero company.

-----  
Is playing a character considered part of organizing your company?

If this is allowed, what's to stop someone from playing a DI boosting  
card (that lasts until the end of the turn) in between moving characters  
around (ie. organizing the company)?

\*\*\* CRF, Turn Sequence Rulings, Organization Phase, Organizing Companies:  
Company composition changes that you choose to make, including bringing  
a character into play, must all be done at the same time during the  
organization phase. During this time no other actions may be taken.

The last sentence stops the behavior to which you refer.

-----  
Wim posted this to the list, and this is just the official stamp:  
A very perceptive new player, Josh Delahunty, pointed out a mistake to  
me in the detailed combat example on page 34 of the METW unlimited rules  
booklet. I thought I'd share with you all here, also in hope to see  
Chad stamp it official in his next digest.

In the 2nd paragraph of this example an Orc-warband is played. It is  
carefully keyed to border-lands to avoid the Elven-cloak Beregond is  
carrying. But... an Orc-warband is not keyable to border-land (or any  
other non-wilderness element of that company's site path)... OOPS ;)

-----  
does hour of need tap the site or not?

\*\*\* Didn't you ask this question a year or two ago, Dave? Yes, it taps  
the Diplomat's site.

-----  
Now for some rulings that have come from internal discussions:

Dual purpose resources  
Note that there are no special rules for counting resources playable by  
both heroes and minions as either a hero or a minion resource for the  
purposes of deck construction. A fallen-wizard is therefore restricted  
to his normal construction maximum of two copies of each such resource.

Tookish Blood  
Cannot be considered a resource in deck construction for a minion player.

## Official Rulings Digest #54

How can Poison of His Voice do anything to Heart Grown Cold? HGC is permanent, while PoHV only last till the end of the turn. And since HGC is played during the M/H-phase, sites have already been played and are not affected by HGC, right? I assume HGC only affect the playing of a site, and does not change sites already in play? Or does it?

\*\*\* Heart Grown Cold will cause all affected sites in play to be swapped out with a site of the appropriate alignment. If the resource player doesn't own an appropriate version of that site, the hazard player must provide it. Subsequent sites played must adhere to Heart Grown Cold's requirements unless, of course, it is removed from play.

-----

What about the question of whether multiple MTaDs can be played during the organisation phase to reduce the hazard limit to zero?

\*\*\* Since the hazard limit is set at the end of the organization phase, there is no time to play Many Turns and Doublings such that it will affect the hazard limit, and the hazard player doesn't have the opportunity to play hazards in response.

-----

He used a combo that tapped Rivendell during his organization phase, afterwards he played Arwen at Rivendell as a second company and moved the characters from company 1 to Arwen's company.

\*\*\* This is illegal. If you play a second copy of a haven during the organization phase with a new character, the new character is considered a different company, and cannot join the first. Secondly, one of the two companies must move this turn.

(/snip)

What was the ruling you were referring to making this decision? Because I believe you are all wrong on this one

\*\*\* "The Haven Untapping Trick" is pretty well established. The play above would involve a company moving to its destination site, which is illegal. If you could phrase your question more specifically, maybe I could answer it better.

-----

When playing a second item at an Under-deeps site, does the item to be played depend on the playability as dictated by the site card or the playability as stated by the item?

\*\*\* If the item is playable, it's playable. It doesn't matter where the playability is listed, be it on the item card or the site card or whatever.

-----

Re: Leaflock

Does that mean he can only cancel hazards that target the company as a whole, for example, creature attacks, River and Enchanted Stream?

Or does it mean he can also cancel hazards that target specific characters in his company, for example, corruption and influence hazards?

\*\*\* He can cancel hazards that are played on anything in his company, be it the whole company, a character in the company, an item on a character in the company, a permanent event on an item on a character in the company, etc. The only thing mentioned that he can't cancel is an event that targets the company's new site, like River.

-----

Can Tom or Leaflock cancel "Pilfer Anything Unwatched"?

\*\*\* No.

-----

Re: Withered Lands

is it possible to play this card on the on the path of a site, even if the company doesn't travel through on of those regions?

\*\*\* Yes, both the company's and the site's site path are in play and targetable.

-----

when your wizard gets killed, you receive -5 MPs at the end of the counting (not for character points!). is it the same with characters like frodo, cirdan, ...??

\*\*\* No. Negative character points from normal characters count against your character point total.

-----

Re: Clouds

there is no condition to bring this card into play, but it has only effect, if the doors of night are in play.

\*\*\* The above statement is correct.

-----

can Leaflock be used to cancel and subsequently trash a non-minion agent when he/she attacks? I'd wager not, but is he capable of canceling the attack?

\*\*\* No and no, since an agent attack is not a hazard played on the company.

-----

Some cards (Aware of Their Ways, Longbottom Leaf) state to 'remove it from play' and others (Favor of Valar) state 'remove Favor of Valar from the game'. I feel IT means the specific card played and when in states THE specific card, it means no one else can play the card.

\*\*\* In all cases, the copy of the card that is removed from the game cannot be brought back. If the card is not unique, there is no restriction on another copy being played by you or your opponent.

-----

Because they are playable at a tapped or untapped site, am I correct in thinking that I can play as many Noble Steeds/Hounds at an appropriate site as I have characters available to tap?

\*\*\* You are correct.

# Official Rulings Digest #55

Ah, I'm going to be cleaning up some old questions here. First of all, ancient history. We had a few questions about one company helping out another during the site phase, namely:

My understanding is that you can do nothing during the site phase until you have entered the site.

Let's say Taladhan is at site A, Akhorahil is at site B. Taladhan enters site A and plays A Malady w/o Healing. Can the player then play Akhorahil Unleashed to recycle the Malady or must he wait until it is Akhorahil's site phase (since the unleashed card is played ON Akhorahil)? What if the player enters site B w/Akhorahil first, then enters site A w/Taladhan second? I am unclear how one can recycle the Maladies to be used by Taladhan if you must play the unleashed card ON Akhorahil.

... and ...

Ancient Secrets doesn't have the same clarification as MT/VoM. So is it possible to use AS the same way during the site phase?

... here's the official ruling:

\*\*\* Cards that affect other companies may be played during another company's site phase, but only after the character playing such a card has had his own site phase in which he entered.

This means that for the Malady question, Akhorahil must enter first for A Malady without healing to be recycled with Akhorahil Unleashed during Taladhan's site phase. Secondly, it makes Ancient Secrets playable in the same way as Marvels Told and Voices of Malice.

-----

There was a gigantic discussion about the interaction of Bring Our Curses Home and Ride Against the Enemy. The following rulings resulted from that discussion:

First of all, Bring Our Curses Home may not be played on an attack created by Ride Against the Enemy due to the following CRF entry: CRF, Card Errata and Rulings, Ride Against the Enemy: Hazards have no effect on the attack, and any resource effects that benefit the attack are cancelled.

Other, related issues:

A) According to its playability sentence Bring Our Curses Home can be played any creature attack and thus it can be played on a dragon Ahunt. The NetRep has previously ruled that the attack only happens in the designated regions.

B) You cannot target the card with an in play BOCH as it is "off to the side" and if it is a long event it won't follow the normal discard after two turns rule either.

C) From the METD insert, Manifestations of Dragons: If at any time an attack from a manifestation of a unique Dragon is defeated or if the manifestation is otherwise removed from the game: 1) All existing manifestations in play of the same Dragon are removed from the game. 2)

No further manifestations of the same Dragon may be played. ..

So if a dragon manifestation is killed and BOCH has a manifestation of that dragon off to the side, the Dragon on BOCH goes out of play.

D) There are some cards (resources) that will discard a creature currently attacking or put it back into its owners hand. Examples are Regiment of Black Crows and Riddling Talk. When successfully played, such cards remove the creature from BOCH.

E) A long ago Brian issued this ruling: Great Secrets Buried There is discarded if there is no item on it, to avoid cheezy plays and added confusion due to more exceptions. This is based upon the rule for capturing host cards. It is extended to affect all host cards that cannot have other cards played upon them. -- Ruled by Brian in CoE Rulings/Clarifications 11

This also applies to BOCH when the creature placed off to the side with it is removed from play.

F) A Dragon manifestation on BOCH is still played (brought from hand to play) only once, not each time it attacks. Thus it does not cause extra rotations for Legendary Hoard or count again and again for Leucaruth at Home.

G) In as far as the attack under debate is a Dragon or Drake creature attack, all of these rulings apply equally to Foes Shall Fall, as all relevant parts of it are worded exactly the same.

H) There is nothing stopping one from using Regiment of Black Crows on ones own Dragon Ahunt.

I) A character played with Ride Against the Enemy is not able to be taken as a trophy. CRF under Keyword Trophy: Characters may not be taken as trophies.

J) If an Ahunt is on BOCH it won't cancel the at At-Home attack from the same dragon (it's not in play, other than for the purposes of uniqueness).

-----

The CRF entry on Hidden Haven is not very clear. Here's a clarification:

\*\*\* If Hidden Haven is drafted as a starting stage card, your starting site is chosen at that time, before the next card is drafted. If both players draft Hidden Haven at the same time, then both players immediately draft their starting sites. If both players draft the same site, then Hidden Haven is placed out of play, but each player must stick with their chosen starting site. Note that that particular copy of Hidden Haven is out of play and cannot be played on any site.

-----

In Digest #54, I ruled:

can Leaflock be used to cancel and subsequently trash a non-minion agent when he/she attacks? I'd wager not, but is he capable of canceling the attack?

\*\*\* No and no, since an agent attack is not a hazard played on the company.

That should be Yes and No. He can cancel the attack, but the agent remains in play.

-----

Also in Digest #54:

What about the question of whether multiple MTaDs can be played during the organisation phase to reduce the hazard limit to zero?

\*\*\* Since the hazard limit is set at the end of the organization phase, there is no time to play Many Turns and Doublings such that it will affect the hazard limit, and the hazard player doesn't have the opportunity to play hazards in response.

Change "end of the organization phase" to "beginning of the movement/hazard phase" above. The ruling is otherwise correct.

-----

Multiple companies at one haven should (if they did not do that already at the end of the M-H phase last turn) join at the end of the organization phase. That's the rules.

\*\*\* Incorrect. Two companies at a Haven may join, but are not required to do so.

-----

And secondly, there is no need for any of these two companies to move, the ruling you are referring to is very specifically geared only towards moving companies. (Unless, of course, a non-moving company would be still considered a moving company for rules purposes).

\*\*\* CRF, Turn Sequence Rulings, Organization Phase, Organizing Companies:

# If a company splits, all but one of the split companies must attempt to move to a different site this turn. The company may not rejoin in the same phase.

-----

I have a question on the 'maximum prowess' text on weapons. For example, DaggerW is +1 prowess to a max. of 8. If you put 'Map to Mithril' on the DaggerW, is the +3 affected by this limitation. Let's take Elorhir at 5 starting prowess. With a DaggerW and a Map to Mithril on the Dagger, is Elorhir at 9 or 8 prowess. I think that it should be 9 prowess.

\*\*\* Map to Mithril does not affect any prowess maximum listed on an item.

-----

There was a great deal of discussion as to whether or not you could Marvels/Voices an Ahunt (or insert your specific case here) before it generated a Dragon attack. I just want to make sure there's been no re-reversal on this one, since there was much confusion and contention around it.

\*\*\* You may play Marvels Told or Voices of Malice to discard a dragon Ahunt before it attacks.

-----

So if I (with GOTF in play) move from The Gem-deeps to The Under-Gates and fail my roll to reach The Sulfur-deeps, I can still try to reach The Under-grottos, and failing that, make (yet) another roll to try for The Under-leas?

\*\*\* That is correct.

-----

I throw a Cave Drake at my opponent's Elrond moving by himself to The Lonely Mountain. He responds with Vilya to turn the Drake into kibble.

Can I respond to Vilya with a Lure of Nature to make the corruption check much more dangerous for the roving elf-lord?

\*\*\* Nope. Corruption cards and attacks must start a chain of effects.

-----

This example is similar to the one above. Lure of Nature can not be played after Vilya (before strike sequence), because it has nothing to do

with the drake, Elrond or his ring.

\*\*\* Card relevance is subjective, and not used in determining playability in any case.

-----

Radagast has to tap to discard Herb-lore, but does he become untapped again when it resolves..?

\*\*\* Yes.

-----

Since the text with the healing effect is within the same paragraph as Radagast tapping, the whole process resolves at the same time. Narya Is the same of heros not untapping when they help Narya's Corruption check on Gandy.

\*\*\* Incorrect. If tapping is required for an effect, the tapping must happen at the effect's declaration, and the entity must still be tapped when the effect resolves. In this case, Radagast is still tapped when the effect of Herb-lore resolves, so the effect resolves normally, which, in part, untaps Radagast. The example you bring up about Narya is about cards resolving without interruption, which is not an issue here.

-----

Whole Villages Roused - (...) Alternatively, playable on a minion Shadow-hold or Dark-hold. The site has the automatic-attacks indicated on the corresponding hero site card (detainment against overt companies) but with +2 prowess.

Is this new auto-attack non-detainment against covert companies?

\*\*\* No. The attack is detainment for both overt and covert companies.

-----

The Balrog - according to the spoilers on council.gwaihir.net, The Balrog receives +2 prowess when tapping to face a strike. This is not mentioned on my copy of this card, nor can I find anything about it in the errata. Where does this "+2"-modification come from? Should it be removed, or are the spoilers correct?

\*\*\* What's printed on your card is more correct than any spoiler, taking the CRF into account, of course.

-----

Can you play Narya on Galadriel to make a hero past his corruption check, Even if the Lady of the hero are at different sites.

\*\*\* Yes.

-----

If a character tapping Torque of Hues to cancel an attack subsequently fails the CC and is discarded, is the attack still cancelled, or are the character and Torque discarded before the effects of the Torque can resolve?

\*\*\* When a list of effects on a card is resolving, they are applied in the order printed on the card without interruption. So, in the case of Torque of Hues, the attack would be cancelled, then the corruption check is made. No matter what happens with the corruption check, the attack has already been cancelled.

-----

I'd like to know which of the following are allowed during the strike sequence:

1. Eat cram/play And Forth He Hastened etc to untap.
2. Eat cram/play AFHH on a character who is not the target of the strike, to allow him to tap to give +1 prowess to the target of the

strike.

3. Eat cram/play AFHH on a character who is not the target of the strike, but not tapping him in support.

4. Test gold rings.

5. Use a spell/elven ring (except Narya...), and tap some characters/play cards in support for the corruption check on the spell.

6. Play Dark Tryst (and hope to draw some prowess-modifier event).

7. Tap Huntsman's Garb to take a Risky Blow to your hand, and play Risky Blow.

8. Same as 7, but without playing the Risky Blow.

9. Modify target character's body (discard Miruvor for instance).

10. Discard a Necklace of Girion (if at border- or free-hold), and replace it with a weapon.

If 4 is allowed:

11. Let the tapped Gandalf eat cram to untap, and then tap him to test a ring.

And if 10 and 11 are allowed:

12. Not very likely, but could happen (I think): Let's say Gandalf is tapped, the company has a ring, someone has the Necklace of Girion, and the company are at a free- or border-hold. Can the bearer of Necklace replace it with a cram, do some other action that requires a corruption check, play Pledge of Conduct, transfer the cram to Gandalf, let Gandalf eat it and tap to test the ring...?

\*\*\* You just gotta make things difficult, don't you? First, let me throw a bunch of CRF rulings at you, all from Turn Sequence Rulings, Movement/Hazard Phase, Combat, The Strike Sequence:

# Annotation 17: The only actions that may be declared during a strike sequence are those outlined in Annotation 18.

# Annotation 18: When a defending player chooses to resolve a strike against a particular character, the only actions that may be taken by either player until the strike dice-roll is made are the following: playing hazard cards that affect the strike, the attacker may decide to use any or all of his remaining -1 modifications due to strikes in excess of the company's size, a target untapped character may take a -3 modification so that he will not automatically tap, and the defending character may play resource cards that affect the strike. An action that has the condition that a target character tap, but which otherwise has an effect not outlined here, may not be declared at this point. This is true even if the recipient of the strike would be the target character tapping and thus receive -1 to his prowess.

# Interpret "may play resource cards that affect the strike" in annotation 18 as "may initiate resource / character effects that affect the strike".

# Getting rid of an event that boosts the strike's prowess is affecting the strike, as per annotation 18.

# There is time between the strike sequences to take actions that are

otherwise legal.

Given that last ruling, everything you listed can happen between strikes. During a particular strike, however, only 1, 5 if it affects the prowess of the character facing the strike, and 10 if it affects the prowess of the character facing the strike, are allowed, per Annotation 18. Everything else, at best, will eventually affect the strike, but does not have an effect in and of itself, and is therefore illegal.

-----

But your statement above should imply the opposite - since Gandalf's cc is a dice-rolling event, you're allowed to play cards (and I suppose tapping characters is sort of the same thing as playing cards here) to modify it. Not before Narya resolved, but before the cc resolves, which happens after the untapping effect of Narya. Right?

\*\*\* Wrong. Since the CC of Narya is declared at some point, you may tap in response to the declaration, but the character is no longer tapped by the time the CC is resolved. Similarly, you can play cards in response to the declaration of a dice rolling event, and as long as they are still valid when the die roll is resolved, it affects the die roll.

The problem is that Narya untaps the characters between the declaration of the CC and the resolution.

-----

The Card of the Day archives on The Balrog of Moria states: "It basically restricts the movement of Galadriel while she's in play. If Galadriel is not in Lorien at the time of playing this card then Lorien becomes a free-hold instead of a haven. I believe this is permanent until Balrog is discarded ". This doesn't sound right to me. It also doesn't feel right that the fear of The Balrog of Moria being played would restrict a character's movement like that.

There is also a clarification published in the DM Player Guide that states this effect is not used if Galadriel is out of play, even if she is eliminated. If her "spirit" going back to Lorien negates the effect surely her turning up there in person should also?

\*\*\* If at any time the Balrog of Moria is in play and Galadriel is at Lorien, then Lorien is a Haven. If at any time the Balrog of Moria and Galadriel are in play and Galadriel is not at Lorien, Lorien is a Free Hold. If at any time the Balrog of Moria is in play and Galadriel is not in play, Lorien is a Haven. The site type of Lorien when the Balrog of Moria and Galadriel are in play can change at any time based on the location of Galadriel. I hope that's explicit enough.

-----

I was just wondering firstly for the cards that require that you have a protected wizardhaven, do Isengard, The White Towers and Rhosgobel count as already protected?

\*\*\* Only Rhosgobel is a protected wizardhaven as printed on the card.

-----

If not is there a way to protect these havens?

\*\*\* The Fortress of Isen, Fortress of the Towers, Wizard's Trove

-----

Next besides cards like Mischief in a Mean way, is there any other way to garner new wizardhavens?

\*\*\* Hidden Haven, Chambers in the Royal Court

-----

Can Dragons Blood be revealed as a on guard card?

\*\*\* No.

-----  
Bert & Co. What means "keyed to the same site path" - I assume, it refers to the companies site path?!  
What means "after"? William or Tom have to be played in the same turn or in any later turn? And finally: When do you have to discard all non-special items? I think, it happens before the body check, but I couldn't find the appropriate rule.

\*\*\* It refers to the company's site path. The attacks must happen in the same turn. CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, The Strike Sequence:  
# Annotation 19: Following each successful strike or failed strike, a body check must be rolled (unless the failed strike has no body). However, if the strike calls for any special actions to follow it (e.g., a character wounded by William may be required to discard his items), these special actions are resolved before the body check. The body check is the first declared action in a nested chain of effects that immediately follows the strike dice-roll and special actions resulting from the strike. Other actions may be declared in response to a body check, in the same chain of effects, but these are limited to those actions that directly affect the body check dice-roll. E.G., Tookish Blood could not be declared in response to the body check caused by Giant Spiders wounding a Hobbit. No action may be declared in response to a special action resulting from a strike unless the special action is a dice-rolling action, i.e., a special action is generally considered synonymous with the strike dice-roll. If the special action is a dice-rolling action, an action may be declared in response to it if the action directly affects the dice-roll.

-----  
BTW, a related issue: some months ago, someone pointed out the difference between Spells of the Barrow-wight (playable on a strike) and Flies and Spiders (by some weird reason, which IMHO probably is due to a simple typo, playable on an attack). This would mean that Spells of the Barrow-wight is not playable on guard, right? And Flies and Spiders is playable on guard?

\*\*\* That's correct.

-----  
Can a Fallen-Wiz use "Sacrifice of Form"?

\*\*\* Yes.

# Official Rulings Digest #56

In Digest #55 I made the following incorrect ruling:

Whole Villages Roused - (...) Alternatively, playable on a minion Shadow-hold or Dark-hold. The site has the automatic-attacks indicated on the corresponding hero site card (detainment against overt companies) but with +2 prowess.

Is this new auto-attack non-detainment against covert companies?

\*\*\* No. The attack is detainment for both overt and covert companies.

The correct ruling is yes, the attack is not detainment against covert companies.

-----

Alatar goes up to dragon country and faces off against a dragon hazard creature alone, now the dragon has 3 strikes. Alatar takes two of the -1 modifications to end up with -2 to his prowess. Alatar defeats the strike, and makes a body check and the creature is eliminated. Does Alatar receive the MP for defeating this creature, or is it necessary to have all the strikes defeated, thus leading in this case to 3 separate body checks in order to gain the MP from the creature?

\*\*\* Only one body check is required, since Alatar only faces one strike. The other two strikes are converted into -1 prowess modifiers.

-----

Let's say Radagast is squatting at Rhosgobel. Can I play Hall of Fire on that site in his m/h phase and will that untap him at the end of that phase?

\*\*\* Yes.

-----

And can I also play the HoF on his site in another company's m/h phase?

\*\*\* Yes.

-----

Furthermore, can HoF be duplicated on a given site and, if so, will each of the copies allow me to untap/heal a character?

\*\*\* It can be duplicated, and each copy will allow you to untap or heal a character.

-----

Re: Houses of Healing

If I play this on Wellinghall, can I still play cards like Beasts of the Wood (Playable at any tapped or untapped non-Haven, non-Darkhaven, non-Dark-hold site in (snip) Fangorn, or Cardolan) and Awaiting the Call (Playable during the organization phase on a character with a mind of 6 or less at a non-Darkhaven) at the site?

\*\*\* Yes, Wellinghall is still a free-hold, even with Houses of Healing in play on it.

-----

Speaking of Awaiting the Call, if I play it at Edoras and then turn the site in a haven with Chambers of the Royal Court, is Awaiting the Call discarded?

\*\*\* Nope. Awaiting the call only checks for the non-Darkhaven when its played (ie, at declaration and resolution).

-----

First, the MELE-rules state that "an item has no effect on a Ringwraith's company or on his attributes and abilities". But does the item give MPs?

\*\*\* Yes.

-----

MEWH: A minion resource cannot affect/target hero sites/resources. How

about hero characters? Are there any restrictions here?

\*\*\* No restriction.

-----

The MEWH-rules state that METW havens are not considered havens for a FW-player. What are they then? Free-holds? Can Assassins attack me at a hero-haven?

\*\*\* They are still havens with respect to hazard play and interpretation.

-----

The MEWH-rules list a few cards that can not be included in a FW-deck (like Cracks of Doom etc). What happens if you start as a non-fallen wizard, he corrupts, and you convert to FW? Will that allow you to win as a FW by dunking the ring?

Does the wizard-to-FW-conversion allow your opponent to add 10 cards to his sideboard? And/or replace any copies of your wizard in his deck with other wizards?

\*\*\* These questions refer to an optional rule which is not used in CoE tournament play. You can make your own decisions.

-----

Prophet of Doom: "(...) Such an influence check is modified by half (rounded up) of Pallando's unused general influence (to a maximum of 10)" If I have 16 unused GI, does that modify the influence checks by  $(16/2 \text{ to max } 10) = 8$ , or  $((16 \text{ to max } 10) / 2) = 5$ ?

\*\*\* 8 is correct.

-----

Girdle of Radagast affects your opponent, right?

\*\*\* Yes.

-----

Why are all the protected wizardhaven cards errataed? Was the effect of "not considered to move through the region containing the site" too strong, or was there any other reason?

\*\*\* ICE made the ruling in order to try to curb FW squatting.

-----

A recently found this strange note in the CRF (Rulings by Term, Prisoner): "You cannot take prisoners from a company stationary at an Under-deeps site (using that same Under-deeps site as the Rescue Site)"

I guess this is because of the MEDM-rules, which say:

(...)

2. If the hazard host is played on a character moving with region movement, the rescue site must be a site located in a region in which the character was moving or in a region adjacent to a region in which the character was moving.
3. If the hazard host is played on a character moving with starter movement, the rescue site must be located in the region containing the site of origin or the new site.
4. If the hazard host is played on a character not moving, the rescue site must be located in the same region as the character's site.
5. If the hazard host is played on a character moving to a new site that is an adjacent site of an Under-deeps site, the rescue site can be that Under-deeps site.
6. If a rescue site is not available within these rules, the hazard host cannot be played!

(...)

So, since the case where the company is at an underdeeps site and not moving is not properly covered here, it is ruled that it's impossible to take prisoners... Is the NetRep-team really serious about this one?

\*\*\* The ruling is strictly correct, according to the current rules.

The NetRep team will take this into consideration and publish our decision in a future digest.

-----

Also, the Many Turns and Doublings during the organization phase issue

and the haven untapping issue are still under consideration. I apologize to anybody who feels that their comments on the list were overlooked.

Note that my intention with the haven untapping issue was simply to uphold currently standing rulings. The correctness of those rulings is now being examined.

## Official Rulings Digest #57

First and foremost, this will hopefully put the Many Turns and Doublings issue to rest.

\*\*\* The alternative effect of Many Turns and Doublings targets the hazard limit. Since the hazard limit for a company does not exist until the beginning of the movement/hazard phase, Many Turns and Doublings cannot be played for its second effect until the movement/hazard phase.

-----

Refuge creates a pseudo-site which vanishes once a company departs. But is there anything to prevent me from, say, making a Refuge in Northern Rhovanion and sending a company out to explore dragon-country while leaving a lone character at the Refuge? That way if Smaug descends the larger company can scamper back to heal.

Legal?

\*\*\* As long as you use region movement to get to and from the site, it is legal.

-----

Can I play Dragon-Lore at a Dark-/Shadowhold turned into a Dwarven Hoard?

\*\*\* No. A site containing a hoard is not the same as a Dragon Lair. See Framsburg.

-----

Flies and Spiders (permanent event) is played on one of my characters. The Lesser Spiders that he's facing are defeated. Is Flies and Spiders discarded immediately following the defeat of the Lesser Spiders or can my opponent let this card on the table for the same character and play another (Lesser) Spiders?

\*\*\* No.

-----

I play Sacrifice of Form on Pallando, so he becomes unrevealed. Gives this the chance to my opponent to bring Pallando in play? And if so, what happens with (my) Sacrifice of Form?

\*\*\* Your opponent may not play Pallando.

-----

I got two companies moving from two different sites to one and the same other site. My opponent plays River on my company that does not contain a ranger. My other company however does contain a ranger. Can this ranger tap to fulfill the requirement on River because the both companies has melted into one at the end of the movement/hazardphase? Or must the company on which River was played do nothing during the sitephase and is my other company not affected by River at all and can he thus enter the site and do whatever he likes?

\*\*\* The second company's ranger can satisfy the River requirement at the beginning of the site phase, since the companies are required to join.

-----

Does Sleepless Malice count against the hazard-limit?

\*\*\* Yes.

-----

is it possible to play siege on my own site?

\*\*\* No.

-----  
I just thought: Flies and Spiders is played on a character, and not the attack. This, as far as I can see, implies that it doesn't have to be played before strikes are assigned. Cards that modify an attack must be played before strikes are assigned, but other cards can be played between strikes, as long as they are otherwise legal.

So this should be legal:

1. I play Giant Spiders against a company consisting of lots of untapped characters. I want to play Flies and Spiders to capture one of them, but keep it in my hand for a little while.
2. Opponent assigns strikes (CRF turn seq, movement/hazard phase, combat, general: "All strikes of an attack must be assigned before any are resolved." This one was new to me, I've always thought you just assigned and resolved the strikes one by one).
3. At this point, there is time for me to play "Flies and Spiders" on any character in the company. The characters are still facing the attack, so F&S is legal and can be played at this point. (The CRF says something about "between strikes", I assume this also includes before the first strike. If not, I can't play F&S now, but can still play it before the second strike.)

Is this correct?

\*\*\* Yes.

-----  
\*\*\* On a related note, any instance of the phrase "character facing an attack" is equivalent to "character in a company facing an attack."

-----  
\*\*\* Also, Flies and Spiders cannot be revealed as an on-guard card because no character is facing the appropriate strike during the movement/hazard phase.

-----  
Say you have two companies, a typical example would be a moving company and a static Ioreth/Halbarad at Rivendell. During the M/H phase you decide to do Ioreth/Halb first and the hazard player plays no hazards. Then you do the other company and the hazard player plays a Permanent event on them. During this company's m/h phase could MT be played by tapping Ioreth/Halb? I understand this is possible during any of the other phases, but is this possible during a different company's m/h phase? I was always under the impression that during a company's m/h phase MT could only be played by a sage in the moving company.

\*\*\* There is no restriction on which company the character playing Marvels Told is in during the movement/hazard phase.

-----  
Does the card stealth also prevent ahunt dragon creature attacks from attacking the company?

\*\*\* No.

-----  
In what cases is a character discarded rather than eliminated?

\*\*\* Only when a card says the character is eliminated, a failed corruption check of an appropriate difference on a non-wizard character, or when you decide to discard the character during the organization phase.

-----  
Is it possible for a character to use both blazon of the eye and horn of anor and receive +4 to factions.

\*\*\* Yes, given the fact that you're a fallen wizard.

-----  
Lastly, I know this question has been discussed here, but I never quite understood what the final verdict was on it. Here is the scenario, the moon is dead, plague of wights are in play. How are the strikes calculated, additionally if I also throw in a Chill Douser how does this affect the strikes with plague of wights. The way I've been doing it so far is just doubling the natural strikes on a undead creature with PoW and then adding in the TMiD and Chill Douser strikes and prowess mods.

\*\*\* If either of these cards are in play at the beginning of the movement/hazard phase, the resource player chooses the order in which they're applied. After that, cards are applied as per chain of effects.

If an effect is in play that was played during a previous chain of effect in the same movement/hazard phase, it's applied in the order in which the cards were played.

-----  
How are the discard-numbers on the orcs and trolls affected by shields/armor?

\*\*\* In the same way the body is affected.

-----  
If a character is already wounded when a body check is made, however, he gets a modification of +1 to the body check, and not a -1 to body.

\*\*\* Correct.

-----  
I am going to start using the minion Challenge Decks for the first time and I have noticed that the minion factions often have an influence modifier which lists another faction, rather than races as with hero factions. When is this used?

\*\*\* If the faction is in play on either side of the table, the modifier is applied.

-----  
When starting players are chosen, does any card that reduces the mind (mind rings) affect the 20 mind limit?

\*\*\* No.

-----  
I understand that the auto-attack must be faced once every site phase. So if I am all tapped out after played an item at a shadow-hold and then wait until my next turn to play Rescue Prisoners (or some other resource playable at a tapped site), then the auto attack must be faced again first right?

What if I am not all tapped out after playing the item, and use a resource to untap the site during the same site phase, can I then explore the site again for another resource, and if so do I face the auto-attack again?

\*\*\* To do anything at a site on a given turn, you must face any automatic-attacks once.

-----  
A ringwraith may not use items. But can he discard an item like Secret Book to untap a site?

\*\*\* Nope. That's considered using it.

-----  
Since Barad-dur is considered a darkhaven during the untap phase, can I play News must get through/Messenger of Mordor during the untap phase and store Kill all but NOT the halflings/Red book of Westmarch at a shadow-hold/dark-hold/darkhaven?

\*\*\* Eljar Haugen was correct in stating:

"However News must get through/Messenger of Mordor will not help out with the cards you use as examples, since News/Messenger can only be used to store stuff that can be stored at a generic darkhaven, not a specific (e.g. Barad-Dur), doesn't even help if you're at the right one..."

-----  
CvCC as the defender:

1. Can one use Cram and/or And Forth They Hastened to untap a character to play a resource like Concealment? Or use it to untap to gain a +1 vs a strike by subsequently tapping or to modify the assigning of strikes?
2. Could one use Well-Preserved to unwind a character?

\*\*\* 1a) No. 1b) Yes. 2) Yes.

-----  
CvCC as the attacker:

1. It's their turn so theoretically they should be able to use Cram, And Forth They Hastened and/or Well-Preserved?

2. They cannot play cards that modify the attack (only defending company can), however, they can play cards that modify an individual strike?

\*\*\* Yes in both cases.

-----  
Is there a way the resource player can play Here is a Snake without the hazard player responding to it?

\*\*\* No.

-----  
Can Agents tap to make influence attempts on an opponent's resources without using certain hazard events or agent abilities?

\*\*\* No.

-----  
Re: We Have Come to Kill

Is this meant to imply that the character cannot be brought into play if there is not ENOUGH general or direct influence?

\*\*\* No. You may play a character that exceeds your influence, but you have to resolve the influence by the end of the next organization phase.

-----  
If Sauron is in play, does it allow me discard a character during the organization but still play infinite characters, since Sauron says there cannot be a limit to how many characters you play?

\*\*\* Sauron allows you to play many characters or discard one. Not both.

-----  
What happens when you play a card that globally gives +1 prowess to all Dunedain and you have none? Is that playing for no effect?

\*\*\* No. Cards like that have no target, and therefore can be played in situations like that.

-----  
Can Anarin tap to attack a company squatting at a Haven?

\*\*\* Yes.

-----  
Re: Many Turns and Doublings

Well you could play it to fizzle an on-guard card during the site phase couldn't you?

\*\*\* No. On-guard cards are considered already resolved by the time they are revealed.

-----  
Can this be done? The agent in question (usually My Precious, I suppose) will have to use a site card (since it's revealed), and thus the site won't be available for your companies to move to, right?

\*\*\* You are correct. It cannot be done.

-----  
A similar question: on your opponent's turn, can a (revealed) agent move to a site one of your own companies is using?

\*\*\* No.

-----  
To get more card intensive, can you play Here is a Snake on a face down agent to reveal that agent, or can one not target one's own agent?

\*\*\* Yes.

-----  
Does the playing of Deeper Shadow to make a ruins and lairs site into a shadow hold during the m/h phase then make the automatics attacks detainment versus a minion company?

\*\*\* No.

-----  
There is a loop hole for Fallen Wizards. Play Ordered to Kill, a Scout at a FW haven and reveal an Agent (Wormtomgue at Isengard is nice) You will be rewarded with two points for counting Dark Numbers.

\*\*\* This is a legal play.

-----  
I don't think you can reveal him during your own turn.

\*\*\* Correct. You cannot reveal an agent during your turn without the use of a card.

-----  
If my character makes a corruption check and he fails, are the item(s) discarded or removed from game?

\*\*\* Discarded.

-----  
Ok, so the resource player is now deciding on the the order to which Moon is Dead and Plague of Wights is affecting an Undead attack - what happens then if the hazard player were to tap a Hoarmurath of Dir to add a strike?

\*\*\* It is added to the existing affects, so the added strike from Hoarmurath is applied last.

-----  
Jamie asked if Anarin can attack a squatting company at a haven. The answer--according to Rulings Digest 582--was "yes."

Is this because of his special ability, or does it apply to the other Elf agents as well?

\*\*\* It's all about Anarin's special ability.

-----  
Along the agents theme, can cards like Great Ship and Leaflock cancel agent attacks and/or agent actions?

\*\*\* Yes.

-----  
Is there a ruling on female man characters (CH) getting any bonuses vs Ringwaith (RW) CH?

\*\*\* That ruling exists. Check the CRF.

-----  
Is there a ruling to force the discard of the newly played CH at the end of the ORG phase if he can't stay?

\*\*\* That ruling exists, but the character goes back to your hand if you can't control it, not the discard pile.

-----  
The character draft rules state that after the draft, up to 10 character cards may be included in the deck. These 10 cards can be any cards, they need not be the duplicated/unused cards from the draft.

How is this handled in tournaments? Are you allowed to include any characters after each draft, or do you use a preconstructed set of 10 characters in every game throughout the tournament?

\*\*\* The 10 characters in your deck at the beginning of play must be either leftovers from the draft, or characters pre-assigned to the play deck.

-----  
Or do you have some cards in the deck, and some in the draft, and after the draft you may assign unused draft-cards to the deck (in addition to those already there) to a maximum of 10?

\*\*\* This is correct.

-----  
Can't you swap some of the cards in the deck with some of the left-overs from the draft?

\*\*\* No swapping.

-----  
What happens if the bearer of a tapped black arrow dies? Can you transfer the arrow to a non-man charakter?

\*\*\* Sure. Furthermore, given the fact that the discard clause is only triggered at the time that the Black Arrow is tapped, you are not required to discard the Black Arrow after this transfer.

-----  
I have got a question concerning Lucky Search: Does the scout receive a -1 against the strike? IMHO the scout has to tap first. Afterwards an attack is created and then the scout is already tapped, so he receives

the penalty?!

\*\*\* That's correct.

-----

Addendum:

\*\*\* Sacrifice of Form discards any followers the wizard has at the time.

## Official Rulings Digest #58

In Digest #57, I was dumb:

Re: We Have Come to Kill

Is this meant to imply that the character cannot be brought into play if there is not ENOUGH general or direct influence?

\*\*\* No. You may play a character that exceeds your influence, but you have to resolve the influence by the end of the next organization phase. I actually should have seen this CRF ruling, under, of all things, We Have Come to Kill:

"You must have enough influence to control the character to play this card." Please consider the existing CRF ruling to still be correct.

-----

IIRC, only hero resources affect hero resources; so Bilbo can't walk up to Goblin-Gate and blow the horn, expecting the goblins to share old memories;

\*\*\* Blazon of the Eye and Horn of Anor add direct influence to the bearer. They do not affect hero or minion resources.

-----

If a character has a follower and the follower's mind is increased beyond the DI of it's controlling character, what happens to the follower? Is it removed from DI and placed under GI?

\*\*\* That's correct, though the character does not use up any GI until the player's next organization phase.

-----

If the controlling character's DI is later in the turn increases, does the follower go back under the control of the character?

\*\*\* No.

-----

The Wizards Player Guide states that Allies don't require influence to be used at all, yet the allies I am planning on using have mind stats of 3 (Various Ents) and the same section also mentions 'controlling character' which still makes it sound like influence is required.

Can someone clarify how allies work with characters for me

\*\*\* The ally's mind stat is used when the ally is being influenced away by your opponent. Allies do not consume direct influence from the controlling character.

-----

Does that immediate effect on GI and DI then have immediate effects for the subsequent play of cards like Call of Home in the same turn? I.e. will a player's GI be considered all used up if say Elrond popped out from Gandalf's control?

\*\*\* Yes and no, respectively.

-----  
Can agents like Grimburgoth, Elerina etc. still use their special abilities if I have already taken an agent action with them?

\*\*\* Yes, assuming the active conditions for the ability are in play.

-----  
To Get You Away says the agent taps, but not 'tap the agent to...'. So, can it be used on tapped agents?

\*\*\* No.

-----  
Again on To Get You Away, but I guess it goes for all prisoner cards: does a captured wizard give -5 points?

\*\*\* No.

-----  
Does moving back to his homesite (ie removing all site cards) tap an agent?

\*\*\* No.

-----  
Will the wizard still be considered to be in play? The rules state that cards placed off to the side are in play for the purpose of uniqueness, I suppose that means they're not considered to be in play for any other purposes. Which means I can play characters anywhere under GI once my wizard is captured, right?

\*\*\* You answered your own question for the first one. Your assumption is correct on the second question.

-----  
If I discard the prisoner-card (like To Get You Away) with Marvels Told, will the prisoner be released or discarded?

\*\*\* The prisoner is released.

-----  
Reveal Wormtongue as a FW-player at Isengard. IIRC Orthanc is a FW haven. Is Wormtongue allowed to move to a haven? No, he is not. Not stated on the card. How can he show up there?

\*\*\* An agent popping up at its home site is not considered movement.

-----  
Do I have to tap the site for playing lucky search?! I'm a bit confused regarding the CRF "Unless explicitly stated otherwise you need an untapped site to play an item, ally or faction and successful play taps the company's site" and the fact, that the "scout takes control" of the item. IMHO you don't need to tap the site, because "taking control" isn't the same like "playing".

\*\*\* You do not have to tap the site, for the reasoning you give.

-----  
I noticed many decks on the net have 3 Wizard cards, but most in the rulebooks have 2 Wizard cards, was there a change in the rules to allow for 3 Wizards?

\*\*\* Yes. See the Tournament Rulings in the CRF.

-----  
Can you use hero 'test' cards like Wizard's test to test a minion gold ring?

\*\*\* No.

-----  
If an orc or troll has the hero version of the One Ring, will it give the +1 corruption point to all characters in his company?

\*\*\* No.

-----  
Does a Fallen Wizard (ie the character) count as a Ringwraith for the purpose of playing cards like Ancient Secrets, While the Yellow Face Sleeps and Above the Abyss?

\*\*\* No.

-----  
Just checking on this one, but I assume a hero Scroll of Isildur has no effect (ie the +2 to test rolls) if I play it on an orc or troll?

\*\*\* That's a good assumption.

-----

however it (the hero Scroll) does help with testing minion gold rings?  
(assuming I played it on a non-orc/troll character)

\*\*\* That's right.

-----  
After a wizard is played characters can only be brought in with direct influence or at the same site as a wizard, which also fits with this theme. What about after he is killed?? Can these characters then only be brought in by direct influence, which fits my thematic interpretation, or do we go back to the same situation as before the wizard is revealed.

\*\*\* Go back to the rules for when the wizard is not revealed.

-----  
Allies like Tom Bombadil that have movements restrictions, can they move from and to a non restricted place, but passing through restricted regions?

\*\*\* Yes.

-----  
If they can, then is it possible to use Here, There, or Yonder to play an ally in a ruins and lairs where they wouldn't normally be allowed to move to or from?

\*\*\* Nigel Buckle stated this well, though the nonsensical wording may be clarified in the future:

Well Here There Yonder says "An ally may be played and placed under the character's control if the result is greater than 6 plus the ally's mind stat and the ally is not restricted from moving in this site's region."

This line doesn't make any sense as no ally is restricted from moving in a region just to sites unless it's there to specifically prevent this.

So the answer is no, IMHO.

-----  
Why does 'Precious Gold Ring' have a marshalling point value of '1'. When there seems no possible way to get the marshalling point, i.e. 'precious gold ring' is played in the combo to get a ring out then discarded.

\*\*\* You are not required to test gold ring items, so the item is worth one MP while it is in play.

-----  
If you play a card like Way is Shut on your opponent, would moving to/from and Underdeep on your following turn on purpose be illegal in some way?

\*\*\* Nope. When the movement is attempted, the first effect declared is from The Way is Shut. If it successfully resolves, the company doesn't move.

-----  
Why?

\*\*\* ICE ruled that if you are returned to your site of origin, you can do nothing during your site phase.

-----  
I played Foul Fumes during one of his companies' m/h phase. His other company had no rangers, had a face down site card (ie, was planning to move) and it's current site was Dead Marshes (ie, a Shadowland, so FF would affect any movement therein), so the question was: do we have a m/h phase for it or not? Regardless of what new site was to be revealed, the company was going to be returned to its site of origin, since the now passive condition was in effect.

We decided to go ahead and reveal the site and draw cards, then end the phase. Is this the right way to handle it?

\*\*\* Yes, you handled the situation correctly.

-----  
How exactly do our favorite carrion birds interact with the attacks generated by Roused Dragons? (Regiment of Black Crows, that is.)

\*\*\* They don't. Roused dragons do not create a hazard creature attack.

-----  
Re: Bounced by Foul Fumes

Though, it sounds like it means I could have played creature hazards on him based on his proposed movement -- is that true?

\*\*\* Not if the company is returned to its site of origin, since there would be only one chain of effects, starting with the declaration of the effect of Foul Fumes. Creatures must start a chain of effects, so there is no time to play one.

-----  
Can I play Thorough Search before facing the automatic attack so I don't risk my scout getting tapped by the attack?

\*\*\* No. You can do nothing during your site phase before you face the automatic attack.

-----  
My Alatar is controlling Elrond at Rivendell, and then teleports to another company. If there is not enough free general influence to control him, then I think the influence situation does not need to be resolved until my next organisation phase. I assume my free general influence is now zero for the purposes of cards such as Call of Home/the Sea. In my next organisation phase there is still not enough influence to control Elrond.

a) Is he discarded or returned to hand?

b) Can he bring in a small mind character as a follower first?

\*\*\* Regarding your assumptions: They are all correct except that Elrond does not count against your GI until your next organization phase. Regarding a): You must discard characters to get your used GI at 20 or less, Elrond need not go, necessarily. Regarding b): If he does bring in a character, it is required to go back to your hand, per the CRF, before you start discarding characters to resolve your influence issues.

-----  
If a resource such as Wizards Ring is played at a haven this would tap the site. What if I wish to play another resource there? Does the haven untap in the untap phase? If not, can I play a duplicate haven card in the organisation phase and move to it? If not does that mean I actually have to leave and come back again next turn?

\*\*\* Havens do not untap. There are many ways to play a second copy of the haven, which would come into play untapped, but you cannot from a site to the same site. The NetRep team is currently discussing the variety of "Haven untapping" tricks, and I'll probably issue a ruling in the near future.

-----  
I understand that characters can tap to support corruption checks at the Free Council. Can resource cards to modify these checks be played by either player, the resource player or not at all?

\*\*\* They can be played by both players. The Free Council doesn't happen during anybody's turn, so there is no "resource player" at the Free Council.

-----  
Does this mean that unused GI is calculated at the end of the organisation phase and then remains unchanged until my next organisation phase despite any effects that cause followers to move from under DI?

\*\*\* No. The only time when an apparent use of GI is ignored is when a character is brought into GI from under DI outside of the organization phase. All other changes to GI happen immediately.

-----  
What about a hazard card that increases a characters mind? Can I put off dealing with this until my next organisation phase?

\*\*\* That card would affect your GI immediately.

-----  
Long Dark Reach does not specify this but the Nazgul attack is part of the effect of the card. Does this count as an extra hazard?

\*\*\* An attack created by Long Dark Reach does not count against the hazard limit.

-----  
Re: No Way Forward

can companies attempt to move illegally in the face of these cards (i.e. more regions than allowed) in the hope of drawing something to trash the hazard, or are they automatically prohibited from attempting such movement?

\*\*\* They are prohibited from attempting the movement.

-----  
Does Agburanar at Home work against himself?

\*\*\* No. His effect is in play only after he has resolved, which is too late to be affected by himself. Get it?

-----  
If I have doors of night in play, and play foul fumes on company 1, and then on company 2 play morgul night, do both companies sites tap if they have a wilderness in their site path. Or did foul fumes already effect the site during company 1's turn and thus can't effect it again?

\*\*\* No, it works because Foul Fumes did not affect the site until the wilderness was turned into a shadow-land.

-----  
Does it also apply to cards like Star of High Hope?

(Card text: Environment. The prowess of each Elf and Dunadan is modified by +1 (by +2 if Gates of Morning is in play).

Or is it ruled out by the ruling I included below?

Would it be different if it wasn't an environment or if there was an additionally/alternatively clause (e.g. Alternatively if GoM is in play +2 prowess to all Elf & Dun)?

\*\*\* The CRF ruling to which you refer does not apply to Star of High Hope, since Star of High Hope affects the characters outside the Movement/Hazard phase. The ruling is quoted below. If this doesn't answer your question, please restate it, preferably using less pronouns. CRF, Turn Sequence Rulings, Movement/Hazard Phase, General: Once the effects of an environment card have been applied to a target during a given movement/hazard phase, that effect is not applied again to that target during the current turn.

-----  
this card popped up during one of the games. Can't find anything about it in the errata list. the +1 ends at the end of the turn or stays as long as the card is in play? can the +1 be stacked by playing a second Scimitar of Steel?

\*\*\* It remains in play as long as Scimitars of Steel remains in play, and it can be duplicated.

-----  
When Lady of the Golden Wood is played as a permanent event, does she count as Galadriel not being in Lorien for the purposes of the Balrog of Moria card?

\*\*\* No. Only the character Galadriel is considered for Balrog of Moria.

-----  
Does your card drawing privileges become voided when you draw the last card of your play deck?

For example, you have 2 cards in your play deck, you move to a site that allows you to draw 3 cards...can you draw a card after you shuffle your new play deck?

\*\*\* You certainly may draw that third card.

-----  
But can Strider be used in an attempt to influence Aragorn away?

\*\*\* No. A copy of Aragorn is required to help the influence attempt, as ruled in Digest #38 (Thanks, Phil!).

-----  
But Gollum can be used to influence Stinker and vice versa, right?

\*\*\* From the ME:LE rulebook: "Instead of revealing a card that is identical to the card being influenced, you may reveal a manifestation

of that card or the same resource of the opposing side." So, yes.

-----

So, Farmer Maggot vs. Unabated in Malice (card text below):

Galdor is at the Barrow-downs on which an Unabated in Malice is played. Farmer Maggot is in play. Galdor goes in, faces the attack and instead of fighting it he lets Farmer Maggot take him to Old Forest.

Farmer Maggot states the attack is now cancelled. Unabated in Malice states in return that the first attempt to cancel the attack instead cancel the Unabated. So IMHO Galdor finds himself still facing the 1@8 undead attack. Is this correct?

\*\*\* That is correct, though the movement effect of Farmer Maggot still resolves successfully. Consider it a parting shot by the Barrow Wights.

-----

I think the other question was about Chance of Being Lost. I moved from a tapped Buhr Widu to the Easterling Camp and Jeroen 'the Champ' Ouwehand successfully played Chance of Being Lost on my already thinned out hobbits (while my agent hazard strategy worked great, see Wim's comment about Nimloth taking out a 9/11 Pallando, my resources were pretty crappy) and wanted to send them to a Buhr Widu from his own site deck. Then actually three questions came up:

- 1) Is that possible?
- 2) Will the Buhr Widu be tapped or untapped?
- 3) Can I do anything during the site phase, or does this count as being returned to the site of origin and am I therefore prevented of doing anything during the site phase?

\*\*\* 1) Sure.

2) It's his copy of the site from his location deck, so it would be untapped.

3) Since it is a different copy of the site, it is not considered returning to the site of origin, and you can have a normal site phase.

-----

\*\*\* Since Flies and Spiders is playable on a character and can affect a strike, it can be played during the strike sequence

## Official Rulings Digest #59

My opponent has Star of High Hope (resource environment) and Gates of Morning in play.

For my first hazard I play Doors of Night. My opponent does not respond with anything.

So Doors of Night resolves. This creates a passive condition and effect of cancelling all resource environments in play. However, my opponent chooses to play a second Gates of Morning in response to this passive condition. (I know that the playing of the second Gates is legal, because of the CRF ruling that cards which cannot be duplicated can be played if currently targeted for discard). Therefore the second Gates cancels my Doors of Night's effects and the card itself, leaving one Gates of Morning and one Star of High Hope still on the table.

Is the above resolution correct?

\*\*\* No. Doors of Night reads: "Environment. All resource environment cards in play are immediately discarded, and all resource environment effects are canceled. Cannot be duplicated." When it resolves, all actions on the card are carried out in the order listed, so the Star of High Hope and Gates of Morning are discarded. Doors of Night actually has no effects that are triggered by passive conditions.

-----

Same scenario as above, but my opponent chooses to respond to my playing of the Doors of Night card itself with another Gates of Morning. Gates of Morning resolves first, cancelling any hazard environments in play, but not cancelling my Doors of Night because my Doors is not actually in play yet (it hasn't resolved).

\*\*\* I am going to defer judgment on this one. The NetRep team will

circle the wagons, and I'll let you know what decision is made.

-----

Can a player voluntarily decide to move characters out of direct influence during the organization phase so that his general influence is exceeded? If so, at the end of the organization phase must the player:

a) discard characters until his general is resolved Or b) return characters to hand until his general is resolved?

\*\*\* You may move the character(s) as you describe, but at the end of the organization phase, you would have to first return any characters played during that phase to your hand, then, if you are still over your GI, discard characters until you are legal again.

-----

The rule is you can play resources that 'help with corruption checks', which IIRC led Wim to the statement that a Marvels Told can be played if it zaps a corruption card, but not to zap a To Get You Away that is holding Galadriel in order to get those MP's. Even though that Galadriel could now tap in support for a corruption check, if you happen to have a company at the rescue site. Now I am not one to doubt Wim's judgement in this... I just think it is a pretty weird definition ;-)

What is correct?

\*\*\* CRF, Turn Sequence Rulings, Free Council, etc.:

Only resources that directly affect corruption checks may be played during the Free Council. This includes cards that reduce a character's corruption point total or prevent a character from being discarded.

So, To Get You Away cannot, in fact, be zapped.

-----

> Can you use hero 'test' cards like Wizard's test to test a minion gold > ring?

>

> \*\*\* No.

This might be true for heroes (even though I think that you may play it, but the ring is just discarded by the test card and no actual test happens, as the diceroll effects on the minion ring card are blanked), but should be YES for fallen wizards (see MEWH rules insert for details)

\*\*\* I checked the MEWH rules insert, and it states that on a successful ring test, the ring special item played can be of either alignment. The insert also states that hero resources cannot target minion resources. Therefore, I have to humbly disagree with you about Fallen Wizards.

-----

A few questions about when an agent taps to make creatures playable at his home site:

Does this attack occur during the movement hazard phase or the site phase?

\*\*\* Movement/Hazard Phase, unless the creature is placed on guard.

-----

Can multiple creatures and creatures of different types attack?

\*\*\* Yes.

-----

Do these creatures count against the hazard limit?

\*\*\* Yes.

-----

Can the agent teleport back to his home site when the player sees his opponent's company moving there, or to a different home site if he has multiple home sites?

\*\*\* As long as you have the available agent actions, etc., to do so, yes.

-----

One played Eyes of Mandos when his deck had ONLY ONE CARD in it. What happens?

\*\*\* The one card is drawn, it is put into that person's hand, and Eyes of Mandos is discarded. After Eyes of Mandos is resolved and discarded, the deck is considered exhausted.

-----

I found a disturbing clause in the WH rule booklet which reads:

"Tournament Rules: Starting Stage Cards: When the Character Draft is used, treat the starting stage cards as if they were characters."

The WH booklet previously mentions that you must treat them as characters when they are "revealed" which makes sense. But does the above statement also mean that the starting stage resources count as part of the 10 character pool? Furthermore, does it mean that the starting stage resources are not considered part of the 30 card minimum resources needed in your play deck?

\*\*\* No and yes.

-----

I have believed that these starting stage cards must be fixed for tournament decks.

\*\*\* They are. No part of your deck/sideboard/starting characters/starting resources/whatever can vary from round to round.

-----

Re: Legendary Hoard

If the Dragon is inverted, does that mean it no longer has any effect on play? Its special effect is gone and there's no longer an extra auto-attack at the site?

\*\*\* Consider the inverted dragon to be "off to the side." This card was written before putting cards off to the side became a rule. So, yes, the at Home dragon's effects are no longer in play.

I found this answer in the CoE 46 archive. But I'd like a clarification and or justification for this. "was written before putting cards off to the side became a rule", but that off to the side has been around since Wizards because Sacrifice of form has the term. So the current ruling seems a bit off.

\*\*\* You are correct, but "off to the side" was formally defined in the ME:DM rules insert, and was used infrequently and somewhat informally before that. This card could be abusive in combination with some dragon at home effects, so the NetRep team decided to just consider it off to the side.

-----

Given that Legendary Hoard is in play with Smaug at Home:

The real question is to know what to do if another player plays Smaug at Home. Is this copy put into play with the other? Is it played, and then Discarded? Having to remove a card from your deck may be a good thing for A player..

\*\*\* The ruling is that the dragon is treated off to the side, so it is in play for the purposes of uniqueness, so the play of another Smaug at Home is illegal.

-----

You have 3 copies of your ringwraith in the deck (say the witch king), how are the other ringwraiths treated, are they as standard minion characters, so they count against the 10 limit for characters going into your deck, or are they treated differently?

\*\*\* Nope. They're treated like wizards. You can only have three in the deck, and one of each in your sideboard that aren't already in your deck.

-----

My wife asked whether it's possible to bring in characters at their home sites if no-one is there.

e.g. Bring in a Blue Mountain Dwarf, play a faction, discard the dwarf, or another similar situation.

\*\*\* This is legal, given that your wizard/ringwraith/etc. is not in play.

-----

Is tapping an Agent for Pilfer (or a sage for Marvel's Told or scout for concealment) considered part of the "cost" for declaring the play of the card?

\*\*\* CRF, Rulings by Term, Active Conditions:

Annotation 5: If an action requires an entity to tap as a condition for the action's main effect, that entity must be untapped when the action

is declared; else, the action may not be declared. Tap the entity at this point; this is considered synonymous with the action's declaration; i.e., it is not a separate action. When it comes time to resolve the action in its chain of effects, that entity must still be in play and tapped or the action is canceled.

-----

I assume this is correct, including the fact that one must choose targets upon declaration?

\*\*\* You are correct about choosing targets. CRF, Rulings by Term, Active Conditions:

Annotation 8: An action that requires a target is considered to have the active condition that the target be in play when the action is declared and when it is resolved. An action may not be declared if its target is not in play. However, dice-rolling actions may always be targeted by other actions declared later in the same chain of effects.

-----

If my opponent enters a site which has text saying that the second auto-attack may be a creature from hazard player's hand, must I reveal this creature as soon as he enters site, or I can reveal the creature after the first auto-attack?

\*\*\* You reveal it when the automatic-attack comes up, which is after the first.

-----

If you thought that the answer was yes, I can reveal it later, then how would this affect cards already in play like Forewarned is Forearmed?

\*\*\* For Forewarned is Forearmed, the hazard player would declare which automatic attack the resource player has to face, as usual, and if the attack chosen involves revealing a creature from the hazard player's hand, do so.

-----

Old Friendship:

Diplomat only. +5 to an influence check against a character...

What does "against a character" mean?

\*\*\* The bonus applies when you are trying to influence one of your opponent's characters away.

-----

Re: Old Friendship:

Is it possible to influence an opponent's item with that card? ... What about allies?

\*\*\* No and no.

-----

Balrog can move normally to various under-deeps sites and Moria (surface site) without supporting cards right?

\*\*\* Correct.

-----

Balrog can't have followers normally but can form a company with other characters under GI right?

\*\*\* Correct.

-----

Re: Orc Mail

You can play the same site as the minion company when they reveal it.

So, if they are sent back to their site of origin, you are still at the new site, correct?

\*\*\* Correct.

-----

Re: Orc Mail

If you play this on a Dwarf/Hobbit company, are you able to later add non-Dwarves/Hobbits to the company without discarding the card? Does it continuously check playability?

\*\*\* You may add non-Dwarf or non-Hobbit characters to a company that has Orc Mail played on it without causing Orc Mail to be discarded.

-----

Re: Orc Mail

Is there any way to remove this card other than the roll stated on the card?

\*\*\* No. Why would you need to?

## Official Rulings Digest #60

I'm going to start with a few retractions from Digest #59.

Old bit...

Can you use hero 'test' cards like Wizard's test to test a minion gold ring?

\*\*\* No.

This might be true for heroes (even though I think that you may play it, but the ring is just discarded by the test card and no actual test happens, as the diceroll effects on the minion ring card are blanked), but should be YES for fallen wizards (see MEWH rules insert for details)

\*\*\* I checked the MEWH rules insert, and it states that on a successful ring test, the ring special item played can be of either alignment. The insert also states that hero resources cannot target minion resources.

Therefore, I have to humbly disagree with you about Fallen Wizards.

New bit...

\*\*\* That little grey note box is really easy to miss. Indeed, as others have kindly pointed out, Fallen Wizards cannot target hero resources with minion resources, and vice versa, except with spells or magic, which Wizard's Test is. However, other tests like Test of Form cannot be used on a minion ring item since it is neither a spell nor magic.

-----

Old bit...

Can a player voluntarily decide to move characters out of direct influence during the organization phase so that his general influence is exceeded? If so, at the end of the organization phase must the player:

a) discard characters until his general is resolved Or b) return characters to hand until his general is resolved?

\*\*\* You may move the character(s) as you describe, but at the end of the organization phase, you would have to first return any characters played during that phase to your hand, then, if you are still over your GI, discard characters until you are legal again.

New bit...

\*\*\* This is not, in fact, legal. You must move the characters back under DI first to resolve your influence problems.

-----  
I was wondering if rings attached to "rumors/whispers of rings" can be used to satisfy the ring's to be discarded by Rolled down to the sea?

\*\*\* No. Playing is not the same as discarding.

-----  
I already think I know the answer on this one...but can "Rolled" cause the discard of a tested ring?

\*\*\* Yes, Rolled Down to the Sea can cause the discard of a ring special item.

-----  
Re: Nameless Thing

a) Can they attack FW companies on Isengard, because it is the/a possible surface site of Deep Mines? I guess not, but just asking.

B) Can they attack other people at Isengard, because the FW version could be seen as a surface site? (RE : the Wind Throne : from CRF : With the addition of the sites in Balrog, The Wind Throne is now always the surface site of an Underdeeps site.)

\*\*\* CRF, Rulings by Term, Wizardhaven:

A Wizardhaven is not considered to be adjacent to an Under-deeps site unless Deep Mines has been played on it.

If Deep Mines is in play, Nameless Thing may attack companies at any version of Isengard, but the Wizardhaven cancels all attacks at the site.

-----  
About the Balrog sites ... the Wind Throne is ^always^ a surface site (I assume the always refers to whatever alignment you are, whatever version of the wind-throne you move to). What about the Dwarf-holds then? Are they NEVER considered the surface site, only considered surface site against a Balrog player, only considered surface site against a Balrog player if he controls the correct Quest card?

\*\*\* The Balrog rules state that Free-holds are never considered surface sites for the playing of hazards.

-----  
Mmm ... just read the text of Nameless Thing ... it mentions adjacent site rather than surface site ... does that matter much?

\*\*\* No.

-----  
Under Turn Seq Rulings, Returning to Site of Origin, it says if company is returned to site of origin the m/h phase immediately ends.

The card Bridge says if a company actually moved to a haven you can move again; Brian once ruled that "If you get sent back to site of origin your m/h phase ends immediately and you are not considered to have "moved" anywhere (i.e., a card like Bridge won't work)." However, what about cards like Leg it DoubleQuick ("playable on a moving company") and Shadowfax ("tap [at any time] to allow to move again") and Carambor ("tap at end of m/h phase"), which allow you to move again and don't restrict you to playing them on moving companies--can these cards be played on a company that is returned to its site of origin in order to allow that company to move again? If it's a gray area, I would suggest yes, in order to slightly curb the power of roadblock.

\*\*\* Leg It Double Quick will not work because the company is not moving, but the other two cards will work.

-----  
Please tell me that FW have the same +5 GI (not useable to control characters) protection that Minions have!

\*\*\* I can't tell you that, because they don't.

-----  
I won't be sure anymore if the End of Turn phase is the last phase of a turn (it is, isn't it!?)

\*\*\* Yes, it is.

-----

Does the body penalty from Wound of Long Burden (or the penalties from Nazgul attacks with Wraith-Lord) take effect before the body check of the successful strike in question?

\*\*\* Yes.

-----

Can hazards which change region types affect only the site-path currently being used by the company, or do they (potentially) affect anything on the table. More specifically, I'm travelling from Minas Tirith to Edoras. My opponent throws down Morgul Night and Foul Fumes.

Will Edoras tap?

\*\*\* They can affect any site path on the table, but if the event requires a target (like Choking Shadows), it can only target the site path of the currently moving company. In this case, yes, Edoras will tap.

-----

Are the 2 strikes from Smaug for the same character (and that character faces 1 strike with -1 to his power) , or for the same character (and that character faces 2 different strikes) or the text in the card is wrong and it should say "characters"

\*\*\* It should say characters.

-----

Ungol Orcs:

If played under the control of a leader at Cirth Ungol, do not tap the site. Therefore are factions like these playable at already tapped sites, as long as they are played under a leader that doesn't move?

\*\*\* No. A faction that doesn't tap the site does not imply that it can be played at a tapped site.

-----

If a site is tapped but still in play e.g. a company is still there holding it open, can new characters be brought in there?

\*\*\* Yes.

-----

My wife wanted confirmation that the limit is definitely one character per turn, and not one character per company per turn.

\*\*\* Consider it confirmed. Given the fact that you can bring in a character as its own company at a haven or its home site, one character per company per turn would allow infinite character play.

-----

\*\*\* The defender is allowed to play cards during CvCC that untap a character, since that will affect strike assignment, and the attacker is free to do anything that is legal during his turn, given that he plays the card outside the strike sequence.

## Official Rulings Digest #61

Can someone please explain to me how a Ranked Thief (Thief Hazard Creature w/ Rank Upon Rank) can be captured by the play of Ready to His Will?

\*\*\* It's all about the chain of effects.

Chain 1 (with Rank Upon Rank in play):

Thief

-=Resolves=-

Thief: Comes into play and triggers the passive condition of a man attack for Rank Upon Rank. The rules require that Rank Upon Rank's triggered effect is the next chain.

Chain 2:

Declaration of Rank Upon Rank's effect

Ready to His Will

-=Resolves=-

Ready to His Will: Sees a 1 strike Thief and turns it into an ally.

Rank Upon Rank: Sees no man attack. Effect fizzles.

-----

You said:

1) \* This is not, in fact, legal. You must move the characters back under DI first to resolve your influence problems.

I assume this means that a player must be forced to maximize the most amount of mind under the most amount of direct influence before the end of the organization phase (if it looks like he/she will have influence problems)?

\*\*\* Wim put this as well as I ever could:

Not in the general case.

When for some reason you come into the organization phase with influence problems you are not forced to put characters under DI, you can choose to solve the predicament by discarding characters as well (or a mix of both).

However if during the organization phase you create an influence shortage yourself by taking characters out of DI, you have to solve it by putting them back under DI somewhere. You cannot use this self-created shortage as an excuse to discard characters outside the normal rules (that allow one character to be discarded per turn, if at haven or home site).

-----

2) \*\*\* Leg It Double Quick will not work because the company is not moving, but the other two cards will work.

I assume, therefore, that if Leg it Double Quick resolved before whatever effect resolved that returned company to site of origin, the company -would- be allowed to move again? Since Leg it's only requirement is that it is played on a moving company, and not that the company is still moving by the end of the m/h phase? (So i could either play Leg it as my first action and hope opponent doesn't respond, or I

could play Leg it in response to my opponent's Skin-Changers, for instance).

\*\*\* These cards interaction with roadblock is currently under discussion by the NetRep team. We'll get back to you.

-----

\*\*\* The defender is allowed to play cards during CvCC that untap a character, since that will affect strike assignment, and the attacker is free to do anything that is legal during his turn, given that he plays the card outside the strike sequence.

This brings back an old favourite: does this statement include the defender being allowed to discard Cram to untap a character or tap a character to discard healing herbs to make a wounded character healthy and untapped? Does this also include tapping Torque of Hues and its bearer character to cancel an attack in CvCC?

\*\*\* Yes, this ruling allows all those things, overturning a previous ruling of mine.

-----

Is Threats/Muster allowed to be combined with other Direct Influence affecting cards such as Great Army of the North, Crooked Promptings or Lordly Presence, for example??

\*\*\* Yes, but boosting DI in combination with Threats will not help your cause. Giving a bonus to the check with a card will help in combination with Threats.

-----

In the section discussing combat, I believe only one 'skill' card Can be used for a given action and may be so with your example. So no Lucky Strike/Risky Blow and No Muster/Lordly Presence.

\*\*\* The rule you state only applies to a single strike sequence in combat.

-----

Someone also mentioned that Muster is in addition to free DI?

\*\*\* That is correct. Muster is a bonus based on prowess, Threats is a replacement of DI.

-----

Can Characters eliminated in Company verses Company Combat be used as trophies?

\*\*\* CRF, Rulings by Term, Trophies:  
Characters may not be taken as trophies

-----

Trophies again... This time with Fallen-wizards. If a bad beard's pet orc or troll grabs a trophy and the printed value is more than 1 MP, does it count as 1 MP for the Direct Influence and Prowess boosting or is the printed value used?

\*\*\* CRF, Rulings by Term, Trophies:  
Trophies in Fallen-wizard companies give prowess and influence bonuses based on the MPs printed on the card.

-----

A Fallen Wizard's overt company does not normally get kill MP's from creatures with an asterisk, they need to have a stage resource or special ability in play to do so, correct?

\*\*\* Correct.

-----

Does playing a special ring item (after a testing a gold ring) count as playing an item for hazards like Heedless Revelry, Lure of Expedience, and Greed?

\*\*\* CRF, Rulings by Term, Playing a Card:

Playing a card is the process of bringing a card from your hand into play. So yes.

-----

When Lorien is a Free-hold, because the Balrog is in Moria and Galadrial is out gallivanting around Middle Earth:

- a) Is only one company per player allowed to be a Lorien? (As it is no longer a haven and all companies at a non-haven site must combine)
- b) Only the characters with Lorien as a home-site can be brought in

there, correct?

c) If you leave a tapped Lorien does it get sent to your discard pile?

d) If it does, then can you ever visit Lorien again until you exhaust your playdeck? What about after it is a haven again?

e) Can you use starter movement to move to/from Lorien, since starter movement doesn't allow for moving from a non-haven site to a non-haven site directly?

\*\*\* Text of Balrog of Moria, in part:

...In addition, unless Galadriel is at Lorien or she is not in play, Lorien is considered a Free-hold [F] (for purposes of healing and playing hazards).

So, for all your questions, you can continue to treat Lorien as a haven.

-----

Can a fallen-wizard player play Black Rain and then play a hero Ring?

\*\*\* Sure.

-----

Likewise, a minion player would also be able to play Black Rain and then play a hero gold ring?

\*\*\* Sure.

-----

A Fallen-wizard player plays Hidden Haven on a site to create a haven. That site is then tapped by something being played there. The company then moves away from the site. Since the site is a haven, is it returned to the location deck (with Hidden Haven discarded)?

\*\*\* Yes.

-----

What happens if Galadriel dies and I play Balrog of Moria? Is Lorien a free hold?

\*\*\* If Galadriel is dead, she's not in play, so Lorien is a haven.

-----

How do Unabated and Tidings interact?

I would assume that placing Malice on the site, followed by Tidings would create an attack like this:

Dragon 1@13 becomes 2@14, which then becomes an attack at 2@14. This is fairly basic, but now for the fun part.

If in this situation the moving player's company responds with an attack canceler (Crept or whatever), this cancels that particular attack, right? The attack isn't an the auto attack, its just a non-hazard creature attack with no special characteristics. Or does it have the added characteristic that the first cancelation just knocks it back down to 1@13? In either case, the original auto attack is still effected by Malice because Malice proper has not been canceled (and can't be until the site phase), right?

\*\*\* Given that Unabated in Malice is played and resolved on the automatic-attack in question when Tidings of Bold Spies resolves, then all effects of Unabated in Malice will be duplicated, per the text of Tidings of Bold Spies, including the cancellation clause of Unabated in Malice.

## Official Rulings Digest #62

Trouble on all Borders

This card appears to affect companies belonging to the player controlling the faction as well, and not to have any exemption for characters with the same homesite. If this is so I guess its role is to play on the opponents factions so you don't mess up your own movement?

\*\*\* Trouble on all Borders affects all companies.

-----

Marvels Told

We have been playing that this card may force the discard of cards targetting other companies eg Lure of Nature while Halbarad is sitting in Rivendell by himself, and even when it is not his movement/hazard phase. If this is correct what is to stop other hero resources from having effects on other companies. For example why cant I give him a Star Glass to cancel Undead attacks on other companies or have him play Lordly Presence to effect another companies influence attempt. I am sure this is not allowed, but cant see the logic of this if MT is allowed to work as I have described above. If these moves aren't allowed then why do other cards eg New/Old Friendship specify that the effect is only on the same company? Or have we got the use of MT all wrong?

\*\*\* CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack:

In order to cancel an attack or to directly affect an attack, the character doing so must be in the company facing the attack. Note that the region/site type a hazard creature was keyed to can be affected otherwise.

The diplomat in question must be performing the influence attempt.

You're playing Marvels Told correctly.

-----

The optional rules for heros for Movement to Gorgoroth in the rulebook state that a company must use region movement from a site in Imlad Morgul or region movement passing through a site in Nurn or Udun. Is this used in all games now?

If so am I right in thinking that this is overruled by Ash Mountains and Mountains of Shadow, even though movement then bypasses Nurn and Udun?

\*\*\* This is used in all tournament games, and those cards count as legal movement to Gorgoroth.

-----

Also, is Udun only reached using Morannon or the Under Deepes?

\*\*\* For heroes, Udun can be reached by region movement through Gorgoroth, the Under-deeps, or through the play of a card that allows you to move there otherwise. Minions can region move from Dagorlad to Udun.

-----

Look More Closely Later

Similar to MT, however, Wim has already stated that with regards to untapping sites, the character has to be present. Fine, but why is this different?

\*\*\* Wim is correct. The sage must be at the site. Questions about consistency of wording on MECCG cards will always be met with a shrug. If they were worded perfectly, we wouldn't need errata.

-----

Master of Wood, Water, or Hill

Does this card then operate much in the same way as MT has been ruled?  
I.e. the sage doesn't have to be in the "active" company?

\*\*\* The character playing Master of Wood, Water, or Hill doesn't have to be in the company whose site path is affected.

-----  
The 3 trolls, Burat, Tuma and Wulluag.

Can these guys tap to untap each other to sneakily avoid tapping during an attack where all of them are targets from a strike?

\*\*\* Yes.

-----  
Decisions on whether one was able to have an active site phase when returned to the site of origin by the effect of Long Winter for instance. Likewise whether the Hog is able to do the same after a failure to move with and Gangways of Fire.

\*\*\* A company returned to its site of origin can do nothing during its site phase. A company failing its underdeep roll doesn't have a movement/hazard phase, so the rule doesn't apply.

-----  
Black Enemy's Wrath. Can this card able to be used against the Hog?

\*\*\* Yes.

-----  
Can a hazard limit go below 0?

\*\*\* No.

-----  
Hazard player plays creature as the 4th hazard of 4. Resource player succesfully plays Flatter a Foe. Can the hazard player then tap a Power Built by Waiting or to play a 5th hazard or does Flatter a Foe prohibit this?

\*\*\* Flatter a Foe will decrease the hazard limit by 2 to 2. Also, the attack was cancelled due to Flatter a Foe. Therefore, the hazard limit is 2 and the hazard player has played 4 hazards. Tapping Power Built by Waiting increases the hazard limit to 3, but the hazard player has still played 4 hazards, so no more can be played that count against the hazard limit.

-----  
Is this possible under the same chain of effects with Minions Stir already in play?

Hobgoblins for 4@12 - Marvels Told targeting Minions Stir - Tapping of Power Built by Waiting - Second Minions Stir played to make 4@12.

\*\*\* CRF, Rulings by Term, Cannot be Duplicated:

Annotation 11 (modified from its original version): Some cards cannot be duplicated in limited cases -- generally on a specific target. Multiple copies of these cards or their effects may be in play normally, so long as each applies to a different target. A card that cannot be duplicated can be played when a copy is already in play only if the copy in play is currently being targeted by an effect that will discard it.

Since the first Minions Stir is in play and targetted to be discarded, another can be played in the same chain. The chain is legal. It would resolve thusly:

Attack is assumed in play:

Marvels Told targetting Minions Stir

Tap Power Built by Waiting

Minions Stir

Resolves:

Minions Stir comes into play

Power Built by Waiting adds 1 to the hazard limit

Marvels Told discards the first Minions Stir

-----  
Doesn't Power Built have to resolve first to get that extra HL?

\*\*\* Assuming you have no more unused hazard limit before Minions Stir is played (as above), then yes, the tapping of Power Built by Waiting will have to resolve before Minions Stir is playable.

-----  
This is one of the fundamental issues I've never been quite sure about: are you allowed to have multiple chains of effects within a chain of effects?

\*\*\* No.

-----  
In reference to the question about whether Tom/Bert/William can play tapping and untapping tricks for optimal performance against attacks, I'm almost positive I've heard a ruling to the contrary on the list. Their cards say the ability can be used while "at a site", which would rule out using it during the movement/hazard phase.

\*\*\* This is correct.

-----  
Here the limit IS already 0. Flatter a foe would either reduce it to -2 (making a subsequent tapping of PBBW or discarding of Daelomin at Home useless, OR reduce it to 0 (if the limit can't go below 0), which would allow me to tap PBBW and play another Wolf Rider.

\*\*\* The hazard limit is set at the beginning of the movement/hazard phase. Playing hazards does not change the hazard limit, in general. No more hazards can be played than the number of the hazard limit. In other words, if you have a hazard limit of 4, and a hazard (like Hobgoblins) is played, the hazard limit is still 4, but one hazard has been played.

-----  
With regards to this answer to the quoted example above, why can one not do anything during the site phase if you've been returned to the site of origin through the use of Long Winter, Way is Shut, etc?

\*\*\* We really need to get this in the CRF. It's a ruling that was made to avoid a certain style of cheeze.

-----  
I have a nice theme-deck and I want to play Waybread, Earth of Galadriel's Orchard, Gold Belt of Lórien, Wizard's Ring and Phial of Galadriel ALL at Lórien. If I play an item, the site is tapped. Does this mean that I can't stay at Lórien to play there one item per turn? Or can I replace the tapped haven by an untapped? Or do I have to move away and after visiting another site I can play another fresh haven? If the latter is the case, this nice but already weak deck will be as weak as rotten fish and I'll be forced to change themes.

\*\*\* Items require an untapped site unless stated otherwise. This applies to havens. You may play new havens. They come into play untapped.

-----  
Now I'm sure that you have to add the prowess of the weapon to the normal prowess of the character and that it changes nothing afterwards (character being tapped or wounded) but I can't find it in the rules. Where can I find this or can the Netrep be so kind to confirm my opinion?

\*\*\* ME:LE Rulesbook, Part I, Chapter 7, The Strike Sequence:  
Clarification: The prowess modifier and maximum for a weapon is applied to a character before any otehr modifiers are applied.

-----  
What is the deal with roac's ability?

- a).- Roac must make the influence on the faction
- b).- Nobody is making the influence on the faction
- c).- Any character in the company can make the influence

\*\*\* a) is correct. The CRF ruling "He can make the attempt by himself." says that Roac is an exception to the rule that allies cannot make influence attempts. It does not intend to imply that other characters in Roac's company have the option of making the influence attempt after discarding Roac.

-----  
Re: Roac

Do all the usual rules still apply? (ie. must be at the faction's untapped site?)

\*\*\* Roac the Raven card text: "Playable at any site in Northern Rhovanion. Tap and discard to attempt to bring any faction into play - treat this influence check as though it were made by a diplomat."  
CRF, Card Errata and Rulings, Roac the Raven:  
# His special ability may only be used during the site phase.  
# He can make the attempt by himself.  
# Using this ally to make an influence attempt does not tap a site, and may be done if his company is at a tapped site.  
So, he need not be at the site, and the site need not be untapped.

## Official Rulings Digest #63

Starting with an old question:

\*\*\* Since Gates of Morning and Doors of Night discard and cancel environments upon resolution, one does not cancel the other in the same chain of effects.

-----

In Digest #60, I claimed:

Under Turn Seq Rulings, Returning to Site of Origin, it says if company is returned to site of origin the m/h phase immediately ends.

The card Bridge says if a company actually moved to a haven you can move again; Brian once ruled that "If you get sent back to site of origin your m/h phase ends immediately and you are not considered to have "moved" anywhere (i.e., a card like Bridge won't work)." However, what about cards like Leg it DoubleQuick ("playable on a moving company") and Shadowfax ("tap [at any time] to allow to move again") and Carambor ("tap at end of m/h phase"), which allow you to move again and don't restrict you to playing them on moving companies--can these cards be played on a company that is returned to its site of origin in order to allow that company to move again? If it's a gray area, I would suggest yes, in order to slightly curb the power of roadblock.

\*\*\* Leg It Double Quick will not work because the company is not moving, but the other two cards will work.

\*\*\* I am overturning this ruling. These cards must be played "at the end of the movement/hazard phase" which means that they must still be played in that phase. Since the phase immediately ends when roadblocked, there is no time to invoke these effects.

-----

How about if they're not moving? Then they'd be "at a site" during their M/H phase too, right?

\*\*\* Right.

-----

Is there time to have multiple chains of effects between when an attack is declared and when the strikes, etc, are resolved?

\*\*\* Yes.

-----

As a fallen-wizard player you can't start with trolls or orcs unless you have an appropriate stage card (e. g. bad-company). Now my question is, does thrall of the voice bypass this restriction?

\*\*\* Yes.

-----

Re: Your Welcome is Doubtful

Basically when is this card playable? Does the agent have to be at the same site as the ally or character? If so, can it be done during the movement/hazard phase of a company moving to the site in question? I'm assuming it does since one cannot play hazards during the site phase. Lastly, can this be played during any company's m/h phase, as the target is an agent and not apparently a company?

\*\*\* ME:DM rulesbook, Agents, Influencing with an Agent:

To influence an ally, follower, or character, the agent must be at the new site for the target or at the target's current site if the company did not move. To influence a faction, the agent must be at the site at which the faction is playable.

-----

Chad, did you mean to say that a company failing its underdeep roll isn't considered to have "moved"? It was my understanding that you could still play hazards on a company that failed its deeps roll.

\*\*\* The ruling I was referencing was CRF, Rulings by Term, Under-deeps:

When a company's site of origin is an Under-deeps site and the company reveals a new site at the start of its movement/hazard phase, the company is declaring it will make a roll to determine if the movement was successful. No cards can be played between the site being revealed and the roll except for Reach of Ulmo. Neither player draws cards for this movement if the roll is not successful.

I did not intend to rule anything other than the above.

-----

And then I wondered: since the text of the White Tree is ignored, is it also no longer unique? So can both players bring it in play?

\*\*\* That is correct. Once The White Tree is in play under Wizard's Trove, it is no longer unique.

-----

I'd like to expand this question to ask whether Thrall can also bring into play Fram Framson.

\*\*\* No.

-----

Now in case I really missed something, can We Have Come to Kill and/or A Chance Meeting be used to bring in Orcs & Trolls? What about Fram?

\*\*\* Yes.

-----

Can We Have Come to Kill bring in hobbits?

\*\*\* Given that you're a Fallen-wizard, yes.

-----

Can a fallen-wizard or Ringwraith player use A Chance Meeting to bring in Agents as characters?

\*\*\* A Fallen-wizard may, but A Chance Meeting is not playable by minions.

-----

Does Double Dealing allow a fallen wizard player to play Rebuild the Town on a minion ruins and lairs?

\*\*\* Yes.

-----

CRF's annotation 26 states that, "If at the start of a player's movement/hazard phase, there are multiple effects in play such that their net effect depends on the order in which they are applied, the player who is currently not taking his turn (i.e. the hazard player) decides the order in which they are to be applied."

Yet CRF's annotation 10 says that, "If more than one action is required to be the first action declared in a chain of effects, the player whose turn it is chooses the order in which they are declared."

It would seem to me that "applying" effects in play is the same thing as "declaring" the order of required "actions," but maybe I am missing some of these terms. Could someone explain to me (with examples) how the two annotations do not conflict with each other?

\*\*\* Nigel gave a good example:

The way I interpret this is Anno 26 applies at the start of the m/h phase, so any permanent and long events that are already in play where the order is important are applied in the order chosen by the hazard player:

eg. Morgul Night, Snowstorm, Long Winter, Doors of Night are in play and you are moving from Rivendell to Bree. I could choose for Long Winter to apply first (tapping Bree), then Snowstorm to bounce you back to Rivendell, then Morgul Night not doing a lot.

Or I could apply Long Winter first, tapping Bree, then Morgul Night - so you get to Bree through 2 shadow-lands and I can play creatures on you. Snowstorm doesn't do a lot.

But if you need to apply effects during your m/h phase YOU choose the order - so say Moon is Dead is out, I play Plague of Wights, Doors of Night and hit you with a barrow wight.

When the wights resolve YOU choose the order of the enhancers so you

take the wight (1 strike of 12), apply Plague (2 strikes of 13) then Moon (3 Strikes of 14). Had the hazard play been able to choose the order then it ends up 4 strikes of 14).

It doesn't matter if the enhancers are already in play or played in the M/h phase - the enhancers don't do anything until their passive effects (enhancing attacks) are triggered by the play of a creature. So in the case above it doesn't matter that you played Moon is Dead 3 turns ago, Plague this turn and then the wight - when the wight is declared all the enhancer effects trigger, and the resource (moving) player chooses the order of resolution of those as per anno 10.

-----

In a game I was watching recently between Antonio and Jamie, Antonio tried to play dragon's blood on alatar, who was facing a strike from a cave drake. Jamie sac'ed it. Does Antonio get a body check vs the wizard or no? If not, why? If the blood had been against another character, say, a follower of the wizard who would also be discarded, would there be a body check? What if the blood were on a non-follower?

\*\*\* In all cases above, the body check from Dragon's Blood is rolled. Sacrifice of Form doesn't get around it.

-----

Asternak reads: +2 direct influence against any faction playable at Variag Camp. Now if he were to influence the Wild Horses faction, which is playable at any site in Khand, but influences them at Dunharrow, would he still get the +2 (making him 2 (DI) + 2 (special ability) +3 (being a man with a home site in the region) = 7)?

\*\*\* Yes.

## Official Rulings Digest #64

\*\*\* Since Gates of Morning and Doors of Night discard and cancel environments upon resolution, one does not cancel the other in the same chain of effects.

Could you explain this in a little more depth? Am I right in assuming that from this statement, if GoM is in play with Sun (say) and DoN is played by the hazard player and GoM again by the resource player, then the net effect is the resource player cannot prevent DoN resolving and discarding Sun? Only Twilight can prevent this from occurring?

\*\*\* Your analysis is impeccable.

-----

Just wanted to make sure that deeper shadow can still be used to change an under-deeps ruins and lairs into a shadowhold. Someone told me that, because it's not region movement or starter movement, deeper shadow will not work.

\*\*\* Deeper Shadow can be played on an Under-deeps site.

-----

Now the question is, since [Anduril] is an event that gives item points (according to the square in the top left corner, rather than the diamond), can fallen wizards get full points out of it? There are several ways they might try: 1) Legacy of Smiths, 2) Join the Hunt/Orome's Warders, 3) Give Welcome to the Unexpected, and 4) Man of Skill.

\*\*\* Only 3 and 4 will, since Anduril is an event, not an item.

-----

Re: Give Welcome to the Unexpected

Doesn't this mean that the card in question must have a printed MP-value of 1? So you could use it to get two MPs for Hillmen, but not higher-MP-stuff like Anduril? Or does the phrase "normally worth 1 MP" mean that the card must give 1 MP to fallen-wizards?

\*\*\* CRF, Rulings by Term, Normal:

Normal means as written on the card, not considering other card's effects. Note that this definition only applies to effects referring to card texts.

Normal is based on the card text, not the alignment of the player.

-----

Btw, let's say you have Give Welcome in play, and have the 1-MP Anduril, which now gives you 2 MP. If you attach it to Narsil, would it then drop to 1 MP..?

\*\*\* No. How the card is played makes no difference to what the card is "normally."

-----

I would say that Anduril now 'normally' gives 4 points, so Give Welcome would not affect it, and the player would only receive a whopping one MP from Anduril.

\*\*\* Incorrect. Note the "not considering other card's effects" bit in the definition of normal. Anduril is always normally 1 MP.

-----

Is the text considered to be ignored \*immediately\* after the play of Wizard's Trove, or is it not considered ignored until a Sapling is stored and the White Tree is played and Wizard's Trove is "placed with" the White Tree?

\*\*\* It is only ignored after Wizard's Trove is placed with the White Tree.

-----

Would I need to have two Wizard's Troves in play in order to play two White Trees, or would one Wizard's Trove suffice?

\*\*\* The White Tree is always unique for the purposes of deck construction.

-----

Does using the farmer (like bill the pony) count as movement without a movement hazard phase?

\*\*\* Yes.

-----

Say I have Hall of Fire (or Fortress of the Towers, or whatever) on a tapped haven site. Now, I want to move another company to an untapped copy of that site, then combine the companies at the untapped version. I know I can do that much. However, if I do this, will I lose the Hall of Fire and cards like it?

\*\*\* Yes. Playing a card on a copy of a haven is not the same as playing the card on all copies of the haven.

-----

more specifically, does the use of farmer maggot discard palantiri that cannot move and/or awaiting the call on characters in the "teleporting" company?

\*\*\* That was the intention of the ruling, essentially. The palantir or whatever will be discarded.

## Official Rulings Digest #65

In Digest #62, I said:

Black Enemy's Wrath. Can this card be used against the Hog?

\*\*\* Yes.

\*\*\* That ruling was incorrect. You cannot use Black Enemy's Wrath against a Balrog player, due to the following part of the Balrog rulesbook:

A Balrog player acts as a Ringwraith player. Any card and rules text applying to a Ringwraith also applies to The Balrog (e.g., if a card refers to a Ringwraith, it now applies to "a Ringwraith or The Balrog").

-----

I have a hand full of resources except for 1 hazard, which is Revealed to All Watchers. I play RtAW and set aside my entire hand, then draw up to hand size. The thing is, in so doing, I draw the last card in my play deck. What now happens:

- (1) I have exhausted my play deck, so I exchange sideboard cards, remove sites, shuffle, then place my set-aside hand on top of the newly exhausted playdeck;
- (2) I have no exhausted (or at least not necessarily): I draw up however many cards are in my play deck, then put my set-aside cards back on top and draw however many of them I still need to fill my hand size (and if, in so doing, I exhaust my deck, then it's actually exhausted);
- (3) I cannot exhaust, and I only draw up to, say, 6 cards, and must wait till the end of my opponent's m/h phase to fully reset hand size and thereby exhaust my deck?

\*\*\* Option 1 above is correct.

-----

What are "marshalling point cards", for the purposes of revealing them during the End-of-Game?

MELE rulebook p.74:

"At the Audience/Council, you may reveal any unique marshalling point cards in your hand that match unique cards that your opponent has in play. You may also reveal any marshalling point cards in your hand that are manifestations of cards that your opponent has in play. Each such revealed card reduces your opponent's marshalling point total by one."

CRF, Turn Sequence Rulings, End-of-Game:

"Subtract any points that are subtracted from your total, including points from unique resources your opponent has duplicated in his hand."

\*\*\* You may reveal any unique cards that add to your opponent's marshalling point total. These cards can be manifestations of one another. Neither your card nor your opponent's card can be hazards for purposes of deck construction or played as hazards. On to the examples:

a) Can I reveal Red Book of Westmarch (Hero) if my

- opponent has Red Book of Westmarch (Hero) in play?
- b) Can I reveal Red Book of Westmarch (Hero) if my opponent has stored Red Book of Westmarch (Hero)?
  - c) Can I reveal Elwen if I am a Hero player and my opponent is a Minion player and has played her as a character?
  - d) Can I reveal Elwen if my opponent has played her as an agent (face-up)?
  - e) Can I reveal Elwen and Baduila if I am a FW player and my opponent is a Minion player and has played them as characters?
  - f) Can I reveal My Precious if my opponent has Gollum or Stinker in play?
  - g) Can I reveal Gollum or Stinker if my opponent has played My Precious (face-up)?
  - h) Can I reveal Smaug Ahunt if my opponent has Smaug Roused in play?
  - i) Can I reveal Elrond if my opponent has Master of the House in play?

\*\*\* b and e are legal. All the others are not due to the ruling above.

-----

A FW may include Baduila as an agent hazard, and if a minion player happens to be playing him, the FW may influence Baduila to his side. Although the FW is restricted from starting 5 mind or lower characters, and only have 5 mind or lower characters in his deck, I still believe they can influence away higher mind characters. Can anyone tell me if this is correct?

\*\*\* A Fallen-wizard player can reveal Baduila to lower the mind to zero for an influence attempt, but cannot play Baduila themselves after the attempt.

-----

What if you then played a thrall? Or could you, since its not your org phase?

\*\*\* You cannot play Thrall of the Voice outside of your organization phase, but a Thrall in play that is not on another character can be used after a successful influence attempt after which you play the character in question.

-----

Travis Took was kind enough to find this:  
The "Unique" keyword is not ignored on The White Tree if Wizard's Trove is used to play it. Ruled By Chad in NetRep Ruling Digest 43

\*\*\* Consider this ruling correct and the recent ruling to the contrary incorrect.

-----

Are RW followers allowed to use their own magic?

\*\*\* Yes.

-----

On all RW cards each RW has a section where it states: "As your RW..." and this I have been assuming is the section which you're not allowed to use if the RW is a RW follower. However, Khamul's ability to lower the

body of an elf-character is not listed in this manner. In fact the way Khamul's card is done is very similar to Uvatha's. Therefore, is this counted as a "special" ability unable to be used when he is a RW follower?

\*\*\* Khamul will still lower an elf character's body as listed on his card when he's a ringwraith follower.

-----

You have in play the Wizard's Trove and you have stored a Sapling. Now do you have to discard the Sapling if you play the White Tree ?? You could argue no, because the WT's text is ignored(due to the Trove), but does this still apply if the text is ignored AFTER the play of the Tree?

\*\*\* You do not have to discard the Sapling because Wizard's Trove provides an alternate means of playing The White Tree, therefore the playability text on The White Tree is not used.

-----

Is Scourge of Fire's effect dependant on the attack's status?

(I think it's not, because a canceled attack is still considered faced.)

But how about using Ruse with a lone scout?

(I think the attack is also considered faced, even though no strikes were assigned.)

\*\*\* Once the attack sequence starts, there is time to play multiple chains of effect before strikes are assigned. If your opponent plays a cancellation card, you can respond with Scourge of Fire, which will resolve first and discard the item. If your opponent responds to Scourge of Fire with a cancellation card, then the attack will be cancelled before Scourge of Fire resolves, thereby fizzling it. The big problem is that Scourge of Fire needs to be played while you're IN company vs. company combat, not simply if the opponent's company faced a company vs. company attack.

-----

But you have to cancel the attack before it resolves, right?

\*\*\* You can't cancel an attack before the card causing the attack resolves, because there is no attack in play for the cancellation card to target.

## Official Rulings Digest #66

In Digest #65, I ruled:

\*\*\* You cannot play Thrall of the Voice outside of your organization phase, but a Thrall in play that is not on another character can be used after a successful influence attempt after which you play the character in question.

Miika Karmitsa rightly pointed out:

Looks like that isn't possible: (emphasis mine)

Thrall of the Voice

Instead of a normal character, DURING YOUR ORGANIZATION PHASE you may bring into play one character (including a minion agent) with up to a 6 mind. Place this card with the character. -1 to his mind to a minimum of 1. Such a character may also be IN YOUR STARTING COMPANY.

\*\*\* Amend my ruling above from Digest #65 to remove the statement claiming that you can use Thrall of the Voice with an influence attempt.

-----

Is Lindon adjacent to any regions besides Elven Shores, Numeriador, and Arthedain?

\*\*\* No.

-----

Is Elven Shores adjacent to Cardolan?

\*\*\* No. Both of these questions can be answered by reading the region cards. If you don't have the card, their texts are on the Dutch Council's site in the Spoilers section.

<http://council.gwaihir.net/meccg/>

-----

Can Balance Between Powers be twilighted before it resolves?

\*\*\* Yes.

-----

I was wandering, after i store my Pass the Doors of Dol Guldur, can i play and tap another one ??

\*\*\* The last sentence of Pass the Doors of Dol Guldur reads "Once tapped, no other copy of this card can be tapped." So, no.

## Official Rulings Digest #67

\*\*\* The most recent ruling on the subject was incorrect (in Digest 54).

\*\*\* You can play a character at a haven, use a second haven card and leave the two companies distinct. Neither needs to move as it's not a split. Also, you could then join the two companies and keep whichever haven card you like (presumably the untapped version will be chosen).

\*\*\* Since there is no rule that forces a company moving to a haven to join with those already there, you can get and keep multiple companies at a haven through that mechanic, as well.

\*\*\* A fallen-wizard player gets the stage point for each copy of Rhosgobel and/or Deep Mines he has in play.

\*\*\* During the organization phase, one site card may be used to represent the location of two or more companies, so long as the distinction between companies is clearly presented spatially. Outside of the organization phase each company needs a separate site card.

\*\*\* Non-haven sites converted to wizardhavens during the game continue to follow the rules on joining and splitting companies at non-haven sites.

-----

Its legal to play Knowledge of the Enemy in your organisation or end-of-turn fase right ?

\*\*\* Yes.

-----

Re: Knowledge of the Enemy

I do wonder about the other option: "Playable on an untapped character if his company faced an agent attack and all of its strikes failed". Do you have to do this immediately after the attack? It doesn't say so, though some other cards do. If not, how long a "grace period" do you get? Till the end of the turn?

\*\*\* It has previously been ruled that cards like King Under the Mountain can be played on later turns, so the same is true of Knowledge of the Enemy.

-----

if Galadriel's company has moved to Lorien, and then I move other

companies to other sites, I cannot hold an extra card in my hand from Galadriel until the end of all m/h phases?

\*\*\* Correct.

-----

if Aragorn's company has moved to Minas Tirith, and then I move other companies to other sites, I -CAN- play Return of the King at the end of all m/h phases? or no, because person can't take any actions at the end of all m/h phases?

\*\*\* There is no time to take actions between the end of your movement/hazard phases and your site phases. You would have to do it during Aragorn's site phase.

-----

When I play Staff Asunder does the wizard receive +5 or +7 prowess (+2 for the staff which is discarded +5 of Staff Asunder) I guess +5 since the Staff is already in my discard pile.

\*\*\* You guess correctly.

-----

I play a creature against a minion company and wound a couple of characters, afterward I play a Nazgul as a creature followed by Black Breath. Can I place BB on any wounded character in the company or not??

\*\*\* You can play Black Breath on any wounded character in the company.

-----

You are "at" your site at all times except from the start of a movement/hazard phase in which you move until the end of all M/H phases that turn. Since you cannot take actions between phases, this means you should treat "end of all movement hazard phases" as equivalent to "the beginning of the site phase," except for effects that are actually triggered by the end-of-turn phase, such as hand resolution.

Example: Galadriel's company has moved to Lorien. You then move other companies to other sites. You cannot hold an extra card in your hand from Galadriel until the end of all m/h phases.

Second example: Aragorn's company has moved to Minas Tirith. You then move other companies to other sites. You must wait to play Return of the King until the beginning of the site phase.

\*\*\* This is all correct, though I might add that you must enter the site and face any automatic attacks before playing Return of the King, if you plan on playing it during your site phase. Not that I expect Minas Tirith to have automatic attacks... Also, you cannot get the bonus card for Galadriel until you draw up at the end of turn phase, since she is not at the site until the site phase.

-----

So, the minion Worthy Hills doesn't tap. But info is playable there, and most info events require the site to be tapped. Does this mean that such events are not playable at the Worthy Hills? Or that they are and that they just don't tap the site?

\*\*\* Information cards that require the site to tap are playable at the minion Worthy Hills. The text of The Worthy Hills overrides the usual rule.

-----

Do you really need to use region cards?

\*\*\* In tournaments, no.

-----

Do you really even \*need\* site cards?

\*\*\* In tournaments, yes.

-----

Does shifter of hues allow fallen radagast to increase his hand size and GI BEFORE radagast comes into play?

\*\*\* No.

-----

We are here in a game having a discussion about Elf-path. Niels claims that the card works if you move through up to four regions as long as only one or two of them are non-sl/dd. So for instance it would work when moving from Haronder to Horse Plains (w/w/sl/sl). I claim that it works if you move through up to two regions and none of those regions can be sl/dd.

Which is it?

\*\*\* The latter interpretation is the correct one.

-----

Does One Foe to Breed a War really have no effect in CvCC?

\*\*\* CRF, Turn Sequence Rulings, Site Phase, Company vs. Company Combat: Hazards have no effect on company vs. company combat.

-----

For Galadriel, let's say your hand size is 8 during the ORG phase. You move to Lorien. After all hazards are played, you successfully Arrive at Lorien, you remove your 'site of origin'. Then, you draw Your hand size. In this case, it will be 9. End of MHP.

\*\*\* This is incorrect because Galadriel is not at Lorien until the beginning of the site phase.

-----

You can only play KING and TREE during the site phase.

\*\*\* This is incorrect because the requirement on these cards is being at Minas Tirith. There is no phase requirement.

-----

This I wonder, as one does reset his hand at the end of the M/H phase and if it is the last one, isn't that the end of all M/H phases then?

I'd say one DOES get his 9th card at the reset to hand size after that

last M/H phase and I guess Joe thought so too:

\*\*\* This is incorrect as stated above. More specifically:

Galadriel:

Unique. When Galadriel is at Lorien, her controlling player may keep one more card than normal in his hand. -3 marshalling points if eliminated.

CRF, Turn Sequence Rulings, Movement/Hazard Phase, General:  
Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any movement/hazard phase. This means a moving company is not at a site until the site phase.

-----

Witnessed a game on GCCG yesterday that had two Hall of Fire on one copy of Isengard (FW-haven) and a company moving to another copy of Isengard (last M/H phase). The player used the option to join both companies at the haven at the end of all M/H phases and claimed he could therefore untap two characters in said company. Was he right?

\*\*\* You correctly answered your own question:

For this we still need to figure out when exactly "the end of all M/H phases" is. Is this AFTER the final M/H phase has ended completely? I.e. site has been removed and hand reset (and they could IMHO have just as well called it "at the start of the site phase" - but they said it is before that). Or is this the end of the last M/H phase, just BEFORE hands are being reset - pretty much the same time you'd make the Lure of Nature / Alone and Unadvised checks for that phase.

As there isn't supposed to be anything between phases (we can't take actions there, so why would the game rules?), I believe the first option to be correct: "the end of all M/H phases" = "the end of the last M/H phase". So this untapping with Hall of Fire by joining the companies is legal.

-----

This rule is in conflict with Annotation 25 (CRF, M/H phase, general):

A company is considered to be at the site given by its site card at all times except from the moment their new site card is revealed during their movement/hazard phase until their old site card is discarded during the same movement/hazard phase.

According to this, if you first move Galadriel to Lorien, and then move some other company, Galadriel is in Lorien during the other company's M/H phase. Which of the two rules take precedence here?

\*\*\* The CRF ruling quoted above in regard to the Galadriel issue is a clarification of Annotation 25.

-----

So it appears that you can only use farmer's help in CvCC, if you are facing an automatic attack or to cancel a agent's attack (in the site face). Is this correct ?? And i also wonder, can you cancel a revealed on guard creature ?

\*\*\* He works for everything you mention, plus any attacks during a movement/hazard phase in which the company is not moving at a site that Farmer Maggot affects.

-----  
May an agent attack during the site phase if there is no auto-attack?

\*\*\* Yes.

-----  
May you play Withdrawn to Mordor (playable on a face-up agent) on that agent upon the declaration of the attack if he was face-down before?

\*\*\* Yes. The agent must be turned face up at the declaration of the attack, so Withdrawn to Mordor is playable in response.

-----  
May you play Houses of Healing at the beginning of the untap phase before any characters become untapped?

\*\*\* Yes.

-----  
What happens if the Balrog with Flame of Udun is at the same site as another of his companies?

\*\*\* CRF, Turn Sequence Rulings, Movement/Hazard Phase, General:  
If companies would join at the end of the movement/hazard phase such that the company composition rules are violated, one company of the hazard player's choice must return to its site of origin.

-----  
Playing a hazard creature from your hand as a 2nd automatic-attack at an underdeeps site:

- a) Does it count against the hazard limit?
- b) When is this card being played? I) when opponents company enters the site during the site phase?  
II) during the m/h phase?
- c) What happens if Tidings of Bold Spies is being played during the m/h phase? Do you play that creature for the 2nd auto-attack now?

\*\*\* a) No.

- b) Neither. It's played when the attack is to be faced.
- c) CRF, Card Errata and Rulings, Tidings of Bold Spies:  
Tidings of Bold Spies only copies attacks, not effects that allow certain creatures to become automatic-attacks.

-----  
Could he even do this? At the end of the movement to the Under-leas site (before kicking in Gangways), wouldn't he be present with other characters for a little while ... Gangways says "immediately follows", but does this just mean 'no other movement in between', or does this also say 'don't check whether Flaming Balrog eats company at site?'

\*\*\* It's legal to Gangways past a company that would violate company composition rules, because the companies don't join at that time.

-----  
Besides, what if Forewarned is Forearmed is in play? I think the 2nd auto-attack at Under-deeps or at the hero Framsburg site should be

decided upon entering the site declaration, what do you think?

\*\*\* It is. If the hazard player decides to take the second automatic attack, then he will play a creature from his hand. I don't see any problems with this.

-----

But Wiz's river horses says that it discards all nazgul events, not just perm events. Thus, it seems to include short-events, as long as we look at "discard" the same way as "canceling". So would you agree that in this light WRH should prevent Nazgul short-event effects?

\*\*\* No. Discarding is not the same as cancelling. Wizard's River Horses does not prevent Nazgul short event effects.

-----

Also, the CRF has something which would seem to argue against Wim's interpretation, under "Short-events": "Short events are discarded when resolved in a chain of effects, not when declared. Thus, they can be targetted by certain special effects in the chain of effects."

\*\*\* Right. Short events can be targetted by effects that can target things in the chain of effects. The above ruling doesn't mean that short events are ever considered in play.

-----

Hm, this is a bit confusing, esp. when comparing the river-horses to "Praise to Elbereth" (CRF: "Nazgûl permanent-events that are targeted by Praise to Elbereth may not be tapped in response to its play.")

I've never quite understood this ruling (as it seems to contradict the whole "chain of effects"-thing), but I can't see why Wizard's River-horses should be any different from Praise to Elbereth.

According to this reasoning, you should not be able to tap a Nazgul in response to Wizard's River-horses.

\*\*\* The ruling for Praise to Elbereth is specific to that card, and an exception to the normal timing rules.

-----

I can't for the life of me seem to find it, but as I recall, in a normal 2-deck game, when one deck is exhausted 3 times the game ends immediately at the end of that turn, without the opponent getting a chance for another turn.

\*\*\* This rule doesn't exist.

-----

can only elven agents move to wizardhavens, or is this only the case for FW players?

\*\*\* Wim pointed out correctly:

- Agents may not move to any version of a hero Haven, unless they have a special ability allowing them to.

- Only Elven agents can move to a site that is a Wizardhaven.

-----

so if a hero player tries to influence a minion player's resources (say, the hillmen), he gets a -5 modifier. I assume this is also the case if he reveals a hero copy of the hillmen (meaning, even though he's now got a hero copy of the resource on the table that he's trying to influence, he still gets the -5 modifier because he's influencing his opponent's minion resource).

\*\*\* This is correct.

-----

What about fallen wizards? Are all their resources considered hero for this purpose, such that a hero or fw player could influence them away with no -5?

\*\*\* This is correct without exception.

-----

Balrog rules state that the balrog must play agents as hazards. However, the agent cards are still counted as characters for the purposes of card recyclers, right?

\*\*\* Correct.

-----

Can this card be played on a site that is normally an unprotected wizhaven? Or on any unprotected wizhaven?

\*\*\* Nature's Revenge is playable on any unprotected wizardhaven.

-----

Are FW cards like Many-coloured Robes and The Grey Hat also discarded when you play Sacrifice of Form ?

\*\*\* Yes.

-----

And what about characters the wizard leads ? (also discard right ?)

\*\*\* They are also discarded.

-----

Is there a difference between "need to be controlled" and "require influence to be controlled"?

E.g. Rebel-Talk is played on Arwen. My GI has been 18.

A) My GI is still 18

B) My GI is 20

\*\*\* There is no difference. A is correct.

-----

My opponent plays river on a site, and then taps adunaphel to tap my ranger.

Now here's the question.

1) Can I tap my ranger in response to adunaphel to cancel the river.

2) If yes, can adunaphel tap another character in the company instead?

\*\*\* 1) Yes. 2) No. The target has to be declared when Adunaphel's effect is declared. The target cannot change after this.

## Official Rulings Digest #68

A minion player has "Rumor of the One" in play.  
The only "ring" he had was a "Binding ring" (minor item). Normally 0 MP and 2 CP. With RotO it would be 1 MP and 3 CP.  
I remember that there was a ruling that you can't get an additional MP for let's say an item etc. if it wasn't worth at least one MP.

\*\*\* Rumor of the One can make a 0 MP Ring worth 1 MP.

-----

Can Muster Disperses be played on guard and revealed after the successful play of a faction?

\*\*\* CRF, Card Errata and Rulings, Muster Disperses:  
Muster Disperses cannot be revealed as an on-guard card.

-----

I wonder if it's possible to play on-guard cards that modify the power of a character (for example 'glance of arien' with the balrog), to prevent them to attack in company vs company combat.

\*\*\* Hazards have no effect on Company vs. Company Combat.

-----

Also I'd like to know what happens if your opponent is a balrog player in a tournament. Should I use my minion's hazards deck or am I allowed to have a balrog hazards deck? If not possible, is it allowed to have 10 extra cards in the complementary deck, as with fallen wizards?

\*\*\* The Balrog is a minion in tournaments, so your deck for playing

against minions must be played against Ringwraith and Balrog opponents.

-----

A company is staying at the Fallen-wizardhaven Isengard. Now they want to go to the hero version of Isengard. What happens ?

\*\*\* This movement is illegal because it is illegal to have more than one version of a site in play at any given time.

-----

A question about hazard limit reduction and the card power built by waiting. Say my opponent has a hazard limit of two, and I decide to untap power built by waiting (which requires 2 against the hazard limit). My opponent responds by playing a hazard limit-reducing card like many turns and doublings or deeper shadow. What happens?

- a) my power built stays tapped, and I now have 1 hl remaining;
- b) my power built gets discarded, and I now have 1 hl remaining;
- c) my power built untaps, and I now have 1 hl remaining?

\*\*\* A above is correct. The chain is as follows:

Untap Power Built by Waiting (hazard limit checks OK)  
Many Turns and Doublings

-=Resolves=-

Many Turns and Doublings reduces the hazard limit by one  
The hazard limit check fails, so Power Built by Waiting doesn't untap

-----

A question about cards that take prisoners. I assume these do not effect allies. Does this mean that allies can still face strikes from prisoner-taking attacks but cannot be harmed (or even tapped) by them?

\*\*\* Correct.

-----

I've never quite understood the card webs of fear and treachery: I'm unclear on what exactly a character's "unused normal direct influence (including influence modifications in a character's text)" includes. I'd assume that if a character has followers, they would decrease his DI (since it would be "used" on them). I think it's pretty clear as well that Webs cancels the effects of cards like threats, gifts given, lordly presence, etc. Does it also cancel the effects of, say, foolish words, lord of the carrock, and scatha at home? What about a ringwraith in some kind of mode? Does he not lose 3 DI in Fell Rider mode? Does he not gain DI in heralded lord mode? What if he gets a bonus for being in heralded lord mode (since that is a modification on the character's text)? What about leaders using command cards? Say I have It of angmar controlling no one but with I'll report you on him -- does he still get +5 against orcs and trolls if webs of fear is out?

\*\*\* In all the cases above, the modifications are reduced to zero for influence attempts, except for DI changes printed on a Ringwraith card for being in a mode. Note that this is for attempts only, and not for controlling characters.

## Official Rulings Digest #69

In regards to untapping havens, Chad wrote that "You can play a character at a haven, use a second haven card and leave the two companies distinct. Neither needs to move as it's not a split." This was not explicitly said, but I am assuming that you can only do this if the character played at the haven is played in his own company? Thus, a character played under Direct Influence or with a wizard under General Influence cannot use a second haven card in this way, but would have to actually "split" companies in order to use a second haven card?

\*\*\* Your assumption is correct.

-----

First, if one cannot take actions between the end of all m/h phases and the site phase, and if a moving company is not at a site until the site phase, why is this multiple use of Hall of Fire allowed to work?

\*\*\* CRF, Turn Sequence Rulings, Movement/Hazard Phase, General:  
Companies at the same non-Haven/non-Darkhaven site must join at the end of all movement/hazard phases, before the site phase starts. Companies at the same Haven/Darkhaven site may join at this time.

Hall of Fire states that its effect occurs "immediately following [the company's] movement/hazard phase." This means that its effect is the first thing that occurs during that company's site phase. Since the companies have already joined, per the CRF, the ruling is correct.

See Digest #67 for the ruling in question.

-----

I assume that my definition isn't actually correct at all, since it is no longer true that a moving company is at its new site at the end of all m/h phases?

\*\*\* Correct. No company is at a site until the site phase.

-----

Re: We Have Come to Kill

Errata says it doesn't apply to Ringwraiths.

But apparently, you can bring in ANY OTHER character, it doesn't have to have the site chosen as its home site, nor does the Ringwraith need to be present.

Is this interpretation correct?

\*\*\* Yes, though a company needs to be at the site where you play We Have Come to Kill.

-----

If you can do it at a site with no auto-attack during the site phase that has no company, why couldn't you do it during the org?

\*\*\* You can't use We Have Come to Kill at a site with no auto-attack during the site phase at a site that has no company.

-----

It was my understanding that if you had a non-moving company at one site, and you were doing another moving company's m/h phase, you could play We Have Come to Kill during that moving company's m/h phase to play a character at the non-moving company's site. Is this correct, and if not, what is the reasoning?

\*\*\* This is correct.

-----

Re: They Ride Together

Aside from the fact that proper English would be to say "You may bring as many", rather than "any", am I correct in assuming that the Ringwraiths brought in are in addition to the one character per turn limit?

\*\*\* Yes.

-----

But the maximum character limit for a company is 7 isn't it?

\*\*\* Yes, outside a (dark)haven.

-----

So he needs both a mode card AND Dwar Unleashed?

\*\*\* CRF, Card Errata and Rulings, Dwar Unleashed:  
Dwar must already be in a mode to use this card.

# Official Rulings Digest #70

May i play for example Stone Trolls on a tapped Ettenmoors? If not in which way can i use the ability of +2 MP ???

\*\*\* Stone Trolls does not tap the site if played under a leader, per the text of Stone Trolls. They cannot be played at a tapped site.

-----

Attacks after playing a card like "Descent Through Fire" are considered automatic attacks? ... and if after those attacks my balrog is tapped does the card remain in play?

\*\*\* No and no.

-----

Can i use Angbad Revisited to untap my lone Balrog ?

\*\*\* Yes.

-----

Re: Descent Through Fire

Is says following the attacks, tap . . . , the question is there time to respond with Angbad, following the attacks?

\*\*\* No. You cannot interrupt the resolution of a card with another chain of effects.

-----

At a Tapped Ettenmoors can i play of course a War-wolf for example, may i do it only once per turn correct?

\*\*\* There is no "one resource per site per turn" restriction, so play as many as you have untapped characters for.

-----

A hero character may tap to paly a dragon-helm at a under deep like a 2nd item playable there?

\*\*\* Yes.

-----

i Have a Ringwraith with 2 followers ... all 3 have a black horse and may move like in "Black Rider" mode, does it means that when they go back to a darkheaven the folowers are discarded ???

\*\*\* No.

-----

A ringwraith in a fell rider mode (for example) when moving back to a darkheaven can he use forced march to reach another non darkheaven site?

\*\*\* Yes.

-----

I would say that when a Black horse leaves play also the Ringwraith goes away (your hand) ... is that not true?

\*\*\* That is true.

-----

Is it true a RW can have the ally Creature and a black horse at a darkhaven and then move to a non-haven site without discarding either?

\*\*\* Yes, assuming you mean Creature of an Older World.

-----

i'm pretty sure the ruling is that if Black Horse leaves play, the controlling RW is returned to your hand at the END of the turn.

\*\*\* I cannot find this ruling. CRF, Rulings by Term, Mode says:

If an ally giving a mode is removed from play during the movement/hazard phase, the Ringwraith immediately stops being in that mode, but continues to move to his new site.

-----

Fallen Wizard "hero" characters (i.e. anyone but an Orc or Troll) can use both Hero and Minion resources (i.e. Elladan could play both Many Turns and Doublings and Crept Along Cleverly in the same Movement/Hazard Phase), right?

\*\*\* Correct.

-----

However, I can only play Hero MP resources at Hero sites, and only Minion MP resources at Minion sites, correct? (Thus the existence of the card Double Dealing).

\*\*\* Correct.

-----

Lastly, assuming I'm able to stick something like Great Bats or Regiment of Black Crows onto an otherwise "heroic" company, do I end up with an overt Hero company, or . . . ?

\*\*\* CRF, Rulings by Term, Company:

The following allies make a company overt: The Balrog, Creature of an Older World, Great Bats, Great Lord of Goblin-gate, Last Child of Ungoliant, Regiment of Black Crows, and "Two-headed" Troll.

Fallen Wizard companies are either hero or overt, so you get an overt company.

-----

Just to clarify, this extends to all possible MP resources, right? So no Orcs of Mirkwood, Great Bats, Sable Shield, or Blasting Fire when my Fallen Wizard's company heads over to (Hero) Sarn Goriwing, and no Stabbed Him in His Sleep (or Smoke on the Wind, etc.) when we visit (Hero) Woodmen Town, right?

\*\*\* Yes.

-----

How does the normal Hero and Minion ability to play each other's items interact with Fallen Wizards? Do FH's simply not have the ability to do that?

\*\*\* They do not have that ability.

-----

If I attempt an influence check and fail, can I then play something else (legal item, ally, etc) at the site? It's just that you can't play MP resources at a site \*and\* do things to an opponent's company in the same turn, right?

\*\*\* According to page 94 of the ME:LE rulesbook, if you enter the site you proceed in this order:

- 1) Enter the site.
- 2) Face the automatic-attack.
- 3) Play a resource.
- 4) Attempt to influence away something from your opponent's company or engage in company vs. company combat.

-----

Re: Uvatha the Ringwraith

When you use this ability, is bringing him into play in addition to the normal limit of one character per turn?

\*\*\* No.

-----

Gandalf has returned with Sacrifice of Form. Then he is taken prisoner by e.g. Flies and Spiders. Do I really have to discard Sacrifice of Form?

\*\*\* Yes.

-----

The CRF states "A successful influence attempt on an opponent's resource does not tap the site." Does this mean that revealing and playing an identical faction card taps the site?

\*\*\* No.

# Official Rulings Digest #71

My question is: say I have 2 companies moving to the same site, and a river gets played on the site against the first company. Can a character in the second company tap to negate this river DURING his mh phase? Or only after the companies join in the site phase?

\*\*\* Only after the companies join at the beginning of the site phase.

-----

Question on Motionless Among the Slain:

Maybe I'm just being dumb but I'm a bit confused...is the body check part a good thing or a bad thing? What does "by your characters" mean? Body checks on my wounded characters that my opponent makes? Or body checks that I make due to my characters winning the battle?

\*\*\* It's a bad thing. It makes body checks against your characters easier.

-----

I noted that here and elsewhere where I looked in the MELE rulesbook it is described as a "per company" procedure. Does this mean that after influencing / CvCC another company can still take its site phase?

\*\*\* Yes.

-----

Aye, still I feel the conflict the poster felt with the "general ruling" quoted in his question is legit. Can you hand me a ruling to clarify this with in the CRF (I guess either changing that general ruling a bit or, - proly better - clarifying the CRF ruling quoted here a little further)?

\*\*\* CRF, Turn Sequence Rulings, Site Phase, General:

Unless explicitly stated otherwise you need an untapped site to play an item, ally or faction and successful play taps the company's site.

This ruling does not apply to situations where you play an item, ally or faction from your hand when influencing it away from an opponent.

-----

I would say that when a Black horse leaves play also the Ringwraith goes away (your hand) ... is that not true?

\*\*\* That is true.

...

i'm pretty sure the ruling is that if Black Horse leaves play, the controlling RW is returned to your hand at the END of the turn.

\*\*\* I cannot find this ruling. CRF, Rulings by Term, Mode says:  
If an ally giving a mode is removed from play during the

movement/hazard phase, the Ringwraith immediately stops being in that mode, but continues to move to his new site.

Er, and the sum of these two rulings is...?

\*\*\* When Black Horse leaves play, the ringwraith that controlled that Black Horse immediately returns to your hand.

-----

Now, my question is, if I play deeper shadow for its second effect (i.e. hazard limit reduction) and then play a card that allows that company another mh phase (e.g. forced march, leg it double quick), is the lingering effect of deeper shadow still around?

\*\*\* The effect is in play for all movement/hazard phases for that company.

-----

Where is the line in the rule book that states that when a hazard says it effects ringwraiths, it also effects wizards? Specifically, does Tidings of Doubt and Danger effect Wizards as well?

\*\*\* Nowhere that I can find. Tidings of Doubt and Danger does not affect wizards.

-----

Guarded Haven says cards that give MPs cannot be played by opponent at the guarded haven. Does this include malady?

\*\*\* No.

-----

If I have crept along carefully played on company, can I use cram to let them move an extra region?

\*\*\* No.

-----

Lastly, as a little treat, we have a set of conclusions based on a question about Stealth asked last June. The question was originally about the effects of Stealth if the scout leaves the company, which opened a can of worms that the NetRep team only recently cleaned up. Here are the results:

\*\*\* Whenever a short-lasting effect says it affects "his company," "the character's company," "the wizard's compay," etc., it sticks with that person. If he switches companies, gets killed or gets split off the others are no longer affected.

Some of the cards concerned: Bitter Cold, Darkness Wielded, Elf-path, Ford, Govern the Storms, Hidden Ways, Sneakin', Spying out the Land, Stealth, Wizard's Flame, the rest of turn effects of Piercing All Shadows and Promptings of Wisdom.

\*\*\* Whenever a short-lasting effect simply says it affects the company

without mentioning a specific character, the effect spreads over all resulting companies in case of a split.

Some of the cards concerned: Secret Entrance, Two or Three Tribes Present, the orc rain effects on Buthrakaur the Green and Umagaur the Pale, the rest of turn effect of Something Has Slipped, facing a creature (for boosts such as Orc-lt.).

\*\*\* In this context a short lasting effect is an effect that is both short; not long or permanent, and lasting; not dealt with upon resolution and over. Many are caused by short events, such as Stealth, others by permanent events, such as Something Has Slipped.

A special case is the glory of killing an at home dragon (for King Under the Mountain). As ruled this does stick (indefinitely - so not short at all) to all members of the original company regardless of where they are later, but does not spread across new company members.

\*\*\* The CRF rulings on Stealth and Sneakin' are being extended to each affect the other card as well.

CRF, Card Errata and Rulings, Stealth (currently):  
Prevents the revealing of a creature on-guard.

CRF, Card Errata and Rulings, Sneakin' (currently):  
Will still affect the company if its size rises above two after resolution.

## Official Rulings Digest #72

In Digest #71, I screwed up:  
Now, my question is, if I play deeper shadow for its second effect (i.e. hazard limit reduction) and then play a card that allows that company another mh phase (e.g. forced march, leg it double quick), is the lingering effect of deeper shadow still around?

\*\*\* The effect is in play for all movement/hazard phases for that company.

\*\*\* The ruling above is incorrect. Since Deeper Shadow is played during the movement/hazard phase, it only targets the hazard limit for the current movement/hazard phase.

-----  
Is it possible to use Foul-smelling Paste (to untap a character) after facing an elf attack (no untapped characters after it), and then play No News of Our Riding?

\*\*\* No.

-----  
Couldn't you play No News of Their Riding after the attack and then

discard the Foul Smelling Paste in response to untap a character prior to NNoTR resolving?

\*\*\* No. An untapped character is an active condition of the play of No News of Our Riding, therefore the card cannot be declared without an untapped character in the company.

-----

Can you "respond" to your own card?

\*\*\* Yes, as long as your opponent first chooses not to respond.

-----

Thus, your opponent could respond with another ahunt.

\*\*\* CRF, Turn Sequence Rulings, Movement/Hazard Phase, Combat, Attack:

# Annotation 15: An attack must be the first declared action in a chain of effects; i.e., a creature card may not be played in response to another card in the same chain of effects. Revealing an on-guard creature is an exception.

# @ Any card that has the potential to immediately create an attack is considered an attack for purposes of interpreting Annotation 15.

Therefore, you cannot respond to a card with a dragon Ahunt, it must start a chain of effects.

-----

Could the hazard player decide to have Taladhan attack for the purposes of wounding, and not for the 'stealing' ability?

\*\*\* No.

-----

Re: Taladhan

Could the hazard player decide to use the phrase "chooses defending characters" but ignore the stealing ability?

\*\*\* No.

-----

If Taladhan attacks a minion and is successful, does the minion's company merely lose an item and the minion does not get tapped (detained)? That is, does "detainment" count as "harmed"?

\*\*\* If Taladhan's strike is successful as a detainment attack, the defender does not get tapped.

-----

If a player doesn't have any companies, that player does not get a movement/hazard phase or a site phase. Is this true?

\*\*\* This is true.

-----

Since SOM says its effects are applied whenever the opponent draws a card during his m/h phase, I assume SOM would be applied if the silly opponent played a Dark Tryst during his m/h phase?

\*\*\* This is correct.

-----

Wim had ruled on Black Rain that "If a Fallen-wizard or minion player plays Black Rain, that player is allowed to play a hero ring item, since Black Rain does not target the ring being played." This made sense to me, but then I realized that the CRF says a RingWraith player CAN'T use Black Rain to play a hero ring. What would be the reasoning, and should this be overturned?

\*\*\* This was not a CoE ruling, so I can't offer an explanation, nor will it be overturned.

-----

Do you have to resolve your hand between movement/hazard phases?

\*\*\* Yes.

-----

My question is whether either Blind to the West or Ire of the East can ALSO kill twilight.

\*\*\* No. Twilight is a hazard that can be played as a resource, and therefore cannot be targetted by either of the above cards.

-----

First, for the bad-beards' card-retrieving helper items (Pocketed Robes, The Grey Hat, etc.), if I play one before my avatar appears (i.e. as a starting stage resource), will it automatically attach to him when I reveal him?

\*\*\* Yes.

-----

Secondly, when exactly do I play Radagast's Black Bird? org phase? Site phase? If he attaches to someone besides Radagast, I have to tap the character and the site, correct?

\*\*\* The site phase. Your last statement is correct.

-----

Re: Ancient Secrets  
can't i play with the balrog? Is he not considered a ringwraith for that card?

\*\*\* Ancient Secrets may be played by The Balrog.

-----

A related question, then: will my Pocketed Robes (Pallando's Hood, Bow of Alatar, etc.) attach to my opponent's avatar if we're both playing the same Fallen Wizard and he/she gets his/hers into play first?

\*\*\* No.

-----

I assume, then, that stage resources are always played during the organization phase unless they contain text to the contrary (i.e. Delver's Harvest, etc.) or are by card type something that gets played during the site phase?

\*\*\* Correct.

-----

Let's say Dain II has a Map to Mithril on his Sword of Gondolin. Am I right that the maximum of 8 still applies and his prowess is "only" 8?

\*\*\* Yes.

## Official Rulings Digest #73

Does a Ringwraith need a "mode card" to move to Barad-dur?

\*\*\* Yes.

-----

If I have The Mouth in a company, can the opponent put The Mouth of Sauron on-guard? For example, could the opponent reveal The Mouth of Sauron when The Mouth is attempting to influence a faction in the site phase, thus returning The Mouth to my hand and discarding my faction (the attempt failed/could not be completed)?

\*\*\* One can put any card on-guard, it's just a question of whether it is legal to reveal that card or not. The Mouth of Sauron can be

revealed as a creature strike, but he cannot be revealed in response to an influence attempt.

-----  
When Mouth of Sauron is played as a short-event, The Mouth is returned to your hand, can The Great Eye prevent this by cancelling Mouth of Sauron?

\*\*\* Yes.

-----  
Re: Keeping The Mouth in play  
And what about using Deeper Shadow to waste the hazard limit when Mouth of Sauron is played (either as a creature or a short-event)?

\*\*\* This also works.

-----  
According to the CRF; allies count as characters for the purposes of combat and for the play of cards that directly affect an attack, does that mean they also benefit from cards like Clear Skies and I'll Report You? (cards that state they enhance the prowess of characters).

\*\*\* Yes.

-----  
When I kill e.g. Smaug, the Lonely Mountain does not contain any more a hoard. Does this apply immediately?

\*\*\* No. A site loses its hoard status after the turn in which the dragon was defeated. You can also read it as "A site with a dragon automatic-attack at the beginning of a turn contains a hoard for that turn." This was a big debate on the list back when ICE was still around.

-----  
Is it possible (during the organization phase, in a non-dark haven) to play a leader with a company already containing a leader?

\*\*\* Yes, a leader can be played at a site where another company with a leader exists. One or both of the companies must move away that turn.

## Official Rulings Digest #74

In Digest #71, it was ruled:

Now my question is: say I have 2 companies moving to the same site, and a river gets played on the site against the first company. Can a character in the second company tap to negate this river DURING his mh phase? Or only after the companies join in the site phase?

\*\*\* Only after the companies join at the beginning of the site phase.

\*\*\* This is incorrect. A second character can tap to satisfy the River played on a previous company, assuming that character is moving to the site in question.

-----

In Digest #67, it was ruled:

Re: Knowledge of the Enemy

I do wonder about the other option: "Playable on an untapped character if his company faced an agent attack and all of its strikes failed". Do you have to do this immediately after the attack? It doesn't say so, though some other cards do. If not, how long a "grace period" do you get? Till the end of the turn?

\*\*\* It has previously been ruled that cards like King Under the Mountain can be played on later turns, so the same is true of Knowledge of the Enemy.

\*\*\* This is also incorrect. You only have until the end of the turn in which you faced the agent attack to play Knowledge of the Enemy.

-----

Since tapping a Nazgul to sideboard is resolved immediately and is not a short event [source: either rulebook or CRF], can this action be cancelled by a hazard limit reducing resource like Many Turns and Doublings?

\*\*\* Yes.

-----

I would have thought Praise to Elbereth, or Wizards's River Horses, as well as Many Turns, could all be applied. Are there some wacky rulings out there that prevent this?

\*\*\* CRF, Rulings by Term, Sideboard:

Tapping a Nazgûl to bring cards in from the sideboard does not turn the Nazgûl into a short-event. It is discarded immediately upon declaration.

Since the Nazgul is discarded upon declaration, there is no time to discard it with another card.

-----

But hazards effectively targetted by Many Turns do still resolve. The Nazgul tapped to sb would resolve and be discarded, then discover that there is no hazard limit left, and its effect would fizzle. Correct?

\*\*\* ME:LE Rulesbook, Glossary, Resolving an Action:

Carrying out the actual effect on the game of an action. Multiple actions are resolved in a chain of effects in the opposite order they are declared.

Therefore, fizzled cards do not resolve, since no effects are carried out.

-----

When a card like Mordor in Arms resolves, it sets up a passive condition which doesn't take effect immediately; would this kind of setting up still be considered "an effect taking an effect"?

\*\*\* a) Mordor in Arms sets up an effect that is triggered by a passive condition. b) Yes, setting up an effect that is triggered by a passive condition is part of the resolution of Mordor in Arms, and all similar cards.

-----

But if resolving means an effect taking effect, then this would suggest it's too late to Marvel's Told that card, especially if its a perm event that potentially doesn't set up a passive condition like, I think, Reluctant Final Parting.

\*\*\* The effect of Reluctant Final Parting is triggered by the passive condition of the ally being at the proper site.

-----

I feel that when you tap a Nazgul to sideboard cards, you also trigger The text on the card that tells what happens when it is tapped. So, if there is a HL for the tapping; you get card(s) and the Nazgul effect (if say You are tapping for the sideboard ability).

\*\*\* This is incorrect per the rulebook. The Nazgul's printed effect is not triggered by using that Nazgul to sideboard.

-----

\*\*\* Since this was a huge misquote on the list, I will quote it again, correctly.

CRF, Rulings by Term, Sideboard:

Tapping a Nazgûl to bring cards in from the sideboard does not turn the Nazgûl into a short-event. It is discarded immediately upon declaration.

This means that there is no issue with a Nazgul getting tapped to sideboard, and being left on the table in a tapped state.

-----

If I play The Riddle Game successfully and name the card Will Shaken, does it get discarded if my opponent has it in his hand, or does it go into my MP pile?

\*\*\* It gets discarded.

-----

If it does get discarded, suppose my opponent has several copies of Will Shaken in his hand. Do all of them get discarded, or only one (I guess this goes for all non-unique cards...)?

\*\*\* A strict reading of The Riddle Game leads me to rule that all copies of a non-unique card are discarded.

-----

About old road, since it's a short event, can it be played at any time during your turn if you are at a haven ?

\*\*\* No. It must be played during your site phase.

-----

And about A chance meeting, it doesn't count against the 1 char per turn limit right ?

\*\*\* Correct.

-----

ACM only allows 1 character to be played, right? What if it is played at a site where an Unexpected Party is located? Does it allow a whole mess of dwarves to be played, or just one dwarf per ACM?

\*\*\* Only one character can be played.

-----

I play Alone and Unadvised on a company that contains one character, travelling to the same site as another company containing 4 characters.

At the end of HIS movement/hazard phase a corruption check has to be made.

Has this single character joined the other four and is therefore AaU discarded or does he have to make the corruption check before joining the other fellows?

\*\*\* The corruption check is made before the two companies join.

-----

If a character fails a corruption check by 2 or more less than the corruption point-total, the character is dead. If the check is one less

than the CP-total or equal, the character is discarded. If in the last case this character is a Wizard, is the Wizard discarded and is it possible to bring him back in play or is he dead and gives -5 MP?

\*\*\* The wizard is eliminated.

-----

According to the CRF the companies join at the end of all movement/hazard phases, so if the character with the AaU is the last M/H phase then they will join and at the same time AaU will call for the corruption checks.

\*\*\* This is incorrect. Any effects occurring at "the end of all movement/hazard phases" happens after the end of the last movement/hazard phase.

-----

Or, would a better definition of this quote be "since you cannot take actions between phases, treat 'the end of all movement/hazard phases' as 'the beginning of the site phase', except for passive conditions triggered by the end of all movement/hazard phases"?

\*\*\* The "end of all movement/hazard phases" happens just before the beginning of the first site phase and after the end of the last movement/hazard phase. The "end of all movement/hazard phases" is still part of the overall movement/hazard phase, not part of the overall site phase.

-----

So ... can i play Ancient secret on my Balrog?

\*\*\* Yes.

-----

Does Shadow of Mordor activate when Dark Tryst is played, or only based on card draw at beginning of the m/h phase?

\*\*\* It is triggered any time cards are drawn, including the play of Dark Tryst.

-----

Can a player start with Double Dealing as one of his starting stage cards as a FW?

\*\*\* Only on a Hidden Haven that has previously been played in the draft. Double Dealing is playable on a site, so a site has to exist when it is brought into play.

-----

What exactly is the order in which starting sites (and starting stage cards) are selected by the players? I.e. both I and my opponent are playing Fallen Wizards, and both of us want to use Hidden Haven in conjunction with our starting site. What happens?

\*\*\* Starting stage cards are drafted like characters. See Digest #55 for the Hidden Haven problem.

-----

Also, if my Fallen Wizard is eliminated (such as by a Tidings of Bold Spies played on the auto-attack at the (Hero) Ruined Signal Tower), can I still play stage resource cards specific to that FW? How about stage resource cards that require one of several FW's (my own dead one among them)?

\*\*\* You may still play stage resources specific to that fallen-wizard, and stage resources specific to many fallen-wizards after your fallen-wizard dies.

-----

Regarding Badulia's ability to be discarded to cause companies to return

to site of origin: Can this be done during the site phase? If 'no' for 2, where does it say this in the CRF?

\*\*\* No, since a company is at the site during the site phase, and no longer has a site of origin or a destination site.

-----  
So you can only be returned to site of origin during M/H phase?

\*\*\* Yes. You only have a site of origin during the M/H phase.

-----  
If I'm playing minion alignment and I played an ahunt manifestation vs my opponent, Can I go to the ahunt regions to face the attack and if I defeat it, is it possible to get misc. mp from Remnants of Old Robberies?

\*\*\* No.

-----  
Re: Dragons Ahunt

In any case it is not a hazard creature attack is it?

\*\*\* It is per the text on the card.

-----  
Is it possible to MT In the Heart of His Realm prior to its effect of nullifying the sage skill and ability to use spells, etc?

\*\*\* Yes. You play Marvels Told in response to the declaration of its effect and it will get discarded before the effect resolves.

-----  
Is it also possible to play In the Heart of His Realm on-guard at Mount Doom?

\*\*\* Not unless the player is playing a card that potentially taps the site.

-----  
What types of items, if any, are playable at havens?

\*\*\* Only items that state they are playable at havens on the item card itself.

-----  
If you choose to discard The Arkenstone (minion version) to force the discard of a dwarf at the same site "and all cards he controls," would the target dwarf's followers and all of their allies, items, etc. be discarded as well?

\*\*\* CRF, Card Errata and Rulings, Arkenstone:  
Card Erratum (minion version): Change "and all cards he controls" to "and all non-follower cards he controls."

## Official Rulings Digest #75

In Digest #74, I ruled:

Also, if my Fallen Wizard is eliminated (such as by a Tidings of Bold Spies played on the auto-attack at the (Hero) Ruined Signal Tower), can

I still play stage resource cards specific to that FW? How about stage resource cards that require one of several FW's (my own dead one among them)?

\*\*\* You may still play stage resources specific to that fallen-wizard, and stage resources specific to many fallen-wizards after your fallen-wizard dies.

However,

CRF, Tournament Rulings, Victory Conditions:

If your Fallen-wizard dies, you may not play cards specific to that Fallen-wizard, and you do not count as that Fallen-wizard for card effects such as Gatherer of Loyalties.

Consider the CRF entry to be correct.

-----

Also, in Digest #74 I made the following two rulings:

According to the CRF the companies join at the end of all movement/hazard phases, so if the character with the AaU is the last M/H phase then they will join and at the same time AaU will call for the corruption checks.

\*\*\* This is incorrect. Any effects occurring at "the end of all movement/hazard phases" happens after the end of the last movement/hazard phase.

.. and ...

Or, would a better definition of this quote be "since you cannot take actions between phases, treat 'the end of all movement/hazard phases' as 'the beginning of the site phase', except for passive conditions triggered by the end of all movement/hazard phases"?

\*\*\* The "end of all movement/hazard phases" happens just before the beginning of the first site phase and after the end of the last movement/hazard phase. The "end of all movement/hazard phases" is still part of the overall movement/hazard phase, not part of the overall site phase.

Please note that the "end of all movement/hazard phases" is the last part of the last movement/hazard phase. It does not, in fact, occur after the last movement/hazard phase, but as the last part of it. Everything else about the above rulings is correct.

-----

\*\*\* Followers consume available direct influence; they do not count as a negative modifier to it. Furthermore, the resource player can choose which influence sources (restricted or unrestricted DI) are used to control followers. There is no rule stating that unrestricted DI must first be used to control followers.

-----

Re: The Arkenstone

My question is: does the +1 mind to all dwarves in play still take effect if the item is borne by a ringwraith?

\*\*\* No.

-----

What types of effects are considered "outside of the normal sequence of play?"

\*\*\* The normal sequence of play is as outlined in the rules. Effects of cards change the normal sequence of play.

-----

Is it possible to play Marvels Told (MT) in the untap phase, before untapping your characters, and then untap the same character that played the MT later in the phase?

\*\*\* Yes.

-----

Now IaM effect triggers, and cirdan got mocked !! Question: Does Elladan is discarded?

\*\*\* Imprisoned and Mocked discards followers, so Elladan is discarded.

-----

Is Cirdan "off to the side" as prisoner? Does Cirdan gives minus character mps if the games ends (prisoner characters at the end of game give minus character mps)

\*\*\* Imprisoned and Mocked does not take the character prisoner, and the character will not count as eliminated if the game ends while the character is off to the side.

-----

I have a ranger character with Promptings of Wisdom played on him and he is moving through a Shadow-land. My opponent plays Seized by Terror on him, and I respond by using the Promptings of Wisdom. Promptings cancels all hazard effects for the rest of the turn that cause the ranger's company to return to its site of origin (this always affecting ONLY the company containing the ranger in question). Then we resolve the chain of effects, and Seized is successful. Now my question is, what happens to the ranger?

\*\*\* I ruled on this in Digest 38, and I will stand by that ruling:

Promptings of Wisdom:

You can tap the ranger in response to an effect that would send him (and only him) to his site of origin. This cancels that effect, and the ranger stays with the original company.

-----

Gloin bears the Dwarven Ring of Druin's Tribe and Cram. He taps and searches my play deck for a greater item. Then he wants to untap using Cram to play the greater item- I think this is illegal?!

\*\*\* Correct. There is no time to use Cram to untap the bearer of the Dwarven Ring.

-----

In a GCCG game with Jambo today my wounded Saruman was at Isengard alone at the start of the turn. Am I allowed to discard him in the org phase like any other character?

\*\*\* No.

-----

One of Golodhros's home sites is Barad-Dur, a darkhold, so arguably an orc tracker with "any darkhold" as his homesite has as one of his homesites Barad-Dur. Does Golodhros reduce his mind to 0 when making an influence attempt?

\*\*\* Yes.

-----

Can hold Rebuilt and Repaired be played before having faced the normal automatic attack during the Site Phase?

\*\*\* Yes.

-----

In a recent game with Nigel Buckle, we had a disagreement over the power of Webs to nullify negative influence modifiers. On this list, it had previously been ruled that webs nullifies all cards like Foolish Words,

Scatha at Home, etc. because they are "influence modifications". However, Nigel pointed out that Webs says "... are REDUCED to zero", which, according to one way of looking at it, can only move the modifications DOWN. So positive modifications go down to zero, but negative modifications cannot go down to zero, so they stay where they are. I argued that Webs should be read as either "... are SET to zero," or that the absolute value of modifications "are reduced to zero," either of which would mean that negative modifications would be nullified by Webs. Any ideas?

\*\*\* I do not have conclusive evidence to overrule the current ruling, so it stands that negative modifications are also "reduced" to zero by Webs of Fear and Treachery.

-----

Does WEBS affect agent influencing?

\*\*\* Yes.

-----

We know if the attack "Cannot be Cancel", well, then we can't cancel it but to resolve the attack we go now to the strike resolution; at this point, can we cancel the strike?

\*\*\* Yes.

-----

Now, does SoM work in the same retroactive manner for the drawing of cards part which occurs if DoN is out?

\*\*\* No. You may not draw more cards due to the play of Shadow of Mordor. Furthermore, the NetRep team is having a hard time finding the ruling about the retroactive hazard limit increase. If anybody can find that ruling, please post it to the list.

-----

I discard Daelomin at Home during my opponent's M/H phase to increase his hazard limit; he cannot Voices of Malice Daelomin at Home in response, correct?

\*\*\* Correct. Daelomin is discarded on the declaration of the effect.

-----

Second, can allies without prowess/body tap to cancel second/third attacks from Slayers and/or Nameless Things? Can they tap to give +1 to prowess or corruption checks for characters in their company?

\*\*\* Yes and yes, according to CRF, Rulings by Term, Ally.

-----

Muster:

Now, from the way this card has been worded there can be two possible eventualities depending on how you interpret the sentence:

1. The max prowess modifier to be added to the DI is +5, but the eventual total modifier can be greater than +5, e.g. Elrond would be 4 DI + max 5 prowess = +9 total modifier.

2. One adds prowess modifier without limit, but the total DI + prowess modifier itself cannot be greater than +5, e.g. Elrond would be 4 DI + 7 prowess = maxes out at +5 as per card.

I was then thinking how Foolish Words would interact with these two situations:

1. The max prowess modifier to be added to the DI is +5, but the total modifier can be greater than +5, e.g. Elrond with FW would be 4 DI - 4 from FW + max 5 prowess = +5 total modifier.

2. One adds prowess regardless of number, but the total DI + prowess

modifier itself cannot be greater than +5, e.g. Elrond with FW would be 4 DI -4 + 7 prowess = still maxes out at +5 as per card.

\*\*\* Both interpretations above numbered 1 are correct.

-----  
My interpretation says that I can play either or both of these cards after a Burglary attempt at a site with a hoard. Is this correct?

\*\*\* Yes, you may play Thorough Search or Bounty of the Hoard after a Burglary at a hoard site.

-----  
Thorough Search is a bit more confusing. Does the text on Thorough search about facing the attack override the text on Burglary or is it the other way around. ie do I have to face the attack if I play Thorough Search in this way?

\*\*\* You are considered to have faced the automatic attacks if you play Burglary during that site phase.

-----  
Does it matter which order I play Burglary and Thorough Search?

\*\*\* Yes. You must play Burglary first.

-----  
Also, The CRF says "If you fail the roll for Burglary, you cannot then play an item". Thorough Search and Bounty of the Hoard overrule this right?

\*\*\* This ruling is for the card Burglary itself. You can still do anything else that's legal at a tapped site.

-----  
Lastly, if I Bilbo fails the Burglary attempt I can still cancel the attack using other cards right?

\*\*\* Correct.

-----  
Can a character be brought in to play (homesite/haven) under direct influence if your wizard is somewhere else ?

\*\*\* Yes.

-----  
Do hero resource cards like Clear Skys and A Short Rest effect a minion (company) ?

\*\*\* Yes.

-----  
Long Winter will not continually keeps sites tapped, it is only applied once to each site each turn.

What does this exactly mean and why was it ruled ?

\*\*\* This means that if you happen to untap a site after it has been tapped by Long Winter, Long Winter will not retap the site that turn. The NetRep's job is not to try to divine the reasons behind rulings.

-----  
Does somebody has to tap for playing Flatter a Foe?

\*\*\* No.

-----  
Is it a free choice for the hazardplayer to decide whether he reveals Baduila during the M/H or during the site phase to send the company back? And can he play and reveal this Bad Uila in the same M/H or play in the M/H and reveal in the sitephase of the same turn? Hm, I think I saw the answer for this one already last week...

\*\*\* Revealing an agent is the hazard player's choice. You cannot send a company back to its starting site with Baduila during the site phase because the starting site has already been discarded.

-----

If I get back to handsized at the end of my turn and I pick Longbottom Leaf, can I still play it? I think you can, but you're not allowed to go back to handsized again. Is this right?

\*\*\* Correct.

-----

If I make an influence check to steal or discard something from my opponent, do I have to tap the site?

\*\*\* No.

-----

Combat/timing.

Do you have to declare the characters/allies who will fight before you roll any dice?

\*\*\* Yes.

-----

Example: Assassin. I fight the man for his first attack. After that you reconsider to cancel the two others. Is that allowed or do you have to go on with the battle?

\*\*\* This is legal because they are separate attacks.

-----

Example: Cave-drake. First strike taken. Second strike Concealment. Is that allowed?

\*\*\* It is too late to cancel an attack once strikes are assigned.

-----

At what time is it wise or necessary to play your enhancers (Dragon's Curse, Pierced by Many Wounds, Dragon's Blood etc)?

With this question I also think about situations like: you play Cave-drake. Can you wait till your opponent assigned characters and then play Dragon's Blood or do you have to play both cards together? If not, once assigned, I suppose my opponent is not allowed to cancel the attack at that later point, is he?

\*\*\* Dragon's Blood is played on a character facing a strike, so you have to wait until that character's strike sequence before you play it.

-----

First I play an Assassin and afterwards Rank upon Rank. Does RuR affects this Assassin?

\*\*\* Yes.

-----

End of game.

What is the actual standard-procedure at tournaments?

I think it is still necessary to have 25 points, but when can you call the council or the judgement with Sauron ->

- does your playdeck need to be exhausted once?

- does your opponent's playdeck need to be exhausted once?

If no one has 25 points and both playdecks are exhausted once, will the game end at the end of the current turn (no matter if the number of turns is not equal for each player)?

\*\*\* In a two-deck game, you have to exhaust your deck once and have 25 MPs to end the game. Your opponent then gets one last turn. If both play decks have been exhausted twice, the game ends at the end of that

turn. This is directly from the rule book.

-----

Alone and Unadvised

The character with this card travels from Barad-dûr to Lórien: 2 corruption checks or 6?

\*\*\* 6, if it were legal to use starter movement.

-----

The Windlord Found Me

Can the character that is tapped due to flying on the Windlord discard Cram to untap?

\*\*\* No.

-----

Tom Bombadil

Can he tap to cancel an influence check?

Example: Rangers of the North is played by the player who has also Tom in play. Tom is at a site that is not Bree.

Opponent tries to influence away the these Rangers at Bree.

\*\*\* No.

-----

Can an ally tap to cancel one attack of creatures like Assassins and Nameless Things?

CRF, Ruling by Term, Ally:

Allies may tap to cancel attacks from Slayers and Assassins.

-----

What happens when Dragon's Curse is played and the attack is cancelled?

\*\*\* Like Dragon's Blood, Dragon's Curse needs to be played on a character facing a strike. No strikes will be faced if the attack is cancelled, so Dragon's Curse will not be played.

-----

Was there an erratum for Rescue Prisoners?

CRF, Complete Errata Listing, Rescue Prisoners:

This cards gives 2 marshalling points, not 3. Add "You receive the marshalling points for this card only when it is stored."

-----

My Wizard taps and influences away Gollum. My opponent shouts a lot of nasty words. If I have Gollum in my hand, can I put him under my tapped Wizard?

\*\*\* You should have revealed Gollum when you declared the influence attempt. Technically, it is too late to do so in the situation you describe above. If you did reveal him at the proper time, you could play him under your Wizard.

-----

I can do play resource tapping site, nextly minor item in addition, nextly resource "played at tapped (or untapped) site" and finally another minor in addition to such resource?

\*\*\* No. CRF, Rulings by Term, Item:

The "free" minor item may only be played immediately after playing the resource that taps that site.

-----

Player controlling Pallando, Elrond in Rivendell, bearer of Emerald of Mariner "may keep one more card than normal in his hand".

What exactly this mean:

a. at the end of movement/hazard phase and end of turn phase he draw to increased hand size?

or

b.he do not draw, only if at the end of movement/hazard phase or site phase he have more than 8 card he is not forced to discard rest?

If "a":

he must draw?

If "b":

he is not allowed to discard rest card?

\*\*\* You must draw up or discard down to your allowed hand size whenever you reconcile your hand. If you hand size ever increases or decreases, you have to deal with this the next time you reconcile your hand.

-----

Company moving to Ruins&Lairs after playing "Secret Passage" in organization phase, may be attacked by dragons ahunt manifestations played by player other than hazard opponent, or attacks created by "Mordor in Arms", or dragon played whith "Fever of Unrest" (this attack is keyed to nothing not to wilderness)?

\*\*\* You can still be attacked by events that generate attacks, like Dragons Ahunt and Mordor in Arms. A dragon played with Fever of Unrest is not keyed to the site and is therefore unplayable. Furthermore, a dragon played with Fever of Unrest is keyed to the wilderness.

-----

Theoden and Eyowen are moving through a double wilderness when a DoN True Fire Drake hits the table.

Theoden's player puts down a Concealment, but before it resolves, the hazard player plays dragon's breath in response.

Dragons breath causes strikes to be generated, but it is not corruption or a hazard creature, so I understand that it can be played at this time. So, it was decided that the two strikes caused by the Dragon's Breath would resolve, followed by the Concealment (if Eyowen was untapped by then) then the two strikes of the fire drake proper, assuming the Concealment went off as planned.

In the actual event, Eyowen tapped to face the Dragon's Breath strike, so the Concealment fizzled.

Any comment on this particular play?

\*\*\* The timing of the play of the cards was correct, but Eowyn would have to tap at the declaration of Concealment, so she would have already been tapped when the Dragon's Breath strike occurs. To fizzle the Concealment, Eowyn would have to be killed or untapped.

-----

I read in the CRF that Black Arrow does work in company vs company combat...

\*\*\* I could not find this ruling. Black Arrow can only be used against an attack, so only the defender in CvCC can use it.

-----

Re: Paths of the Dead

From Digest #18:

\*\*\* It's playable at any site with Aragorn II in the company because you could potentially move to Dunharrow from another site and get another m/h phase. You don't have to use the special movement effects of it after its play.

\*\*\* Also, the last sentence only kicks in if you use it to move from Dunharrow to Vale of Erech.

-----

Paths of the Dead:

It doesnt actually say the company has no site path, so I assume they still move through Rohan (and Lamedon for the usual play), and are therefore vulnerable to Lost in Borderlands and cards like Siege (playable at Vale of Erech, a border-hold). Is this right?

\*\*\* Correct.

-----

When a FW party plays Double Dealing on a hero site, can the party play minion resources for 'free' or must they face the auto-attack listed on the Minion site card?

\*\*\* You must face the automatic attack listed on the site. You can play any cards that are playable as listed hero site, or any cards that are playable at that site as per their card text. The only thing that Double Dealing changes is that the alignment of the card that is played.

-----

All this would mean that a hero player (non FW) could play the minion gold rings at Bag End for 1 MP each? Would they have to make corruption checks for these rings? Would they be allowed to test them (ie Gandalf)?

\*\*\* Yes, no and no.

-----

As That's Been Heard Before Tonight doesn't tap the site, a Badbeard could play this at hero versions of sites where information is playable (ie if the hero version itself lists information as being playable)?

\*\*\* Not without the use of Double Dealing.

## Official Rulings Digest #76

This isn't a Rulings Digest so much as a clean up of the last one, since no new questions have been asked in the past week.

-----  
I ruled:

Second, can allies without prowess/body tap to cancel second/third attacks from Slayers and/or Nameless Things? Can they tap to give +1 to prowess or corruption checks for characters in their company?

\*\*\* Yes and yes, according to CRF, Rulings by Term, Ally.

\*\*\* I didn't fully read the question. No allies cannot support corruption checks, though they can tap to give a bonus to prowess in combat.

-----  
I also said:

Furthermore, a dragon played with Fever of Unrest is keyed to the wilderness.

\*\*\* CRF, Card Errata and Rulings, Fever of Unrest:  
The Dragon played is not considered keyed to anything.

Therefore, my ruling above was wrong.

-----  
The ruling on bringing characters into play in their own company at the same site as a wizard.... Does this then imply that A Chance Meeting only requires for there to be a character at the site with enough DI, and that it doesn't matter whether the DI is free or not?!

\*\*\* It does not imply that.

-----  
I ruled:  
As That's Been Heard Before Tonight doesn't tap the site, a Badbeard could play this at hero versions of sites where information is playable (ie if the hero version itself lists information as being playable)?

\*\*\* Not without the use of Double Dealing.

\*\*\* This ruling was incorrect. The play listed in the question above is legal.

## Official Rulings Digest #77

The optional rules as given by the FW rulesheet; are any of these now used as standard during normal gameplay, or are they always considered optional? For instance, the two that immediately spring to mind are the wizard to FW conversion upon failure of a corruption check and more importantly, the ability to attack or be attacked in CvCC by a hero company if the FW has more

than 10 stage points.

\*\*\* They are not legal for standard tournament play.

-----

In the FW insert, I noticed the following sentence:

"The special effects of ME:TW Havens (i.e., healing, bringing characters into play, etc.) do not apply to your companies at your Wizardhavens."

Can anyone actually explain what this sentence is attempting to mean.

\*\*\* That is a misprint. The sentence should read:

"The special effects of METW Havens (i.e., healing, bringing characters into play, etc.) do apply to your companies at your Wizardhavens."

-----

How exactly does Face out of Sight work?

Just looking at the text, it seems that the on-guard part should cause an effect when FooS resolves, but since it is a long-event there will never be any on-guard cards in play when you resolve FooS. Does this mean that an on-guard card will immediately be returned to the hand as soon as it is played?

\*\*\* That's what it means.

-----

Situation : Player 1 and 2 both have 19 MPs, but the wizard of Player 2 is dead.

Event : Player 1 tries to play The white Council. Player 2 says it cannot be played - who is correct?

\*\*\* Player 2 is correct, because the five MPs for the dead wizard are only subtracted at the Free Council.

## **Official Rulings Digest #78**

Re: Will of the Ring

This card says the bearer of The One Ring makes a cc at -4. Does this mean it targets the bearer, or can it be played in any movement hazard phase?

\*\*\* Will of the Ring targets the bearer of The One Ring.

## **Official Rulings Digest #79**

If my opponent and I are both playing FW Gandalf. I have Chambers in the Royal Court in play, but on his turn he plays Gandalf. Does the specific card text of CitRC of "Discard this card when the site is discarded or returned to the location deck. It cannot be discarded otherwise." Overrule the WH rule when an opponent plays the same FW I must discarded all FW specific cards of the same name.

\*\*\* As the rules currently stand, Chambers in the Royal Court is not discarded when your opponent plays his Fallen Gandalf.

-----

I have 2 companies moving:

1st company moves to Minas Tirith, gets 'Lost in Free-domains' played on it.

2nd company moves somewhere else, gets Doors of Night & Fell Winter played on them

The Fell Winter (with DoN in play) changes all free-domains to borderlands Is my 1st company still lost in Anorien even though it is no longer a free-domain?

\*\*\* Lost in Free-Domains is not affected by the Fell Winter because Lost in Free-Domains is a short event that has already resolved and had its effect on the game. It is no longer in play to be targeted by effects.

## Official Rulings Digest #80

In the ME:CCG play and examples doc, I find the entry for Magical Harp confusing:

Magical Harp

- You may tap the harp during your organization phase to affect a target character for the rest of the turn even if that character subsequently forms a company apart from the harp's bearer. [COE 510]
- Effects like Promptings of Wisdom and Magical Harp check whether a character is still in a company continuously, not just when the effect is announced. The two lines seem contradictory to me. If Magical harp continuously checks if the target is the bearer's company, I would think that if that target character leaves the bearer's company, the effect is lost?

\*\*\* The two entries have the same general idea. The first says that the effect persists through voluntary company composition changes. The second says that it still works through forced changes. The effect is always on the bearer's current company, no matter what the company was earlier in the turn.

## Official Rulings Digest #81

In this instance, the Lt of Dol Guldur (Mind 9) was traveling with Ufthak (Mind 4) and a Sly Southerner (Mind 2). All were carrying a ring of some sort, so no matter what some MPs were at stake.

I played Unhappy Blows, and rolled a 5, which after modifications gave a value of -2. My opponent declared that because I had rolled less than 0 it had no effect, but that is not how the card reads. It says that my "opponent must (my italics) choose and return to his hand any number of Orcs and Trolls in the company whose total mind equals or exceeds this result." There isn't anything indicating that the value has to be a positive number or it has no effect. Last time I checked the Sly Southerner's mind of 2 exceeds -2.

\*\*\* One may choose to return zero characters to one's hand if that meets or exceeds the total mind requirement of Unhappy Blows. When Unhappy Blows refers to "any number of characters," zero can be one of those numbers.

## Official Rulings Digest #82

My opponent plays Doors of Night. In response, I play Balance between Powers. Does Doors fizzle?

\*\*\* No. Doors of Night is in play before Balance Between Powers resolves to prevent its play. According to the CRF, playing a card is the act of taking it out of your hand and putting it in play. Resolution happens afterwards.

-----  
The Rules say that the free minor item must be played "immediately" after the play of a ally, faction, or item that taps the site. Would this mean that if an item is played at a site by a character and the site taps, the same character could not discard his Cram to untap, then play the free minor item?

\*\*\* That is, in fact, what it would mean.

-----

I have two cards in my play deck and three in my discard pile. It is time for me to resolve my hand, which currently has 1 card in it, so I draw up 2 and exhaust, then shuffle the three in discard back into my play deck, and continue drawing those up too until I reach a handsize of 6 and a deck of zero. (Mmm, I love these questions.)

A) Now, if a card is sent to my discard pile while my playdeck is zero, is it automatically shuffled into the play deck, or does such shuffling-in only happen when I am required to draw cards?

B) If I become required to draw cards and my playdeck is zero, am I still considered to have "exhausted" my play deck (and thus trigger the discard of cards on table that go when decks are exhausted, etc.)?

C) If my playdeck is zero, can I take actions that require me to shuffle a card into my playdeck, such as Smoke Rings?

\*\*\* You are forced to perform any actions based on exhaustion of your play deck as soon as the last card is drawn from it, not when you are required to draw another card. Therefore, the answers are as follows:

A) The discarded card immediately becomes your new play deck.

B) No, you have already exhausted. Needing to draw another card is irrelevant.

C) Given the fact that you have no cards in either your play deck or discard pile, yes.

-----

Do I (as a minion) have to face any attack due to the play of t.ex. Stabbed him in his Sleep at Rhosgobel and my opponent has either Hero Radagast or Fallen Radagast in play?

\*\*\* Yes, you have to face the attack as written on the card.

-----

Im moving a 2 character company with GoM in play. He plays some PHE, which resolves, followed by a Cave-drake. I respond with MT&D. He responds with a 3rd hazard Unexpected Outpost. Is it possible to play a 3rd hazard on a company with a HL of 2?

\*\*\* No. Hazards check the hazard limit on declaration and resolution. If there isn't enough room in the hazard limit, the hazard cannot be played.

-----

So, how did it finally get resolved with MT&D and Nazgul PHE tapping for an effect? Are these two (playing Concealment & Nazgul PHE) related? Is tapping a NPHE an active condition for activating the effect or is there a different term for describing this action?

\*\*\* The Nazgul taps as an active condition of its effect, and turns into a short event. Many Turns and Doublings is played in response, lowering the hazard limit to zero. The effect fizzles and the Nazgul is discarded, like any other hazard short event would be. A scout tapping for a Concealment and a Nazgul tapping for its short event effect are both active conditions of the effect, and are, therefore, related.

-----

Can I play Hall of Fire even if I don't have a character at my haven? And as far as I play a character the game text applies? Or must I wait until I have a character at a haven?

\*\*\* If you don't have a company at a site, it's not in play. You can't play cards when the cards targets aren't in play, so you have to get a company to your haven to play Hall of Fire.

-----

If I play a new character at a haven, can I split it into a different

haven site (even if there are already characters at these haven)? Or is there a rule that you must join the other fellowship during site phase etc?! My intension is to have multiple copies of Rhosgobel out, that I can get every single stage point from each haven. Is that right?

\*\*\* You can only bring a new copy of a haven into play if a new company is moved to or played at that haven. You can, therefore, bring a new character into play at a new copy of the haven, and leave him there as a separate company. You can use this to get a lot of Rhosgobel stage points.

-----  
And can I move from Rhosgobel to two Deep Mines for 6 Stage points?

\*\*\* Yes.

-----  
Soemone plays Heart Grown Cold on my hero border-hold...than I enter the minion version and play Mitschief in a Mean way...than it should be possible to play Tom Bombadil at the new haven right?

\*\*\* If the border-hold in question is the Old Forest, then yes.

-----  
If I play a the Palantir at the white Towers as a Fallen Wizard player I don't receive mp. But if I play Align Palantir on him do I receive these 2 mp.? And can I use the special ability of these palantiri?

\*\*\* You would receive 1 MP for Align Palantir unless you have other cards in play to make it 2. You may use the special ability of the palantir in this case.

-----  
Re: Stay Her Appetite

The attack is detainment against a hero controlling character. It seems that it is not possible to beat a detainment attack. So the ally is automatically discarded. Is that correct ?

\*\*\* Correct.

-----  
Re: Spawn  
Can the Balrog get those MP's?

\*\*\* No.

-----  
Can a site with Double-dealing be targeted/affected by cards of the opposite alignment ? Or only the resources that tap a site (ally/item,ect) may be from the opposite alignment?

\*\*\* You may target a site with Double Dealing with resources of the opposite alignment.

-----  
When you face the auto-attack and play a resource and then untap the site, do you have to face the auto-attack again if you want to play another resource that taps the site?

\*\*\* You must face the automatic attacks once per site phase.

-----  
Does the rule that a character can tap to cancel one auto-attack at their home site also effect (fallen) wizards?

\*\*\* Yes.

-----  
Can a character tap and discard Healing Herbs to untap "himself"

\*\*\* No.

-----  
Just to be sure then, Even With the Wizards Trove it would be pointless to

include Tower Raided in a fallen Deck unless you wanted to attempt a difficult 1 mp quest?

\*\*\* That's correct, since Tower Raided is not storable.

## Official Rulings Digest #83

\*\*\* A Fallen-Radagast does not get the bonuses against factions for being Fallen-Radagast if Fallen-Radagast has been eliminated.

-----

When cards like Awaiting the Call and Await the Advent of Allies are discarded, the character immediately counts against GI ? Or not until next organization phase ?

\*\*\* The character counts against your GI immediately, but you do not have to discard any characters or rearrange your companies until your next organization phase, if you are over your GI limit.

## Official Rulings Digest #84

I'm pretty sure that there is a ruling, that you can't move from a protected wizard haven to several Deep Mines. Am I wrong?

\*\*\* You are not wrong, but if you have more than one copy of Rhosgobel in play, each of them can have an associated Deep Mines site.

-----

Respecting Alone & Stupid: is there a difference between region movement and starter movement?

\*\*\* There is no difference between starter movement and region movement when applying the text of Alone and Unadvised.

-----

If my opponent reveals his fallen Gandalf first and he plays the same one like me, I have to discard all fallen Gandalf specific resources and I can't play further fallen Gandalf specific resources.

\*\*\* This is incorrect. The first part above applies when your Fallen-Wizard leaves play, but there is no requirement to discard any cards when an opponent's Fallen-Wizard enters play.

## Official Rulings Digest #85

If someone taps a nazgul PHE and I respond with a MT, the MT zaps the PHE before it resolves, right? Same with Daelomin at Home, right?

\*\*\* CRF, Rulings by Term, Active Condition:

# Annotation 5: If an action requires an entity to tap as a condition for the action's main effect, that entity must be untapped when the action is declared; else, the action may not be declared. Tap the entity at this point; this is considered synonymous with the action's declaration; i.e., it is not a separate action. When it comes time to resolve the action in its chain of effects, that entity must still be in play and tapped or the action is canceled.

# Annotation 6: If an action requires an entity to be discarded as a condition for the action's main effect, that entity must be discarded when the action is declared; this is considered synonymous with the action's declaration; i.e., it is not a separate action.

On declaration, the Nazgul taps and becomes a short event. Short events cannot be targetted by Marvels Told. On declaration, Daelomin at Home is discarded. Discarded cards cannot be targetted by Marvels Told.

-----

BTW, what about tapping the Nazgul in response to the MT?

\*\*\* The Nazgul resolves and is discarded before the Marvels Told resolves, causing the Marvels Told to be discarded with no effect.

-----

Hmmm. Where is the ruling on this? I've always played that if your opponent taps the Nazgul, you can MT it, as the chain of effects causes the MT to resolve before the tapping.

\*\*\* CRF, Rulings by Term, Active Condition.

## Official Rulings Digest #86

What confuses me is that this seems to be saying that tapping the Nazgul is it's own little chain of events that is resolved immediately. That is what freaks me out. I had always thought that the actual resolution of the Nazgul's effects, even though declared, would only occur later in the chain of effects. So that it would not really be a short event until the complete resolution of the chain. Why is the Nazgul (or Daelomin) an exception to this principle?

\*\*\* Because discarding Daelomin and tapping a Nazgul and turning it into a short/long event are synonymous with the declaration of the effect. Discarding Daelomin is pretty clearly laid out in Annotations 5 & 6 under CRF, Rulings by Term, Active Conditions. The reason it has been ruled that turning a Nazgul permanent event into a short/long event also falls under this category is that it makes no sense otherwise. If the event-changing occurred as a declared effect in a chain, then the effect of an event would happen before the event itself. It makes no sense. Therefore, changing the event type of a Nazgul permanent event is also an active condition of the effect.

-----

Is it legal:

To play an 'At Home' Dragon Manifestation, defeat it (although I know you don't get the marshalling points for the kill) just in order to play Returned Exiles?

\*\*\* Yes.

## Official Rulings Digest #87

If during one turn let's say "lure of nature" is played on a character. The player does not get rid of the card during his subsequent organisation phase. His opponent plays an additional card like "lure of expedience" on the same character. During his movement/hazard phase the player owning the character travels through a wilderness and checks for corruption because of "lure of nature". Does he add the two corruption points of "lure of expedience" to his corruption point total?

\*\*\* Yes. The character's corruption would be 4, in total.

-----

Can I use Lucky Search to play a minion item? Or is Lucky Search considered to target the item that is played?

\*\*\* You may not, as a Fallen-wizard, play a minion item with Lucky Search, as Lucky Search targets the item.

## Official Rulings Digest #88

If I have a unrevealed agent, and during my opponents M/H phase, I play something like Twisted Tales or Your Welcome is Doubtful, can he cancel this carefully set up situation just by playing Withdrawn to Mordor? Is this one of those situations where the resource card will not stop the effects of a hazard card that have been activated by something tapping?

\*\*\* Yes. Withdrawn to Mordor will resolve first, assuming he played it in response to your play, getting rid of the agent and removing the target of the hazard played, discarding it.

-----

So Nazgul can be discarded by MT before active condition of becoming short event, which are tapping Nazgul, is resolved later in chain of effects?

\*\*\* Incorrect. As I stated in the very recent past, the Nazgul turning into a short event is an active condition of using its ability, therefore Marvels Told cannot target a tapped Nazgul event, since it's a short event.

-----

What is difference between tapping Nazgul prevented by MT, tapping character prevented by Gnaw With Words/Adunaphel/New Moon or tapping Agent prevented by Here is a Snake/Withdrawn To Mordor if these three tappings are active conditions of other actions?

\*\*\* Well, you cannot prevent tapping a Nazgul with Marvels Told nor can you prevent an agent from tapping with Here is a Snake or Withdrawn to Mordor. Tapping, in these cases, is an active condition of the effect. It needs to happen to be able to bring the effect into play, and it happens at the same

time as declaring the effect. In the case of the agent, Here is a Snake and Withdrawn to Mordor, when played in response, resolve before the hazard effect, removing the tapped agent from play. In the second case above, the tapping is just an effect and has nothing to do with active conditions. Nazgul seem odd because people have a hard time believing that turning a Nazgul permanent event into another event type is a "cost," as things like tapping are.

-----  
So I can tap Adunaphel to tap sage, which earlier try tap to play MT targeting Adunaphel, but I cannot tap sage to play MT to discard Adunaphel tapping to become short event, which tap that sage?

\*\*\* No. Trying to tap a sage playing Marvels Told is pointless, because the sage would already be tapped when the tapping effect resolves. Active conditions are costs. Tapping is a cost, and it needs to be paid to play, for example, Marvels Told. After it's paid, it's paid. Trying to re-tap the sage will have no effect.

Secondly, Adunaphel doesn't tap to become a short event. You're wording it as if it were an effect. It's not. Adunaphel has to both tap and become a short event in order to tap a character. That's two active conditions and one effect. This means that by the time you have a chance to play Marvels Told, Adunaphel is no longer a permanent event.

## Official Rulings Digest #89

When is a company AT a site?

\*\*\* At the beginning of the site phase up through the end of the next organization phase. The only exception is for companies that aren't moving. They are at their site during the movement/hazard phase as well.

-----  
When can a short event that requires a character to be at a site be played?

\*\*\* Anytime the character is at the site. The notable exception to this is that you must face the automatic-attacks at the site before doing anything else during the site phase.

Given the context of the question, which I haven't reproduced here, I should also point out

-----  
What would happen if Elrohir moves to another site this turn at the end of the M/H-Phase (eg. riding on Shadowfax). Does he still have to cross the river?

\*\*\* No, since River is playable on a site.

-----  
Alright, I am lost. What does this mean? Can Sun Unveiled be played or not, and if so when? At then end of the M/H phase or during the site phase??

\*\*\* CRF, Card Errata and Rulings, River:  
You have until the beginning of the site phase to tap a ranger, and you may tap the ranger at the beginning of the site phase without entering the site. You must tap one ranger for each river played on the site.

Since the beginning of the site phase is your last chance to tap for the River, you are not allowed to play other cards during the site phase before tapping for the River. Therefore, The Sun Unveiled cannot save you from a River.

-----  
Elrohir is not \*at\* Eagles' Eyrie until the start of the site phase and he has entered the site.

\*\*\* A company is at a site starting at the beginning of the site phase,

regardless of whether the company enters the site or not.

-----  
Let's say, I discard Cram at the end of the organization phase. Then my company moves to a haven using five regions. Afterwards I play Bridge. Am I allowed to move another five regions?

\*\*\* No.

-----  
And what about Healing of Nimrodel and multiple movement/hazard phases?

\*\*\* This one works.

-----  
And finally what about Hall of Fire? I move to a haven with Hall of Fire on it. Then I play Bridge. Am I allowed to untap / heal a character before leaving by Bridge?

\*\*\* No, because the company is never at that haven. See above.

-----  
I was wondering if a FW may use Catch an Elusive Scent to play a Hero item, and if so, to play the item at a minion site.

\*\*\* Yes and no, in that order.

-----  
You try to play a faction at a site and fail, the faction is discarded, is the site tapped? or does it remain untapped?

\*\*\* The site remains untapped.

-----  
Re: Agent influence attempts  
Does Tidings of Death let the defender roll twice? I wouldn't think so because if your opponent is trying to influence one of your characters (or whatever) he is the one doing the influence check.

\*\*\* Tidings of Death will not affect the influence attempt because it is a resource.

-----  
Still new to Fallen, but can non-elf agent characters move to Hero havens or would they have to use the minion version of the site?

\*\*\* As characters, they can move wherever your companies are allowed to move. As hazards, only agents with card text allowing it can move to hero havens.

-----  
Will magic ring of delusions give spirit magic abilities to Hobbits?

\*\*\* Yes.

-----  
This means that tapping of Annalena is integral part of declaration of Coancelment and as such cannot be prevented by New Moon.

\*\*\* This is correct.

## Official Rulings Digest #90

Is a CvCC keyed to any site, region, site or region symbol?  
so can a minion cancel a strike with a "shadowcloak", when being at a shadowhold?

\*\*\* Company vs. company combat is not keyed to anything, so it can't be canceled with a Shadow Cloak.

-----  
is it possible to play "a nice place to hide" for the attacking company to cancel CvCC, though you yourself started it?

\*\*\* No, the attacker is not facing an attack.

-----  
when the attacker's dice roll is very low and the defender's very high, can the attacker still cancel this strike with let's say "orc stealth"?

\*\*\* No. You can't cancel a strike after the die roll in normal combat, why would you be able to do it in company vs. company combat?

-----  
when a company is sent back it isn't allowed to do anything during the site phase. anything?

\*\*\* That's correct. The company can do nothing during its site phase, no exceptions.

-----  
You aren't really "using a resource card", but following the global directive announced by a long event.

\*\*\* Nice try, but you're inventing rules. If what you said is true, you never actually use cards like Star of High Hope. When you apply the effect of any card, even long and permanent events, you're "using" that card.

-----  
As FW player, can Fireworks be played on a minion site (or is it considered to target the site)?

\*\*\* The card produces an effect on the site, therefore it has to target the site. Thus, you cannot play Fireworks at/on a minion site.

## Official Rulings Digest #91

Can marvels told target an "off to the site"-Permanent event. MeAS rules say: \*

/\*Placement of cards "off to the side" (Clarification)\*

Certain cards and effects require other cards to be place "off to the side" (e.g., //Sack Over the Head). Cards placed off to the side are placed on the playing surface off to the side of the normal area of play. Such cards are kept with their host-permanent event that caused this effect. Any card off to the side absolutely cannot be targeted or otherwise affected by the game except by cards that specifically affect cards "off the side." /

\*\*\* The rules say no.

#####

NOTE: This answer is not entirely correct! Chad corrected himself in digest 92;

From Digest #92:

Can marvels told target an "off to the site"-Permanent event.

\*\*\* The rules say no.

This is, strictly speaking, true. Any card that's placed off to the side cannot be targetted by Marvels Told. However, most cards that force cards off to the side are not, themselves, off to the side, and therefore can be targetted.

#####

-----

Can a (fallen-)wizard influence an other players non-unique faction like wild horses away? Is this possible to do this at - in case of wild horses - any site where the faction is playable?

\*\*\* Yes and yes.

-----

Can a fw-player start with 3 leader using bad company without Orders from Lugburz?

\*\*\* No.

-----

Bad company in play because of other orc and/or troll companies. One company is: a halforc and a man. This company counts as men company, it

is covert. Can the half-orc use the effects of both: Blazon of the Eye and Horn of Anor?

\*\*\* No. The half-orc is still and orc for the purposes of using items.

-----

Hall of Fire:

I presume this means the site card it was played on. So if I played it on Lorien, I discard it when I discard Lorien, even if an opponent may have a copy of Lorien in play.

\*\*\* Correct.

CRF, Rulings by Term, Site:

A permanent-event played on a site affects only the copy of the site it is played on, unless otherwise specified. A permanent-event not played on a site affects all versions of affected sites.

-----

Look More Closely Later:

Does the sage have to be at the site which is untapped?

\*\*\* CRF, Rulings by Term, Site:

To untap a site the character doing so must be at that site.

-----

What's the rationale for Marvels Told being able to be played when it's not that character's company turn? I know the CRF says that in the site phase, that character is considered to be part of the current company, but how about the movement/hazard phase?

I'm wondering in particular because I'd like to know if I could have the same freedom of playing for other cards, like Look More Closely Later.

\*\*\* Mostly that there's no reason it can't be played at that time. To play Marvel's Told on a hazard during another company's movement/hazard phase meets all the requirements for the play of the card. Sorry I can't be more specific. Regarding Look More Closely Later, see above.

-----

My wizard is in play at a haven and I play a character under general influence. The character needs to be played at the same site where my wizard is. Does this refer to the actual same site card where the wizard is, or can I play the character to another site card of the same haven? And if so, the company did not actually split, so both companies can stay at their site. Correct?

\*\*\* The character can be brought into play at another copy of the same haven, and can both stay at that site.

-----

When a hazard permanent event is declared, can it be targeted in the same chain by Marvels Told to discard and "cancel" that perm. event?

\*\*\* No. Marvels Told can only target cards in play, which means that the event has to resolve before it can be targetted.

-----

When you marvel it with the sage receiving the Lure of Nature, is it CC at 2 or at 4?

\*\*\* The effects of a card happen in the order listed, so the Lure of Nature is discarded first, then the CC happens, making it a check at 2.

-----

Regarding bringing a character in on a new site card at a haven - you can do it, but one of the two companies must move.

\*\*\* Incorrect. One company is forced to move only after a single company splits, not when a new company is created with the play of a

character.

-----

Can Tom cancel an agent attack?

\*\*\* Only if the attack is caused by a card play while the company is moving in the necessary regions. Otherwise, nothing targets a moving company.

-----

Can Tom cancel an agent's influence attempt?

\*\*\* Same as above.

-----

Can Tom cancel an agent's pilfer roll?

\*\*\* Pilfer targets a character, so Tom can cancel it if the character that is being targetted is in the same company as Tom, along with the other restrictions.

-----

When can Tom cancel a PHE on a party/character? Anytime he is untapped?

\*\*\* Anytime he is untapped, given the other restrictions are met.

-----

Can you untap someone in the Untap Phase phase, and then have that character play a resource while still in the Untap Phase phase?

\*\*\* Yes.

-----

FW Radagast has the Glove, and Shifter of Hues (-2 CC). Also, he has Longing for the West and Lure of Senses while at Rosgobel. At the start of the turn, all characters are tapped. All characters untap, and then a sage plays MT on the Lure of Senses, while still in the Untap Phase. Is this legal?

\*\*\* Yes.

-----

Can a hero play Inner Cunning to fish an agent out of the playdeck?

\*\*\* I'm guessing you're talking about playing Inner Cunning when you're playing against a minion player...

CRF, Rulings by Term, Card Effect Limitations:

# You may not play the following cards if your opponent is a Ringwraith or Sauron. Additionally, if you are not a Ringwraith or Sauron, a Ringwraith or Sauron opponent can play these cards against you and not be affected by any of their global effects.

\* All hazard events that require an agent\*

## Official Rulings Digest #92

As a clarification, in Digest #91, we have:

Can marvels told target an "off to the side"-Permanent event.

\*\*\* The rules say no.

This is, strictly speaking, true. Any card that's placed off to the side cannot be targetted by Marvels Told. However, most cards that force cards off to the side are not, themselves, off to the side, and therefore can be targetted.

-----  
If I play Thrall of the Voice on an Half-Orc character (Euzog) and the other characters are non-orc, non-troll the company is not overt and the character does not count as orc. (Ruling some time ago; not a logical one, but it was ruled). Can Euzog now use both Blazon and Horn?

\*\*\* No. A half-orc is still an orc, no matter who he's running around with, so he can't use the Horn.

-----  
Just to throw some confusion on this off to the side ruling, this is taken straight from the DM rules:  
Certain hazard permanent-events cause a character to be taken prisoner - these are called hazard hosts. A character taken prisoner immediately leaves his original company and is placed under its hazard host "off to the side."

\*\*\* Correct. The prisoner is:  
A) Placed under the hazard host.  
B) Now considered off to the side.

This doesn't mean the host is off to the side.

-----  
Sack Over the Head :  
"...the character is not wounded, but rather placed "off to the side" WITH this card..."  
"with" in the sentence can mean that the two cards are "off to the side", no ?  
-> if the character is "off to the side" and "Sack Over the Head" is with the character thus "Sack Over the Head" is also "off to the side"?!  
-----

\*\*\* See above.

-----  
Again from Digest #91

Can a fw-player start with 3 leader using bad company without Orders from Lugburz?

\*\*\* No.

Question is:  
I'd say yes, so long as those 3 leaders are staying at a haven. If not, then

why not? Minions could have 3 leaders at the same haven...

\*\*\* You're right. I was not taking that into account in the original answer, because I felt it was trivially true.

-----

If I have Shifter of Hues in my starting stage cards, can I hold 9 cards in hand and have 27 GI even if Radagast is not in play so far?

\*\*\* After conferring with the NetRep team, I have to say no for both cases. Sorry I told you differently, Patric.

## Official Rulings Digest #93

This is the Rulings Digest, Wanja Edition!

Wanja asked:

If I have Shifter of Hues in my starting stage cards, can I hold 9 cards in hand and have 27 GI even if Radagast is not in play so far?

\*\*\* After conferring with the NetRep team, I have to say no for both cases.

Why? Since the European Championships in Paris you were allowed to hold nine cards in your hand.

\*\*\* Because nothing on the card applies to Radagast until he's in play with the possible exception of the hand size increase. Especially since this sentence is in the middle of the text on Shifter of Hues, it was felt that it would be inconsistent to interpret that part of the card differently than the rest of the effects, which are obviously a list of new attributes for Radagast.

-----

Wanja also asked:

I know we had this before, but can you answer with Withdrawn to Mordor to Baduila? I mean can WtM prevent his discard effect?

\*\*\* No. Like tapping a scout for Concealment, discarding Baduila is an active condition (cost) of his roadblock effect. He is discarded when the effect is declared, so it is too late to play Withdrawn to Mordor on him.

-----

Lastly, Wanja asked:

When you attack with your company containing only orcs and a Regiment of Crows can you still cancel this attack with Dark Quarrels?

\*\*\* Nope. Every ally/character must be either an orc, troll or man otherwise Dark Quarrels cannot be played.

-----

So there you go, Wanja. Personal service from the NetRep to you! ;)

## Official Rulings Digest #94

So, I'm settled into my temporary home in Andover, Minnesota, and I'm ready to accept any and all rules queries again. Thanks to all for being so patient, and not sending questions. ;)

In Digest #93, we had:

When you attack with your company containing only orcs and a Regiment of Crows can you still cancel this attack with Dark Quarrels?

\*\*\* Nope. Every ally/character must be either an orc, troll or man otherwise Dark Quarrels cannot be played.

It was then asked:

There are allies races?

\*\*\* The issue is not that Regiment of Black Crows has a race other than Orc, Troll or Man, it's that Regiment of Black Crows doesn't have a race which is Orc, Troll or Man. The ME:LE rules state that if you use a card like Dark Quarrels to cancel a company vs. company combat attack, all the characters in the attacking company have to be of one of the mentioned races. Since allies count as characters for the purposes of combat, they also have to meet this requirement. Since Regiment of Black Crows doesn't, the attack cannot be canceled with Dark Quarrels.

I don't remember if there are any allies with a race, but it doesn't affect the ruling. Feel free to pore through the spoilers or your cards if you want to know one way or another.

## Official Rulings Digest #95

I played Spells of the Barrow Wights and managed to take The Mouth prisoner.

My question is: what's the deal with Mouth of Sauron now? Can it be played?

\*\*\* ME:DM Rulesbook, Taking Prisoners:

When taken prisoner, a character cannot take any actions (including healing or untapping) and cannot be affected by any cards except for those that specifically affect characters taken prisoner.

Since the interaction between The Mouth of Sauron and The Mouth does not specifically involve characters taken prisoner, and The Mouth is an in play manifestation of The Mouth of Sauron, The Mouth of Sauron cannot be played.

-----

I played Gwaihir at Eagles Eyrie and now the site card is discarded. Later on a character is at Rivendell and wants to influence Great Eagles with the little help of Hour Of Need. Does this work?

\*\*\* Yes.

-----

Do I need an untapped version of Eagles Eyrie?

\*\*\* No.

-----

And where is the ruling that Hour Of Need taps Rivendell?

\*\*\* CRF, Card Errata and Rulings, Hour of Need. Please reference the CRF at the Dutch Council site on meccg.net for the most recent rulings added to the CRF.

-----

Does Hour of Need tap Eagles Eyrie?

\*\*\* No.

-----

I successfully influenced the Great Eagles with Hour Of Need. Am I allowed to

play No Strangers At That Time?

\*\*\* No, you played The Great Eagles at Rivendell, which isn't a Free-hold or Border-hold.

-----

Are there any differences in the answers when you play Old Road instead of Hour Of Need?

\*\*\* No.

-----

I have stored The Windlord Found Me. My Wizard is already in play and I play in a later movement hazard phase Sacrifice Of Form. When is it allowed to use The Windlord Found Me? In the next organisation phase or in the phase he has left the game?

\*\*\* Neither. You may only bring a wizard into play using The Windlord Found Me at the time that you store The Windlord Found Me. You cannot use that effect during later phases of the game.

-----

Does "normally worth" include "normally worth under specific circumstances?" I.e. the Red Book has a printed value of (1) item MP. Does that count as being "normally worth 1 MP?"

\*\*\* CRF, Rulings by Term, Normal:

Normal means as written on the card, not considering other card's effects. Note that this definition only applies to effects referring to card texts.

Given that the definition of normal refers to "other cards" and not effects on the card giving the MPs in question, cards with an MP value in parenthesis are normally worth the number of MPs that the card gives at any given time. In other words, Durin's Axe is normally worth 2 MPs unless held by a Dwarf. Then it is normally worth 4 MPs. Similarly, The Red Book of Westmarch is normally worth 0 MPs until stored at a Haven, at which time it is normally worth 1 MP.

## Official Rulings Digest #96

I received this question through private email:

Still a question for your next digest: how does this work out for an Orc-Lieutenant that is made ally with Ready to His Will? Its "normal" prowess seems to be 11 when the company has faced an orc attack that turn already. So am I correct that it is an 4 prowess ally then, for that turn?

Then what about future turns? As the cards have no memory and it is much like a "short event / effect", I don't think the +4 lasts. But what if the company it was played on faced an orc attack again, is it then once more +4 prowess for the turn? It seems to satisfy the condition, but it does seem rather complicated to me.

Most complicated part is who exactly may satisfy the "has faced" condition. Everyone in the original company? Everyone in the current one? Only the character with the ally, as that is the only one of which one knows it was in that company, given that the memory of who exactly was isn't carried over from turn to turn?

\*\*\* If an Orc/Uruk-lieutenant is taken as an ally by Ready to His Will in the same turn that the company in question has faced a previous orc attack, the prowess bonus listed on the Lieutenant is part of the "normal" prowess, and will be maintained through the rest of the turn. Since both Lieutenants require that it be "played" to get the prowess bonus, the bonus is not

"reactivated" in subsequent turns with the play of other orc attacks.

## Official Rulings Digest #97

I apologize for my long and unexplained silence. I've been dealing with getting a new job and settling into my new place in Minnesota. As a bonus, however, I present a few rulings that have been on the back burner for a while:

Does A Merrier World give full kill marshalling points for hazards defeated only after A Merrier World came into play, or for all hazards defeated earlier as well?

\*\*\* After much deliberation, here are the final rulings:

A Merrier World and Alatar's kill MP effect apply to creatures killed before either of those two cards are brought into play.

Cards that are worth negative marshalling points are worth 1 MP for Fallen Wizards, unless stage or Fallen Wizard cards modify this value.

A Merrier World and Alatar's kill MP effect do not affect killed Roused Dragons or MPs gained from CvCC.

-----  
In August, Jamie Pollock said, regarding Narya:  
I'm revisiting this card I'm afraid, so buckle your seatbelts.

He went on at length about how he thought the CRF entry on Narya and the corruption check it causes is incorrect. I will not quote it here, but here's the official response:

\*\*\* The CRF entry on Narya is correct. You cannot tap to support Narya's cc because the effect of tapping only occurs when the tapping resolves (and that only happens when the cc resolves). Additionally, Narya cannot be played on Gandalf if he has orcs or trolls in his company because Narya (a hero resource) targets the company.

-----

Is the following ruling correct?

The Way is Shut: If you use Under-deep movement and your opponent plays The Way is Shut you can respond with e.g. Marvels Told but due to the fact that you can only respond to cards which are already in play (ie. declared and resolved - cancelling a creature is an exception) you will eventually be bounced back. This ruling also applies to The Way is Shut and cancelling Secret Passage / Entrance.

Marvels Told would work if it were written "Tap a sage to cancel the ongoing effects of a hazard..."

\*\*\* No. When The Way is Shut is successfully played, the next chain of effects starts with the declaration of its effect on the current company. This can be responded to with a Marvel's Told, which will resolve first, discarding The Way is Shut and cancelling its effect.

-----

When do you determine the second automatic attack at an Under-deep sites? What about Tidings of Bols Spies, Unabated in Malice, and e.g. Incite Minions (as an onguard card)?

\*\*\* You determine the second automatic attack when it is faced. In other words, after the first automatic attack has finished.

CRF, Card Errata and Rulings, Tidings of Bold Spies:

Tidings of Bold Spies only copies attacks, not effects that allow certain creatures to become automatic-attacks.

Unabated in Malice, Incite Minions, and other cards can target and affect these types of automatic-attacks as usual, unless a ruling or the card says otherwise.

-----

Can you play e.g. Pale Sword on a nazgul which is used as an additional autoamtic attack?

\*\*\* No, because you cannot play hazards during the site phase unless it's played as an on-guard card. For The Pale Sword to be played on-guard, the Nazgul would have to be in play during the movement/hazard phase, which it's not.

-----

A request for an official ruling has been made for Roac the Raven:

Can he bring a faction from other site than his company is at? Is faction brought into play by Röac the Raven played at his company's current site? If so, any faction is considered playable at site with company containing Röac the Raven?

\*\*\* Roac states that he can bring in any faction, so his company does not need to be at the site where the faction is normally played. The faction is considered to be played at Roac's company's current site, but the faction is not considered playable at Roac's current site. If the faction were considered playable at Roac's current site, then any faction would be playable anywhere given the existence of cards like Hour of Need.

-----

I have placed 3 Black Horses in the deck and 6 in the sideboard. I assume this is most legal way to do this?

\*\*\* Most legal? This is a legal way to construct a deck, yes.

-----

Am I permitted to put 3 copies of my actual Ringwraith (say, Uvatha) in my play deck and then put one copy of each of the 8 others who will be the followers in the sideboard, or would I only be allowed to put one copy of Uvatha in the deck?

\*\*\* You may put up to three copies of a Wizard/Ringwraith in a deck, but you are restricted from putting three different Wizards/Ringwraiths in your deck.

-----

Uvatha has a Black Horse of his own. Can he tap and play another one in his company, or perhaps even a third, etc. even if I do not have not yet drawn a Ringwraith to sit on each one?

\*\*\* This is legal, though keep in mind that you cannot transfer allies like you can items.

-----

Allies are usually controlled by a specific character. As such, does Uvatha have to control each of the Black Horses, even if they will technically be used by his followers?

\*\*\* If you are referring to moving the full company, then each Ringwraith in the company needs his own Black Horse. If Uvatha has 5 Black Horses under his control, he can have 5 Ringwraith Followers, but that doesn't mean that the company can move as per the Black Horse card text.

-----

Related to the above, if I play a Ringwraith follower, can he/must he tap and play a horse of his own? Or, even if he already has a horse (ie. it was played earlier), can he tap and play another one into the collective "stable" of horses at Dol Guldur that could then be used by another Ringwraith follower?

\*\*\* I think I covered this already. There is no "stable." When an ally is played, it is controlled by the playing character. It cannot be transferred. Ringwraith Followers may tap to play allies of their own. Black Horses do not change any of the rules for playing and controlling allies.

-----

Do allies such as Black Horses count for -1 modifiers when dealing with excess strikes in cvcc?

\*\*\* Yes, allies count as characters in combat.

-----

Are you allowed to have a company of 9 Ringwraiths? There is some rule that limits the company size to 7, I think, but maybe the black horses would override it somehow?

\*\*\* No, you're limited to a company size of 7 outside of a (Dark)Haven.

-----

If my Ringwraith controls 2 horses what happens if one of them dies? Will the ringwraith go back to my hand?

\*\*\* The Ringwraith will go back to your hand.

-----

My wizards is going to influence Strider away. Can I reveal Aragorn II so that the modification is +/-0 instead of -8?

\*\*\* No.

-----

So can Incite Minions target the second automatic attack at an Under-Deep site? I suppose you can't because the second automatic attack does not exist yet.

\*\*\* Yes, you can. The attack itself exists, you just don't know what it is yet. Incite Minions's effect would fizzle if a creature is not played as the second automatic attack.

-----

And what will happen if you duplicate at Sulfur Deeps Adunaphel and you manage to defeat her?

\*\*\* The second attack fizzles because Adunaphel is no longer in play.

-----

And what happens with Incite Minions if you discard the permanent event representing Adunaphel before she attacks as an auto attack? She is discarded and Incite Minions as well?

\*\*\* Incite Minions is a short event, and is therefore discarded after it resolves, regardless of what eventually happens to Adunaphel. If Adunaphel is no longer in play when that second automatic attack comes up, then Incite Minions will fizzle.

-----

I could be mistaken but surely Automatic Attacks are treated differently from Hazard Creature Attacks in that any associated creature cards are not eliminated when defeated?

\*\*\* Correct.

-----

In Wanja's example the Adunaphel permanent event uses its prowess, body and strikes to define the additional auto-attack (after the Trolls and conceivably even another card from your hand as the second auto-attack - if I understand underdeeps stuff correctly).

\*\*\* Please read the text of The Sulfur-deeps.

-----

when i want to restore Ringil, has the character bearing the sword to be at the haven where Reforging was stored? is it needed to return to a haven anyway?? or is Reforging just placed at the item, no matter where the character is?

\*\*\* I will make no ruling on Ringil, since that is not a CoE-sanctioned card. Anduril, however, can be placed with Narsil immediately after Reforging is stored and discarded. There is no need to be at or return to the Haven.

-----

May a character attempt to remove Foolish Words without tapping (at -3 to the roll)?

\*\*\* No.

-----

What is exactly a "standard" modification?

\*\*\* Modifications to the influence attempt that are listed on a faction card under "Standard Modifications" are Standard Modifications.

-----

Which is the general ruling? (i.e. why modifications stated on Dragon Factions cards are not standard modifications?)

\*\*\* Because they're not listed as Standard Modifications on the card.

-----

If I understood well, bonuses stated on characters cards (+X against a faction) are NOT considered standard modifications. Am I correct?

\*\*\* Correct.

-----

\*\*\* You may use hoard minor items with Armory if you choose.

## Official Rulings Digest #98

Why does TotV supersede the WH ruleset by allowing the play of Orcs and Trolls?

\*\*\* If it isn't there, it isn't there. Thrall of the Voice says to bring into play a character. An orc or a troll is a character. If it stated something to the effect of the play needing to be otherwise legal, then orcs and trolls could not be played with Thrall of the Voice without Bad Company in play.

-----

\*\*\* Face Out of Sight does not affect agents played as characters

## Official Rulings Digest #99

Hoarmûrath is my Ringwraith. He sits at Minas Morgul. I want to put in play Akhôrahil, Dwar and Indûr as Ringwraith Followers (they are in my hand). I have no "Black Horse" and no "They Ride Together". May I put in play one Ringwraith Follower per turn under the Direct Influence of Hoarmûrath ?

\*\*\* Page 58 of the ME:LE rulesbook has the necessary conditions under which you can play a Ringwraith follower, the last of which reads:

You have the card or ability allowing a Ringwraith follower to be played (e.g., They Ride Together or The Witch-king's ability).

Since this condition is not met in your above example, you cannot play any Ringwraith followers.

## Official Rulings Digest #100

The fact the controlling RW is returned to the player's hand should mode the ally leave play for any reason suggests that the these allies are considered the RW's mount.

Therefore, how does the ruling in the LE rulebook work with the text on these cards? Similar to the Thrall of the Voice (TotV) question I asked a while ago, does the text on these mode allies supersede the LE rulebook? From a gameplay sense, if a mode ally is in effect, the LE rule no longer seems to have any relevance (as taken from the 'noted' reasoning behind the bc of 7 or 8). The RW now actually HAS a mount (i.e. one with prowess and a body) and the virtual bc of 7 or 8 has been replaced by the text on the Black Horse or Creature of an Older World.

\*\*\* There is no game mechanic defining a Ringwraith's "mount." It is unfortunate that ICE felt the need to put that note in the ME:LE rulesbook, but it has no affect on the rules. The mechanics on Creature of an Older World and Black Horse that remove a Ringwraith from play are separate effects from the rule that returns a Ringwraith to your hand on a body check result of 7 or 8, and the presence of the allies changes nothing about the latter rule.

## Official Rulings Digest #101

I need some clarity regarding the targetting of on-guard cards. Specifically, what is it that they target? And could Tom cancel one?

\*\*\* On-guard cards target nothing until they are revealed, then they target whatever the card would normally target. This means that Tom Bombadil cannot cancel an on-guard card, because the company is not moving during the site phase.

-----

\*\*\* During the Free Council, your opponent can only reveal unique cards that are providing you positive MPs in order to lower your MP total by 1. In other words, they cannot reveal a unique hazard agent you have in play, nor can they reveal a copy of Elrond when you got your copy killed and are losing MPs for it, etc.

## Official Rulings Digest #102

\*\*\* An exact duplicate of a dragon at home attack is still a dragon at home attack. This means that cards like Exile of Solitude can be played on an at home attack generated by Tidings of Bold Spies.

## Official Rulings Digest #103

The stage resource Man of Skill reads, "Your permanent-events that require a site where Information is playable are each worth 2 marshalling points." Traditionally this has been interpreted to mean a perm-event that has text reading "at a site where information is playable." Can Man of Skill also be interpreted so that it affects ANY permanent-event that requires a site, as long as information is playable at that site? (For example, Stabbed Him in His Sleep is playable at Border or Freeholds. If the Border or Freehold site where this card was played has information playable, would this normally one-MP card now be worth 2 points? Another example: Swarm of Bats requires a darkhaven, darkhold, or shadowhold. If the site where it was played has information playable, would this normally blank-MP card now be worth 2 points?) If the answer is Yes, how would a person keep track of where perm-events were played, especially if the company moves away from the site?

\*\*\* Your interpretation is not going to work. The permanent event must require being played at a site where Information is playable.

-----

Info perm events like That Ain't No Secret require being stored to receive its marshalling points. Would the MPs granted by Man of Skill supercede the storage requirement, and make this card immediately worth 2 MPs?

\*\*\* Yes.

-----

I am wondering about the effect of Webs of Fear and Treachery upon Old Road, Hour of Need, and Prophet of Doom. In the case of Hour of Need, you would subtract nothing? In the case of Old Road, would it allow direct influence to be used? In the case of Prophet of Doom, would Webs allow Pallando to use both his unused general AND his unused direct? If not, how does it affect Prophet?

\*\*\* Hour of Need: Yes, you would subtract nothing.

Old Road: You do not get to use your direct influence, because that is not changing a modifier to zero.

Prophet of Doom: Pallando may use half of his unused general influence as stated on the card, and the region modifier is reduced to zero. As with Old Road, Pallando does not get to use his direct influence.

-----

The rules book only references creature attacks when explaining defeating an attack.

\*\*\* Non-creature attacks are defeated in the same way that creature attacks are defeated. Furthermore, detainment attacks can wound neither the attacker nor the defender.

-----

\*\*\* Any excess strikes from a Traitor attack become modifiers to the single strike. This works much like excess strikes on an Assassin.

-----

\*\*\* Under current Tournament Rules, playing Freeze the Flesh on an

eliminated avatar will remove the -5 MP penalty. If you're playing a game such that an avatar death loses the game, there is no time to play Freeze the Flesh before losing, as you lose right after the body check.

-----  
In Digest #61, it was asked:

How do Unabated and Tidings interact?

I answered:

\*\*\* Given that Unabated in Malice is played and resolved on the automatic-attack in question when Tidings of Bold Spies resolves, then all effects of Unabated in Malice will be duplicated, per the text of Tidings of Bold Spies, including the cancellation clause of Unabated in Malice.

\*\*\* This ruling is correct. To further clarify, if Unabated in Malice is cancelled during the Tidings of Bold Spies attack, its full effects are still in play, and will be applied to the actual automatic attack during the site phase.

## Official Rulings Digest #104

A couple more questions that I scrounged up:

Geann-a-Lisch: ". . . no character may be brought into play at this site (unless this site is the character's home site) . . ."

Open to the Summons: ". . . One agent minion may be played with target company at a Darkhaven . . ."

Which of these takes precedence?

\*\*\* Geann-a-Lisch takes precedence.

-----  
In Digest #17, Brian ruled:

"If you can initiate CVCC, you can obtain kill points from it."

\*\*\* More specifically, if you or your opponent can initiate company vs. company combat, you can obtain kill points from it.

## Official Rulings Digest #105

Q on Ringwraiths, modes, mode allies, etc:

HYPERLINK "<http://www.meccg.net/dforum/viewtopic.php?t=1141>" \n  
\_blank<http://www.meccg.net/dforum/viewtopic.php?t=1141>

A similar point was raised by Ariocho on the same issue here:

HYPERLINK "<http://www.meccg.net/dforum/viewtopic.php?t=1107>" \n  
\_blank<http://www.meccg.net/dforum/viewtopic.php?t=1107>

\*\*\* I will not replicate the questions here, but I'll give well

explained answers:

CRF, Rulings by Term, Modes:

"When one mode effect is applied to a Ringwraith, all other cards applying a mode effect to that Ringwraith are discarded."

If a Ringwraith moves to Barad-Dur and plays a Creature of an Older World, the mode card that allowed the Ringwraith to move to Barad-Dur is discarded. This applies as long as the Ringwraith is not controlling another ally. CRF, Card Errata and Rulings, Creature of an Older World: "This card will not put a Ringwraith into Fell Rider mode if there are any other allies in the company."

Also, if a Black Horse or Creature of an Older World leave play during the movement/hazard phase, the text on these allies that returns the controlling Ringwraith to your hand is not superceded by the following ruling in CRF, Rulings by Term, Modes:

"If an ally giving a mode is removed from play during the

movement/hazard phase, the Ringwraith immediately stops being in that mode, but continues to move to his new site."

-----  
Q on the follower recruitment abilities of Khamul and the Witch-king:

HYPERLINK "<http://www.meccg.net/dforum/viewtopic.php?t=1086>" \n  
\_blank<http://www.meccg.net/dforum/viewtopic.php?t=1086>

\*\*\* The texts referring to Ringwraith followers on Khamul the Ringwraith and The Witch-king do not allow you to bring in a Ringwraith follower and another character during the same organization phase.

-----  
The Q on CvCC can be found at the following thread:

HYPERLINK "<http://www.meccg.net/dforum/viewtopic.php?t=1040>" \n  
\_blank<http://www.meccg.net/dforum/viewtopic.php?t=1040>

"Do hazards like Despair of the Heart and Something has Slipped trigger when characters are wounded in CvCC?"

\*\*\* No. Hazards have no effect on CvCC.

-----  
Regarding Beorning Skin-changers:

Is the only requirement for playing this against a hero company that it be moving? Or must it be moving through double-wilderness or one of the regions specified for playing it as a creature against minions?

\*\*\* It is only required that they are hero and moving.

-----  
It goes on:

Unless the company contains Beorn or an untapped Warrior with prowess greater than 4, it must return to its site of origin.

Question two:

Does the prowess need to be the warrior's unmodified prowess, or can it be modified by a sword, fellowship, etc?

\*\*\* Since it doesn't say "unmodified" or "normal" prowess, it is the warrior's modified prowess.

-----  
When I play Fallen Wizard and turn easterling camp into a haven and protect it with guarded Haven, can my opponent influence my earlier played easterlings with an agent whose home site is easterling camp? (He don't move to the heaven, because it's his home site.)

Can this nonelv agent attack me at my protected wizardhaven?

Your Agent rules say: Agents may not move to a hero Haven, unless they have a special ability allowing them to.

\*\*\* A non-elven agent with a home site that is a Wizardhaven can make an influence attempt at that site. The rules only restrict movement to the Wizardhaven, not simply being there.

The agent can attack you at the protected Wizardhaven. There is no rule saying otherwise.

-----  
My question is can Great Ship be used only once? It says any character can tap to cancel the effects of ONE hazard that targets the company.

\*\*\* The effect of Great Ship can be used many times during a movement/hazard phase. The CRF entry is worded poorly.

-----  
Does the text of the Glove override normal playability requirements? Basically can Radagast play an ally at any site, regardless of the sites status (tapped or untapped) or does the site need to be untapped?

\*\*\* Since, based on the text of Glove of Radagast, the ally must be played, other playability requirements still apply. Therefore, the site must be untapped. Often, if a card is allowed to be brought into play without actually being "played", the term "placed" is used.

-----  
\*\*\* Promptings of Wisdom cancels one effect or the other listed for each time the ranger taps, not both.

-----

\*\*\* You may only have two copies of any resource that can be played as a hero or minion resource (i.e. Tidings of Death) in a Fallen-wizard deck.

\*\*\* One cannot use Prowess of Age to allow one's own Roused Dragon to attack one's own company, because the text on the Roused Dragon will continuously cancel each and every attack as they come up.

\*\*\* [HYPERLINK](#)

"<http://www.meccg.net/netherlands/meccg/rules/digest/coe39.html>" CoE digest 39

states (correctly) that the player using Ride Against

the Enemy thereby brings the character into play for the attack. This means that if the attack is defeated and the character thus dies:

- the attacker suffers the negative MPs as normal if the character gives negative MPs when eliminated (like Elrond, Aragorn, etc. do),
- the attacker suffers -5 MPs and the other normal consequences if the character was his own declared avatar. (This is relevant for example for fallen wizards, the Balrog and wizards unrevealed via Sacrifice of Form.)
- the attacker suffers no penalties if the character was a wizard or ringwraith other than his own declared avatar.

\*\*\* Fallen Wizard "buddy cards" (i.e. Squire of the Hunt, Gandalf's Friend, etc.) can legally be played on a Fallen Wizard.

\*\*\* CRF, Card Errata and Rulings, Something has Slipped applies in all cases, not just to Something has Slipped:

"You cannot 'become wounded' if you are already wounded before the strike."

\*\*\* If you have no companies at a site, there is no site phase at that site.

I am overturning this ruling in [HYPERLINK](#)

"<http://www.meccg.net/netherlands/meccg/rules/digest/coe14.html>" CoE digest 14:

"9. When a card such as River or Lost in Free Domains is played which states that "it [the company] may do nothing at the site during its site phase," does this mean the player can't even play permanent events like, say, Gates of Morning? The rationale for the question was that the company isn't doing it: it's not a card that uses a character's skill or something a character is attempting to play. However, (and I didn't remember this reasoning during the game) I don't think even perm events like Gates would be allowed because nothing can be played in the site phase unless the company enters the site, and the company can't do this because it "may do nothing." But this wouldn't prevent the player from playing said events during the end of turn phase, right?

\*\*\* The "company" may do nothing during the site phase. Nothing stops the player from playing cards that don't require the company in any way such as Gates of Morning but you can always play that during the end of turn phase so it's moot."

\*\*\* This is incorrect. If a company is forced to do nothing during a site phase, the site phase for that company is wholly skipped. There is no opportunity to play anything.

\*\*\* Regardless of the reworded text found on some copies, Dragon's Desolation can be played on moving companies.

\*\*\* All cards that specify that they only affect minions can only be played by a Fallen Wizard on his orc and troll characters.

## Official Rulings Digest #106

Does „at the end of your turn“ means „during your end-of-turn-phase“? I guess so. The point is: can you store cards when you are „Safe from the Shadow“ during your end of turn phase, when you played „Great Road“ before?

\*\*\* No. "At the end of your turn" is after all your end of turn phase stuff is done. Once you start performing actions that are done at the end of your turn, you can only perform end of turn actions for the rest of the turn. The example you give above is illegal.

-----

Does [HYPERLINK "http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html"](http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html) \l "general" \n \_blank annotation 26 trigger when Alatar moves with „Great Road“ to e.g.

Carn Dum? Your opponent is allowed to draw up to 5 cards? Am I right?

\*\*\* From the ME:TD rulesbook:

Hazard Limit (Clarification)

The base hazard limit is determined (i.e. set) simultaneously at the moment a company reveals its new site or otherwise announces it is beginning its movement/hazard phase. Any cards which modify a company's hazard limit played prior to this point are then immediately applied to the company's base hazard limit in the order chosen by the player controlling the company. With such modifications established, any cards played after this point are interpreted in the order they are resolved. Any effects which modify the hazard limit against a company during its site phase are ignored. Any reduction in the hazard limit during a

movement/hazard phase does not affect cards already announced and played.

HYPERLINK "http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html" \l "general" \n \_blank Annotation 26 is not used in this case. According to the ME:TD rules quoted above, since Alatar and Great Road were played before the movement/hazard phase, the resource player gets to choose the order they are applied.

-----  
In your untap phase you can untap. I think, you can only untap once. But there is no ruling that you have to untap at a specific time during the untap phase. So if you have an untapped character, which you haven't untapped yet, this character can tap to play e.g. „Marvels Told“ during your untap phase. Afterwards you can untap your character. Am I wrong?  
\*\*\* You are not wrong. You can untap and perform any other actions that are otherwise legal in any order during your untap phase.

-----  
\*\*\* You can play cards like A Chance Meeting, We Have Come to Kill, and Helm of Her Secrecy as the defender in company vs. company combat because playing a character affects the attack.

-----  
\*\*\* It is not possible to play A Chance Meeting, We Have Come to Kill, or Helm of Her Secrecy when facing the automatic attack at a site. The only cards you can play at that time are cancelling cards (CRF, Turn Sequence Rulings, Site Phase, HYPERLINK "http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html" \l "explore" \n \_blank Automatic-attacks).

-----  
\*\*\* Catch an Elusive Scent can be used to play minor/major/gold ring items at a Wizardhaven created with a stage card if the site normally has them playable. Due to the reference to "normally playable" on Catch and Elusive Scent, alignment restrictions apply between the item and the site.

-----  
\*\*\* Challenge the Power cannot be played on The Balrog when he is carrying a hero The One Ring, since hero resources cannot be used as conditions for minion resources.

## Official Rulings Digest #107

Calendal and Saruman say "May tap to use a palantir he bears." Can Calendal and Saruman tap once, and now gain the ability to use a palantir they bear permanently, or is it until the end of the turn? Note that Use Palantir has been errataed to say "Tap sage to enable him to use on Palantir he bears for the rest of the turn" and Palantir of Elostiron (min) says "the bearer is able to use this palantir this turn if he taps," so here we have a precedent for "this turn" being added to cards.

\*\*\* It's until the end of the turn.

-----  
Also, when I tap Osgiliath to mimick Elostiron's effects, can I also draw a card? Is this card-drawing conditional, or must I do it? Must I then make a CC check as per Elostiron's text, or does the 'mimicked effects' only apply to what the Palantir is actually doing for you? I would think it only applies to what the Palantir is doing, else you could argue that the whole text about "discard if bearer moves", etc. could be being mimicked, and then things get confusing.

\*\*\* You would have to untap the Palantir of Osgiliath and re-tap it to draw the card. There are two chains of effect here, and tapping the Palantir is the cost.

-----  
Can FWs use minion Bag End's text to play hero items there, even if there is no Double-dealing on the site?

\*\*\* No. The text only says what is playable, not whether you have the ability to play the item or not. It's a further restriction to the playability, not some sort of help.

-----  
If hero or minion White Towers is in my discard pile, can a FW player move to the FW haven White Towers? WH rules merely say that "If your hero (or minion) version of a site is in play or in your discard pile, you may not use your minion (or hero) version of the same site."

\*\*\* No. CRF, Rulings by Term, [HYPERLINK](#)

"<http://www.meccg.net/netherlands/meccg/rules/crf/crf-term.html>" \l "ff" \n  
blank[Fallen-wizard](#):

If any version of a site is in play or in your discard pile, you may not play another version of that site.

-----  
If I have a company at hero White Towers during organization, may I bring a character into play at FW haven White Towers? If I have a company at hero White Towers during organization, may I designate another company to move to FW haven White Towers, as long as the hero White Towers company is moving away?

\*\*\* The setup is not legal. See above.

-----  
Can Cock Crows cancel Doors of Night once Doors of Night hits the table, but before it resolves? For example, Gates of Morning and Sun are in play. My opponent plays Doors of Night, which comes into play. Now I play Cock Crows to cancel Doors of Night before Doors "goes off."

According to [HYPERLINK](#)

"<http://www.meccg.net/netherlands/meccg/rules/digest/coe52.html>" \n  
blank[COE 52](#), also listed in the Play and Examples file under

Passive Conditions, "Any long or permanent event with no target has no direct effect when it resolves, other than setting up an effect ready to be triggered by a passive condition." So Cock Crowing Doors is analogous to Marvels Tolding a Dragon Ahunt, or Reluctant Final Parting, before these hazards' effects nail you.

\*\*\* A) You're misinterpreting passive conditions. If a hazard does nothing but set up an effect to be triggered by a passive condition, then you can do what you're saying, but it doesn't happen before said hazard resolves. There are two chains of effect, here. The first is the play of the Dragon Ahunt, using your example. The second is the declared effect of a dragon attack based on the passive condition of moving in the affected region. You can respond to the attacks chain with a Marvels Told, cancelling the attack and discarding the Ahunt. The Ahunt still resolves and comes into play.

B) Doors doesn't have an effect that is triggered by a passive condition. When it resolves, it discards all resource environment cards in play, then sits there. Cock Crows can't target Doors before it resolves because it's not yet in play. Once it resolves and comes into play, the damage is done.

-----  
If I tap Power Built to add one to the hazard limit, can my opponent Marvels Told it in response, and fizzle the extra hazard added?

\*\*\* Yes.

-----  
My minion opponent plays Long Grievous Siege on his border-hold, Bree. LGS reads "-5 to any attempt to play a faction at any version of the border-hold." I move to my hero version of Bree, play Mischief in a

Mean Way to turn it into a haven and a Fallen-wizard site, and attempt to play the Rangers. 2a) Does LGS still give me a -5 to playing the Rangers? Or no, because it is no longer a border-hold?

\*\*\* There is no text on LGS that nullifies the effects of the card if the site type changes. It was played successfully on a border-hold, so its effects stay in play.

-----  
Can we read the word "version" as meaning "alignment"?

\*\*\* It certainly includes alignment. In essence, if the site says "Bree" across the top, it's a version of the site "Bree".

-----  
Does "alignment" only mean Hero or minion, or can it include "fallen wizard," and thus the alignment of the FW White Towers and my Mischieved Bree is considered "Fallen Wizard"?

\*\*\* See above.

-----  
Second, events that can be started at the beginning of the game as minor items count as minor items in your pool, or just as events in your pool?

\*\*\* Events are drafted. Minor items are not. If you're starting events as minor items, they are played after the draft is done, and count toward your two minor items. Note that card text can modify this general rule.

-----  
Does Washed and Refreshed really allow Carambor to move infinitely? If you look under the CRF, Turn Sequence Rulings, [HYPERLINK](http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html)

"<http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html>" \l "org" \n  
blank[Organization Phase](#), it

suggests that the effects of Washed and Refreshed would apply separately to each phase, allowing Carambor to untap each time provided that was moving less than 4 regions.

\*\*\* Yes, this combo is legal, for the exact reason you state.

-----  
What is the official definition of the word "any"? Based on your recent Great Ship ruling, I would say that "any" should mean "any number of."

\*\*\* I'm officially going to refuse to answer this question. I'll deal with the interpretation of "any" on a case by case basis. I have a bad feeling that any general answer I give will be wrong in some case.

-----  
What is the official definition of a phrase that uses the word "a character"? For example, Nameless Thing reads that "A character can tap to cancel one of these attacks." Should "a character" also mean "any number of characters"? (I'm assuming all of the Nameless Things attacks can be cancelled by tapping.)

\*\*\* In the case of Nameless Thing, "a character" can be read as "any number of characters". For the general case, I'm going to refuse to answer this question, as well.

-----  
The CRF ([HYPERLINK](http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html) "<http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html>" \l "gen4" \n blank[Site Phase, General](#)) says that: "A company may not play any resource during the site phase until they have faced all automatic attacks". Somewhere, perhaps in an old COE, I was told that "play any resource" means playing any resource from hand or playing the abilities of any resource on the table. So you couldn't use Cram until you entered the site. Is this true? The CRF says under "[HYPERLINK](http://www.meccg.net/netherlands/meccg/rules/crf/crf-term.html)

"<http://www.meccg.net/netherlands/meccg/rules/crf/crf-term.html>" \l "pp" \n  
blank[Playing a Card](#)" (CRF,

Rulings By Term) that "Playing a card is the process of bringing a card from your hand into play." Surely the distinction between whether a "card played" or a "resource played" shouldn't be so great here as to change whether it is only stopped when coming from hand? Although maybe this is a necessary distinction, since it's commonly thought of that

characters "play resources" at sites.

\*\*\* One can only play or use resources that affect the automatic attacks until they have been faced. This is spelled out in the CRF, as you mention. In the case of Cram, untapping a character will change assignment of strikes, so it affects the attack and is therefore legal while facing the automatic attacks.

-----

>From a request for an official ruling

( [HYPERLINK "http://www.meccg.net/dforum/viewtopic.php?t=1805"](http://www.meccg.net/dforum/viewtopic.php?t=1805) \n  
\_blank<http://www.meccg.net/dforum/viewtopic.php?t=1805>):

My minion character faces a detainment attack. When I play Under His Blow, what happens:

A: The character receives no -3, but must roll and tap if he loses.

B: Under His Blow prevents the tapping against a strike, so the detainment tap doesn't work either.

\*\*\* B is correct. The character will normally tap after the strike sequence is complete, either due to the normal rules of facing an attack or due to failing a strike from a detainment attack. Under His Blow prevents a character from tapping for one strike, so if the strike would cause the character to tap, Under His Blow prevents it

## Official Rulings Digest #108

This digest is to clean up two mistakes I made in earlier digests.

>From [HYPERLINK](http://www.meccg.net/netherlands/meccg/rules/digest/coe106.html)

"<http://www.meccg.net/netherlands/meccg/rules/digest/coe106.html>" \n  
\_blank**Digest 106:**

Does [HYPERLINK "http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html"](http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html) \1 "general" \n \_blank**annotation 26** trigger when Alatar moves with „Great Road“ to e.g.

Carn Dum? Your opponent is allowed to draw up to 5 cards? Am I right?

\*\*\* From the ME:TD rulesbook:

Hazard Limit (Clarification)

The base hazard limit is determined (i.e. set) simultaneously at the moment a company reveals its new site or otherwise announces it is

beginning its movement/hazard phase. Any cards which modify a company's hazard limit played prior to this point are then immediately applied to the company's base hazard limit in the order chosen by the player controlling the company. With such modifications established, any cards played after this point are interpreted in the order they are resolved. Any effects which modify the hazard limit against a company during its site phase are ignored. Any reduction in the hazard limit during a movement/hazard phase does not affect cards already announced and played.

HYPERLINK "<http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html>" \l "general" \n \_blank Annotation 26 is not used in this case. According to the ME:TD rules

quoted above, since Alatar and Great Road were played before the movement/hazard phase, the resource player gets to choose the order they are applied.

\*\*\* This was very wrong, as the question was about card draws and the rules I quoted were about hazard limit. As Great Road refers to the normal card draw, it modifies the card draw as printed on the site. So in the original example, Carm Dum's card draw is modified up to 6 by Great Road, and reduced by one by Alatar. The result is 5, any way you look at it.

HYPERLINK "<http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html>" \l "general" \n \_blank Annotation 26 doesn't come into play, nor does the ME:TD rules quoted above.

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>From HYPERLINK

"<http://www.meccg.net/netherlands/meccg/rules/digest/coe107.html>" \n \_blank Digest 107:

What is the official definition of a phrase that uses the word "a character"? For example, Nameless Thing reads that "A character can tap to cancel one of these attacks." Should "a character" also mean "any number of characters"? (I'm assuming all of the Nameless Things attacks can be cancelled by tapping.)

\*\*\* In the case of Nameless Thing, "a character" can be read as "any number of characters". For the general case, I'm going to refuse to answer this question, as well.

\*\*\* I'm still not answering this in the general case, but my specific answer was incorrect. Only one character can tap to cancel one attack from Nameless Thing.

## Official Rulings Digest #109

In HYPERLINK

"<http://www.meccg.net/netherlands/meccg/rules/digest/coe107.html>" \n \_blank Digest #107, I ruled:

The CRF ( HYPERLINK "<http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html>" \l "site" \n \_blank Site Phase, General) says that: "A company may not play any resource during the site phase until they have faced all automatic attacks". Somewhere, perhaps in an old COE, I was told that "play any

resource" means playing any resource from hand or playing the abilities of any resource on the table. So you couldn't use Cram until you entered the site. Is this true? The CRF says under " [HYPERLINK](http://www.meccg.net/netherlands/meccg/rules/crf/crf-term.html) "http://www.meccg.net/netherlands/meccg/rules/crf/crf-term.html" \l "pp" \n \_blankPlaying a Card" (CRF, Rulings By Term) that "Playing a card is the process of bringing a card from your hand into play." Surely the distinction between whether a "card played" or a "resource played" shouldn't be so great here as to change whether it is only stopped when coming from hand? Although maybe this is a necessary distinction, since it's commonly thought of that characters "play resources" at sites.

\*\*\* One can only play or use resources that affect the automatic attacks until they have been faced. This is spelled out in the CRF, as you mention. In the case of Cram, untapping a character will change assignment of strikes, so it affects the attack and is therefore legal while facing the automatic attacks.

\*\*\* This is not technically correct. The CRF states, under CRF, Turn Sequence Rulings, Site Phase, [HYPERLINK](http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html) "http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html" \l "explore" \n \_blankAutomatic-attacks:

The only resources you may play against automatic-attacks are ones that cancel the attack, cancel a strike, or would be otherwise playable during the strike sequence.

Therefore, it is not legal to use Cram before the attack to change strike assignment. It is, however, legal to use Cram in the strike sequence to change a character's tapped status, since that changes prowess penalties, and therefore affects the strike.

## Official Rulings Digest #110

This shall be my first digest as the new NetRep. I hope I don't screw up too many answers!

(1) The interaction of Wizard's River-Horses, In the Name of Mordor, and Praise to Elbereth on the one hand and Nazgul events (permanent, long, and short) on the other hand has been brought into question.

-----  
Regarding Wizard's River-Horses (WRH), In the Name of Mordor (ItNoM), and Praise to Elbereth (PtE): Since the tapping of a nazgul permanent event turns it into a short (or long) event, the short (or long) event is never considered "played". Therefore, if a nazgul event is in play (as a short event, long event, or permanent event) then it will be

canceled by WRH, ItNoM, or PtE when they resolve.

There are some subtleties in the exact mechanism of each card due to timing and a certain CRF entry:

WRH: Here we must distinguish between two different chains. If a nazgul event is tapped in response to the play of WRH, then it will resolve before WRH and thus be unaffected by WRH. If, by contrast, WRH is played in response to the tapping of the nazgul event, then WRH will resolve first, and discard (and thereby cancel, since it has not resolved yet) the event.

ItNoM: The timing issues for this card are identical to those of WRH.

PtE: According to the CRF ruling by card title on Praise to Elbereth, Nazgul events may not be tapped in response to the play of PtE. Therefore, there is only one chain possible for this card (PtE in response to the tapping of the nazgul), and so this card is 100% effective.

One final note: tapping a nazgul to access one's sideboard does not turn the nazgul into a short (or long) event; instead, tapping and discarding the nazgul are active conditions of using it in this way. Therefore, if a nazgul is tapped for this purpose, it cannot be targetted and cancelled by WRH, ItNoM, or PtE (in the same way that one cannot target Daelomin at Home with Marvels Told in response to his use, or target Baduila with Withdrawn to Mordor in response to his discarding).

(2) The relevant modifications to the roll for Treason the Greatest Foe have been brought into question.

-----  
The roll made for Treason the Greatest Foe is not an influence check. Therefore, it is unaffected by cards that modify the results of influence checks (e.g. bonuses in a character's text, Foolish Words, Honey on the Tongue). The roll is, however, modified by effects that modify a character's direct influence as such (e.g., High Helm, Shut Yer Mouth, The Iron Crown).

(3) The playability of Ready to his Will has been brought into question.

-----  
Tapping a character is an active condition of the play of Ready to his Will. Therefore, it is not possible to play this card if there are no untapped characters in the company. Furthermore, it is not possible to play this card and refuse to tap a character in the hopes that all the attacks will be canceled and that no ally will be created.

(4) The interaction between Sacrifice of Form and cards like Magical Harp has been brought into question.

-----  
Discarding your wizard is an active condition of playing Sacrifice of Form. Therefore, if there are any effects in play which would keep the wizard from being discarded, Sacrifice of Form cannot be played.

(5) There have been a number of discussions and questions about mind rings and their interaction with Rumor of the One.

-----  
Since Mind Rings are not sources of Marshalling Points (rather than being sources of 0 Marshalling Points, cf. TW Rules: Free Council), Rumor of the One only affects them insofar as it makes them worth an additional corruption point.

(6) Ben Sorensen asked "Would it be possible for you to clarify the CRF under Command Cards? Right now, as it reads, a command card causes all other command cards by the same name in play to be returned to the player's

hand."

---

With pleasure. Each of the command cards (I'll Report You, I'll be at You Heels, and Smart and Secret) contains the following text: "Return all other command cards on target leader to your hand when this card is played." The CRF entry by term 'Command Cards' says: "Command cards return other command cards of the same name to your hand." This is a clarification of the text on each of the command cards. The question had previously arisen whether a player could stack multiple command cards of the same name on a given leader; this seemed to be a possible, if perverse, reading of the text of the command cards (in particular, of the word 'other'). The entry in the CRF indicates that 'other' is to be taken in the token-sense, not the type-sense, as the perverse query had hoped. Thus, if a player puts I'll Report You on a leader, and then attempts to play another copy of I'll Report You on the same leader, the first copy will be returned to his hand. But if he plays the second copy on a different leader, both copies will stay in play.

(7) Two questions regarding fallen wizard decks have arisen:

- (a) When is a fallen wizard player's character considered hero, minion, or other?
- (b) When is a fallen wizard player's company considered hero, minion, covert, overt, or other?

---

Characters can be:

- (a) for a hero player
  - (i) hero
- (b) for a minion player
  - (i) minion
- (c) for a fw player
  - (i) hero (non-orcs non-trolls)
  - (ii) minion (orcs including half-orcs, trolls)

Companies can be:

- (a) for a hero player
  - (i) hero
- (b) for a minion player
  - (i) covert minion
  - (ii) overt minion
- (c) for a fw player
  - (i) covert hero (companies with nothing making them overt)
  - (ii) overt
    - (1) non-minion (due to overt-making non-orc non-troll ally, Freeze the Flesh, or Cast from the Order)
    - (2) minion (due to presence of an orc, a troll, or a half-orc with other characters than only half-orcs and men)

(8) The question has arisen about what happens to a company that may do nothing during its site phase (due to the effects of River, Lost in Free Domains, etc.) when it is faced with certain cards like Siege and Near to Hear a Whisper.

---

It was ruled previously that the company may do nothing whatsoever. This is not 100% correct. The company does not have a site phase and cannot enter the site. So the resource player may not play resources, unless in response to an attack, in which case these must be resources that affect the attack.

(9) The question has arisen whether there is such a thing as a 'tie' when it comes to corruption checks. In particular, the question has arisen whether a hobbit playing Cracks of Doom and Tookish Blood can roll the equivalent of his corruption point total and thereby fail to destroy the one ring.

---

According to the CRF Ruling by Term "Corruption": "If an effect is in play that prevents a character from being discarded, the character is not considered to fail his corruption check if a result is achieved that would discard him."

(10) The question has arisen as to exactly when one must discard Eagle-Mounts to counteract the site phase restriction on Fifteen Birds in Five Fir Trees.

-----  
Since it is possible not to discard Eagle-Mounts at all, such a discard is not an active condition of the play of Fifteen Birds in Five Fir Trees (FBiFFT). Therefore, by parity with reasoning with the argument for tapping a ranger to cross a River, the player has until the very beginning of the site phase to discard Eagle-Mounts.

(11) Joe Bisz asked: If I just played Sacrifice of Form on a Dragon-at-home at a Dragon's Lair and killed the dragon during the site phase, may I: A) play King Under the Mountain first, then two items using Legendary Hoard, and B) after the second item taps the site, play a Thor's Map from Armory, and C) use the Map to untap the site? I know that hoard status is maintained until the end of the turn, but Thor's Map requires "a site with a Dragon automatic-attack", and technically the hoard ruling says nothing about the auto-attack staying around."

-----  
A) Yes.

B) Yes.

C) No, for the very reason you pointed out.

(12) Joe Bisz asked: Armory says: "If you have at least three minor items under Armory, gain 1 marshalling point." If I have 3 copies of Armory on table and one of those copies has 3 minor items, do I gain 3 marshalling points? What if I have 9 minor items under one copy of Armory, and three copies of Armory on table?

-----  
You get the MP from a given token-Armory if and only if you have at least three minor items under that token. Ignore type-identity.

(13) Joe Bisz asked: Are cards that give a negative bonus, like a killed Frodo, worth 1 mp for FWs, or have their negative ignored?

-----  
According to CoE Digest 93: Cards that are worth negative marshalling points are worth 1 MP for Fallen Wizards, unless stage or Fallen Wizard cards modify this value. (e.g. Great Patron)

(14) Joe Bisz asked: Balrog rules on revealing onguard cards say onguard creature must be revealed "before an automatic attack is resolved", which leaves room to suggest that an onguard creature need not be revealed until strike resolution of the auto attack (as opposed to immediately upon entering the site). Is this correct?

-----  
The resolution of the automatic attack happens before strikes are assigned (after all, you can't assign strikes from an attack that hasn't resolved). Therefore, you need to reveal the creature before strikes are assigned.

(15) Joe Bisz asked: The CRF says: "If your opponent is playing the same Fallen-wizard as you, and he reveals that Fallen-wizard first, discard any Fallen-wizard specific stage resources that you have in play." Wim mentioned in the forums that "You may continue to play Fallen-wizard specific stage resources afterwards." Is this correct?

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Yes.

(16) Joe Bisz asked: Is it true that the attack created by Troll-Purse is considered to be an automatic-attack?

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No.

(17) Joe Bisz asked: I've heard that "immediately" means "in the very next chain of effects." Because you may play things in response to other things, you could effectively play several cards "immediately." For example: Dark Numbers says "Playable on an untapped scout immediately after facing an Orc, Troll, or Man attack." If you just faced an Orc attack, before strike assignment you could tap Arwen and play Dark Numbers, then respond to that by tapping Aragorn and playing a second Dark Numbers, then respond to that by tapping Ioreth and playing Marvels

Told on something. Everything would resolve in reverse order  
like this:  
Marvels Told resolves, and cancels something  
Dark Numbers resolves, and is played on Aragorn  
Dark Numbers resolves, and is played on Arwen

---

I do not feel comfortable giving a pat interpretation of the word "immediately". In any case, the example is not right. In particular, the following is impossible: "If you just faced an Orc attack, before strike assignment..." If strikes have not been assigned and faced and all body checks etc. made, then the attack has not yet been faced. Ioreth could tap in response to the attack to play Marvels Told, but neither copy of Dark Numbers is playable until after the attack.

(18) Jamie Pollack asked: "Can I check whether playing a 'normal' character in the org phase then playing They Ride Together to play RW followers is legal or illegal? If this was done vice versa (i.e. TRT first then normal character) would this also be legal or illegal?"

---

They Ride Together is an exception to the one-character-per-turn limit, so any RW-followers played through it do not count against that limit. In other words: yes, you may play an additional character (regardless of order).

(19) The following questions have arisen: What kind of MPs do Neither so Ancient Nor so Potent, Returned Beyond All Hope, and Will Shaken give?

---

Neither So Ancient nor so Potent gives Kill MPs (I know, it's weird, but that's the way the rules work).  
Returned Beyond All Hope gives Kill MPs.  
Will Shaken gives (negative) Misc. MPs.

(20) One further thing: Please do not take everything I said in the past as the official word of the NetRep. Only pronouncements made in digests count as official.

# Official Rulings Digest #111

(1) The question has arisen whether the previous understanding of the interaction of Marvels Told & Voices of Malice with The Witch-King of Angmar is correct. In light of digest 110's ruling on the interaction of nazgul events and certain event-cancelers, we are making the following ruling:

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If the Witch-King is tapped in response to the play of Marvels Told or Voices of Malice, then it will resolve before MT/VoM and thus be unaffected by them. If, by contrast, MT/VoM is played in response to the tapping of the Witch-King, then MT/VoM will resolve first, and discard (and thereby cancel, since it has not resolved yet) the event.

Note that Ancient Secrets does not work in the same way because it can only target permanent events.

(2) Joe Bisz asked: "You ruled in [HYPERLINK](#)

"<http://www.meccg.net/netherlands/meccg/rules/digest/coe83.html>" [COE 82](#) that when a card is sent to your discard pile while your playdeck contains zero cards, that card immediately becomes your new play deck. What if multiple cards are simultaneously sent to your discard pile, such as by your wizard tapping to put 5 in there? If only one of these 5 go immediately to the playdeck, would the player get to choose which of the 5?"

He went on to ask: "In regards to my multiple cards in discard pile question, you wrote: "All five become your play deck, since they all hit your discard pile at the same time, so you cycle them and shuffle them to become your deck." This was probably a quick oversight on your part, but the cards wouldn't actually "cycle" (exhaust) because you ruled that you don't actually exhaust a deck unless you \*draw\* the last card of the deck. I assume all 5 would still get SHUFFLED, even if you aren't cycling? Or is "shuffling" only an action that is triggered by "exhausting"? (That's what I thought. That's why I asked if I could choose which card gets put on the top of my playdeck, or even the order of all of them. I think there's no precedent in the rules for shuffling in this unusual case.)"

-----  
They all go to the discard pile, and then all shuffle to the deck immediately. There is a process/product ambiguity involved here:

(a) Process-exhaust: the ongoing state of one's play deck having no cards in it.

(b) Product-exhaust: the drawing of the last card in one's play deck.

The rules seem, understandably, only to consider (2). (1) is the most reasonable way to interpret the rules as applying to the situation in which someone has 0 cards in his play deck and *also* 0 cards in his discard pile. If that occurs, his play deck is considered to be in a state of continuous process-exhaustion.

(3) Joe Bisz asked: "1) Balrog Rules say on the second page under "a balrog player" that "instead of using the special rules listed on page 19 of this booklet or on page 59 of MELE rules a balrog player uses the following special rules" and then it lists some. I interpreted this literally, which meant that I noticed the Coastal Sea and body check rule was not listed, therefore I guessed these rules did NOT apply to the Balrog. So I listed this in my PlayFile as such:

\* A Ringwraith may not use a site path that contains Coastal Sea regions. (Does not apply to Balrog).

\* If the body check on a Ringwraith is exactly equal to 7 or 8, then Ringwraith is returned to your hand. You do not lose the game. You may bring such a Ringwraith back into play normally. (Does not apply to Balrog).

Is this correct?

-----  
Yes.

# Official Rulings Digest #112

(1) Hans-Werner Milpetz asked: "Twilight can be played by any player at any time of the game, but for the hazard player, it counts against the hazard limit. Following situation: Hazard limit is two. My opponent plays first a Doors of Night and then Snowstorm. Now I play a twilight. He also has a twilight in his hand, but he may not play it, because he has fulfilled the hazard limit. Is this right?"

-----  
This is not right. The play of Twilight never counts against the hazard limit. (This is made explicit in the LE Rulesbook: "Clarification: The card, Twilight, is an exception to this rule - it can be played at anytime, either as a resource or as a hazard (it does not count against the hazard limit). Certain other cards specifically state when they may be played as exceptions.")

(2) Hans-Werner Milpetz asked: "A chance meeting/we have come to kill: May I play one of these cards with a character at the end of my movement phase, before I have to reduce my handsize to eight?"

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Sometimes. You may do so if the relevant company is already at the site in question (because they did not move this turn, or because they have not taken their mh-phase yet). You may not do so if the relevant company is in transit.

(3) The question has arisen whether a card can be revealed on guard that creates an additional automatic attack at a site (e.g. an at Home Dragon).

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Cards which create additional automatic-attacks can be revealed on-guard, provided the site already has an automatic-attack.

(4) The question has arisen how one is supposed to deal with sites that have effects in their card text, e.g. hero Mt Doom and minion Isles of the Dead that Live. This led us to a total formalization of the beginning of the movement-hazard phase.

-----  
The beginning of a company's movement-hazard phase unfolds thus:

(A) Revealing the site: Simultaneously determine the company's site path and the base hazard limit. This happens immediately, and cannot be responded to.

\* Opponent halving the hazard limit in order to sideboard affects the base hazard limit.

\* There are special rules concerning Under-deeps movement. [HYPERLINK](#)

"<http://www.meccg.net/netherlands/meccg/rules/crf/crf-term.html>" \l "uu" \n blank(CRF: Rulings by Term: Under-deeps)

(B) Resolution of the site: Simultaneously draw cards, resolve other effects of the site card, and apply any other relevant effects in play. This happens immediately, and cannot be responded to.

\* [HYPERLINK "http://www.meccg.net/netherlands/meccg/rules/crf/crf-turn.html"](#) \l

"general" \n blankAnnotation 26 applies here, except for hazard limit modifying effects which were in play prior to the start of the movement/hazard phase.

(C) First chain of effects: Effects that were played during the organization phase and depend on the site or site path of a moving company, create an effect which is now declared along with actions from passive conditions.

\* After all of these effects/actions have been declared, players are free to add to this chain of effects by playing cards and/or declaring more actions.

(5) In a previous digest [HYPERLINK](#)

"<http://www.meccg.net/netherlands/meccg/rules/digest/coe110.html>" \n blank(# 110) I ruled both incorrectly and unclearly about the card Troll-Purse.

-----  
According to Troll-Purse, "When any item is played at this site, the company must face all automatic-attacks of the site again with the attacks' prowess modified by +3."

Therefore, when a company plays an item at a site with Troll-Purse on it, the attacks they then face are indeed

automatic attacks. However, if they try to rescue characters already captured under troll-purse, the attacks they face are not automatic-attacks, but rescue attacks.

## Official Rulings Digest #113

(1) Jon Yost and Staszek Bytnar, among others, have pointed out that the official ruling in Digest #110 regarding Cracks of Doom and Tookish Blood still leaves room for doubt. Here is a clarification.

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When it comes to corruption checks, there are no ties. If the character is successfully protected by Tookish Blood, then he is considered to pass his cc. See [HYPERLINK "http://www.meccg.net/netherlands/meccg/rules/crf/crf-term.html" \l "cc" \n \\_blank](http://www.meccg.net/netherlands/meccg/rules/crf/crf-term.html) Annotation 23: "When a character fails a corruption check, the standard effects of this ( i.e., the character being discarded or eliminated and his items being discarded) are implemented immediately and are considered synonymous with the failed check. A card causing the corruption check may modify the standard effects of a failed check ( e.g. The Precious), but this timing would not be changed. Certain cards, e.g., Traitor, which do not cause a corruption check, but specify an action that results from the passive condition of a failed check, take effect as the first declared action in a chain of effects immediately following the chain of effects that contains the corruption check" (My emphasis).

(2) The question has arisen whether it is possible to use Under His Blow and similar cards to avoid being tapped by a detainment attack.

-----  
You may of course use Under His Blow and similar cards in order not to receive -3 prowess for not tapping against a strike. However, if the sum of the die-roll and the character's prowess is less than the prowess of the creature, the character will still tap.

## Official Rulings Digest #114

(1) Marc Davies asked: "However when you are the non Hazard player in this situation, you MUST have the opportunity to negate an effect before it resolves and becomes a short event."

I don't think this is a rule. You always get a chance to respond , but that does not mean that you always get a chance to negate.

-----  
(2) Marc Davies followed up: "However when you are the non Hazard player in this situation, you MUST have the opportunity to negate an effect before it resolves and becomes a short event. Am I correct in assuming when a card like this is played, there must be an opportunity to cancel it as a Perm event prior to opponent Tapping to become a short event? As with other parts of the game, you as a player ALWAYS have the opportunity to Cancel effects and are given that opportunity...."

My question is this....at what stage does the timing come into effect. when the Nazgul is played as a Perm Event, doesn't the opponent have the opportunity to Remove with MT prior to 2nd part of Mov/Haz whereby they may tap it....?"

The resource player always has the right to start the next chain of effects after the current one has unwound. In the case of a sneaky nazgul, however, there's some problems for the resource player. First of all, the play of adunaphel as a permanent event and the tapping of adunaphel to force a character cannot occur in the same chain of effects. She must resolve and be fully in play before she starts messing with people. But by the same token, she cannot be targeted by Marvels Told in the same chain of effects in which she is played: only once she is resolved and in play can Marvels Told target her. Then, either (a) the resource player initiates the chain of effects with MT, or (b) the

hazard player initiates it by tapping adunaphel.

Here's how (a) works out:

Resource player taps a sage to play MT

Hazard player taps Adunaphel in response

-----end of chain-----> chain now unwinds in LIFO (last in, first out) order

Adunaphel forces a character to tap

MT fizzles, as its declared target no longer exists

And here's how (b) works:

Hazard player taps adunaphel to tap a character

Resource player wants to tap a sage to play MT. However, he cannot because the active condition for declaring adunaphel's effect is tapping her (it is the cost of declaring this effect). Hence, MT does not have a valid target. Of course, the character targetted by adunaphel can tap to play MT on a *different* perm or long event, but not on adunaphel.

This discussion ignores the other nazgul-cancelers (Wizard's River-Horses, in the Name of Mordor), as well as exceptions due to The Witch-King (who becomes a long event). Those topics been dealt with exhaustively in digest #110.

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## Official Rulings Digest #115

(1) Although it may seem otherwise according to a literal-minded reading of the MELE rules ("An attack by a hazard creature is defeated if it is not a detainment attack and all of its strikes directed against (i.e., assigned to) a company are defeated."), you cannot defeat an attack by making all of its strikes un-assignable.

---

(2) Morgul-horse refers to Nazgul permanent-events which were tapped. Therefore it can target and bring back to hand any Nazgul which started out as a permanent-event and was tapped. Morgul-horse cannot however bring back a Nazgul tapped in order to sidebar because that Nazgul was discarded upon declaration and therefore is not a valid target for Morgul-horse.

---

(3) Mixed companies, i.e., those including at least one ringwraith character and at least one non-ringwraith character are considered ringwraith companies. Therefore, they cannot be targeted by the first use of Heedless Revelry.

---

(4) A number of questions have arisen regarding CVCC. Here are answers to (I hope) all of them.

(a) Each player may initiate at most 1 CVCC per turn.

(b) A player may not both make an influence attempt against his opponent's resource or character and initiate CVCC in the same turn.

(c) The defender in CVCC is restricted in his play and use of resources, since he cannot normally play any resource cards or initiate any resource effects during his opponent's turn. Before strikes are assigned, he may (i) cancel the attack and (ii) play cards or initiate effects that affect the attack. Once strikes are assigned, he may (iii) play cards or initiate effects as outlined in the strike sequence rules. He may do nothing else.

Regarding (i): this means that the defender can both play cards (e.g., Dark Quarrels) that cancel the attack and initiate effects (e.g. Torque of Hues) that cancel the attack.

Regarding (ii): this means that the defender may play cards like Many Foes He Fought and initiate effects like Usriev of Treachery. These cards affect the attack (the attack normally cannot target the same character with two strikes, but these cards change that). (ii) does not mean, however, that the defender may play cards like And Forth He Hastened, or initiate effects like Cram of Foul-Smelling Paste. Cram and And Forth He Hastened allow the defender to bring about a different result according to the rules, but do not override the rules (in the way that Many Foes He Fought does).

Regarding (iii): this means that the defender may, among other things, play And Forth He Hastened, use Cram, play Wizard's Flame, or use Black Arrow. Each of these affects the prowess of a strike, and so is allowed during the strike sequence. However, the use of Cram at this point in CVCC will not allow the defender to subsequently play Concealment or a similar card. Strikes have already been assigned, so the attack may not be canceled. Note that this is a clarification of ICE 580 & 581, and a clarification or over-ruling of COE 2, 18, 57, 60, and 61.

## Official Rulings Digest #116

(1) Joe Bisz asked: If my opponent is using Belegaer and I play Noose of the Sea, does anything dramatic happen?

No. The only effect will be that if your opponent's company has another movement-hazard phase this turn (e.g., through the use of Master of Esgaroth), he will not be able to employ Belegaer.

---

(2) Ben Sorensen asked: I know this is already being discussed (thanks for the transparent NetRep board, by the way -- a lovely idea), but I'd like to ask: given the existence of both cards that state "Playable on a non-automatic attack" and "Playable on an automatic-attack" (and characters/companies facing such) should "Playable on an attack" be read as playable on either, since it belongs to neither subgroup?

I'm not sure which cards you have in mind, but here's an example of a card that is "playable on a non-automatic attack": Tormented Earth. This card cancels an attack. Given that cards which normally cancel attacks are normally playable against auto-attacks, Tormented Earth would be playable against auto-attacks unless it specified otherwise. I don't see how ICE could have worded things differently in this case. Presumably you're interested in Annotation 18 and the severe restrictions it seems to place on a company facing an auto-attack. All I can say is that this example will not get you anywhere. Sorry.

---

(3) Ben Sorensen asked: Can By The Ringwraith's Word could be used on a RW follower, and, since a RW does not have a mind attribute, would it be discarded by having any non-rw character in the company. I think it may be played and would stay in play (you can't be greater than a nonexistent value), but there was some doubt

Ringwraiths and Ringwraith followers do not have a mind stat. This is different from having zero mind, just as having no body ( e.g. Orc Guard) is different from having 0 Body (e.g. wounded Halbarad with Nothing to Eat or Drink, and Wound of Long Burden facing a strike from a cavedrake with Like the Crash of Battering Rams).

---

(4) The Lidless Eye rulebook says that "A special item states at what sites and under what conditions it is playable."

- a) Are Special Items nevertheless only playable during the site phase?
- b) Does this apply even to Ring Special Items, limiting successful Ring Testing to the site phase only?

Regarding (a): Yes, only during the site phase.

Regarding (b): Special Ring items follow their own rules, as per the MELE rulebook.

---

## Official Rulings Digest #117

1. Ben Sorenson asked: " If I use By the Ringwraith's Word to make a RW follower a Leader, may I use Orders from Lugburz to include a Troll Leader in the company as well? Outside a darkhaven, I mean?"

Orders from Lugburz merely lets you have an additional leader in the company (since normally you may have only one), and that leader must be a troll. Normal company composition rules like trolls vs. elves or trolls vs. Rw still apply.

---

2. Manuel Cabezali asked: " Ok, so here's a combo I have seen played several times that has caused some confusion in some games...

Is this combo legal?

- Assassin against a character

-> pumped by Rank upon rank it gets two strikes, but assassin says only one character can take strikes from an assassin

-> there are more strikes than defenders, so Pierced by Many Wounds converts that -1 in -4"

All characters in a company facing an attack are considered defending characters, even if not all of them will face a strike. Therefore, the use of Pierced by Many Wounds with an Assassin affected by Rank Upon Rank (or Hoarmurath of Dir) is illegal unless there is only 1 character in the company facing the attack.

---

3. A question has arisen concerning what resources a player may legally attempt to influence away from his opponent. METW, MELE, and MEBA rules books seem to disagree on the scope of what a player may influence.

You may not attempt to influence away any of the following from your opponent: his avatar, an ally controlled by his avatar, an item controlled by his avatar, or a follower of his avatar.

---

4. Ben Sorenson asked: "is the play of A Chance Meeting/We Have Come To Kill actually legal under circumstances other than when character play is allowable [i.e., during the organization phase, etc.]?"

A Chance Meeting and We Have Come To Kill may be played with any company that is at a site, during any phase. The character brought into play in this way does not count against the 1-character-per-turn limit.

---

## Official Rulings Digest #118

(1) Joe Bisz asked "I have a complicated question about getting sent back to one's site of origin: Ex. During my m/h phase, let's say I move a one-character company to a site where I have a 7-character company, although it has been announced that the 7-character company will be leaving the site that turn. A) Is the 1-character company prohibited from completing the move because of company maximum requirements, or not? B) If not, then let's say he gets there, and now I do the m/h phase for the 7-character company, and that company gets hit by Snowstorm or Skin-changers, thus forcing them back to a site that would create an illegal 8-character company. What happens - can a company be effectively judged to be immune to effects that would send it back to its site of origin for the turn? Even if the answer to Question A) is Yes, I'd like to know how to resolve illegal movements that are not in the control of the resource player, but triggered by passive conditions or hazards. C) If the answer to A) is No, what if the seven-character company referred to in B) announces that it's moving to a site that would violate company composition, or that already has a character and thus would violate company size, or simply picks an illegal site in some way-since the company is now prohibited from moving onward and moving backward, what does one do with the company?"

This is actually pretty easy. You don't get sent back to site of origin until the end of all mh-phases, so both companies may try to move. If the big one gets sent back due to snowstorm, then the lone character will also be sent back later. In other words: A) No. B) No, it cannot, at least not in this way. C) If you simply make a mistake and declare movement to an illegal site (e.g., one that is too far away), then your company does not move. It is as if you did not declare a site at all.

---

(2) Joe Bisz asked: "For Fallen Wizards, what site type are the hero havens? For a FW player, are cards like Bridge able to target these hero havens?"

They are hero havens. For a fallen wizard, only wizard havens count as your havens. Hence, no bridge.

---

(3) Joe Bisz asked: "At North American Nationals, Jonathan Yost argued that since Echoes of the Song only says "discard one stage resource" and not "from hand," he could choose to discard a stage resource card from hand and not from table. The judges were shocked, but they ruled in his favor. Is this correct? CAN the player discard a card from play if he wishes? If he has none in hand, shouldn't he at least reveal his hand to prove it-and then is he forced to discard one from play?"

I was wrong to agree with Jon at Nats. You must discard the stage card from play.

---

(4) Joe Bisz asked: "Does Vile Fumes remove the attack-canceling ability at Balrog havens, and any other haven effects, or does it merely turn it into a Ruins and Lairs but all of its normal haven effects still apply?"

Vile Fumes (and Nature's Revenge, in the case of wizardhavens) remove all normal haven effects. If the site card (e.g., Balrog Moria) or a card played on it (e.g., Hidden Haven) declare that attacks keyed to the site are canceled, this is not a result of the site's being a haven, but of the further special effect. Thus, Vile Fumes and Nature's Revenge do not influence these effects. In fact, changing of site type does not remove special abilities of the site.

---

(5) Joe Bisz asked: "Can Gothmog be placed on-guard then revealed at the minion Under-Leas?"

Only if the company faced an orc attack during the movement-hazard phase. As I'm sure you know, you cannot reveal an on guard card unless it was playable during the mh-phase.

---

## Rulings Digest #119

1) Joe Bisz wrote: "I asked:

>>>I have moved a company to a haven, and I choose not to combine it with the original company there during the site phase. On my next turn during the organization phase, can these two companies join each other? Can two companies join each other, than split again, then join and split, indefinitely?

You answered that they could NOT join during the org, and that they could NOT join and split indefinitely. I assume based on our conversation that they therefore actually CAN join during the org? Also, would a more precise ruling on the second question be: "A single character can only join one company and split from one company during the organization phase" ?"

---

I ruled incorrectly in the previous digest. The answer to your first question is "Yes". The answer to the second question remains "No". You cannot just keep splitting and recombining. This would allow you to untap any haven as long as you had two characters at it. If you split, you cannot rejoin. I don't want to say either yes or no to your proposal. I'm not sure it's necessary to choose.

2) Joe Bisz wrote: "I know that if a resource player plays a card during the organization phase that creates an effect during the m/h phase, like Secret entrance, SE's effect is the first thing announced during the m/h phase, and that the hazard player may respond with hazards like Choking Shadow before SE resolves. Does this mean if a player taps

Promptings of Wisdom during the org, he must declare its effect during the m/h, and such a declaration may be responded to (for instance, with Skinchangers)? "

---

The use of Promptings of Wisdom does not create an effect with delayed declaration. This is because its effect does not depend on the site or site path of the company.

3) Joe Bisz wrote: "A) Must Lure of Power be revealed before the roll for the faction is made? B) Since Balrog Onguard rules says that non-creature cards can only be revealed if "The company plays a card that potentially would tap an untapped site," I assume this means that Lure of Power could never be revealed at a tapped site if a player is playing a faction there?"

---

A) Yes.

B) You assume incorrectly. The question is not whether the card might tap this site, but whether it would tap a site. So, for example, playing a Noble Hound at a tapped borderhold, Snaga Hai at a tapped shadowhold, or Secrets of Their Forging at minion The Worthy Hills all allow the opponent to reveal his on guard card.

4) The question has arisen whether a player can use initiate actions that affect the entire attack after strikes have been assigned.

---

Both the resource player and the hazard player may take actions during the strike sequence that directly affect the prowess of the strike -- even if such actions also have other effects, except those otherwise forbidden (e.g. changing the number of strikes, altering strike assignment).

5) The question has arisen whether a player may use resources during his opponent's turn when facing an attack from Traitor or Hounds of Sauron.

---

A player may use resources that affect attacks/strikes during his opponent's turn if he is facing an attack from Hounds of Sauron or Traitor. Note that this overturns CoE 15 but extends CoE 110.

6) The question of a possible difference between influence attempts and influence checks has again been raised.

---

The terms 'influence check' and 'influence attempt' are strictly synonymous. Any card or rule referring to one refers to both. Note that this overrules CoE 52.

7) Marcos asked at meccg.net whether heroes had any way to avoid losing their allies if those allies fail the roll for Stay Her Appetite. The answer turns on the question whether detainment attacks can be defeated. It was pointed out that the MELE rules only specify that detainment attacks by creatures cannot be defeated, and some thought that this lacuna meant that detainment attacks by non-creatures (e.g., Stay her Appetite, automatic attacks, agents against minions, etc.) could be defeated.

The inference is invalid. A careful review of the MELE rules shows that these rules never explicitly say how to defeat a non-creature attack – whether it is detainment or non-detainment. Nevertheless, the rules presuppose (e.g., when they talk about defeating dragon factions) that a non-creature attack may be defeated. We therefore extend the rule for defeating attacks by non-detainment creatures to all attacks. A non-detainment attack is defeated if and only if all of its strikes directed against a company are defeated.

8) Ben pointed out that the text of the minion site Carn Dum specifies "Special: Unless this site is a character's home site, a non-Orc, non-Troll character may not be brought into play at this site." He asked: "Do abilities (e.g. Witch-King, Khamul, They Ride Together, Black Horse, Uvatha) which allow the play of RW followers override Carn Dum, or is my most recent Bag End mission deck completely stuffed?"

These abilities do override Carn Dum, but since the Bag End mission is so slow, your deck is probably stuffed anyway.

## Official Rulings Digest 120

1) Charles asked: " When can an on guard Lure of Power be revealed?"

1. Immediately after a company enters a site
2. After a character taps for an influence attempt (but before dice roll)
3. After a character taps for an influence attempt AND after resource player plays any cards modifying the influence attempt (but before dice roll)"

-----  
The Lure may only be revealed after a character taps for an influence attempt, but before the dice roll. Your option 2 is correct.

2) Dominic asked: "Seized by terror is successfully played on a character bearing Palantir of Amon Sul/Osgiliath. Is the Palantir discarded?"

-----  
No, the character is no longer considered to be moving, so the palantir is not discarded. If, during the next movement/hazard phase the character attempts to move alone, the palantir is discarded.

3) Dominic asked: "Alatar plays The Hunt; Fellowship has been played on his company: Is

Fellowship discarded? Does he get a +1 prowess bonus?"

---

Yes, he does get the bonus. No, the Fellowship is not discarded.

4) Dominic asked: "Can I grab Mithril with Palantir of Annuminas? Crf says every card requiring a sage to play is sage only, but what about the possibility of a dwarf playing mithril...?"

---

You put your finger on the problem. Mithril doesn't require a sage; it requires a sage or dwarf, so it cannot be fetched with the Palantir of Annuminas.

5) Ben asked a sequence of questions: "What with the earlier Adunaphel ruling, I have some serious questions about Blind to the West and Ire of the East revolving around the phrase "any time."

a) Is it actually legal to play this card outside of the movement/hazard phase? A strict comparison with Adunaphel indicates no, while a strict comparison with Twilight indicates yes. Between the two, however, Twilight is the one that may also be played as a resource, which makes Twilight easier to understand.

b) Does this card bypass the continuing effects of such cards as Spying Out the Land, or does "any time" not refer to effects that would prevent the play of all hazards?

c) May this card be played once a chain of effects has started resolving, since it may be played at any time?

d) May this card be played while CvCC is occurring? Can it, indeed, be played for no effect since it may be played at any time?

---

a) Yes, it is. Twilight is the correct comparison.

b) No, it does not bypass such effects. This is a case of Card vs. card, not card vs. rule.

c) No. It may be played when a card may be played. Since nothing may be played once a chain of events has started resolving, Blind / Ire cannot be played either.

d) It may be played during CvCC. It may not be played for no effect: it targets a short event played earlier in the same chain of effects, and so may only be played when such a target exists.

6) Joe Bisz asked whether Smoke on the Wind and Burning Rick, Cot, and Tree target the sites at which they are played.

---

They don't.

7) The question has arisen whether a hazard player must specify at declaration the region/site to which his creature is keyed, and furthermore, whether the region/site specified may be changed at resolution. For instance, against a company moving through a shadowland and a dark-domain, can a hazard player declare an attack by an Orc-Guard keyed to the shadowland, then change the region resolution and key it instead to dark-domain?

---

There is no basis in the rules for allowing a hazard player to change the region/site to which his creature is keyed. The region/site specified when the creature is played is the only allowable region/site when the creature resolves.

Birk asked a number of questions:

INCLUDEPICTURE "http://www.meccg.net/dforum/images/smiles/icon\_cool.gif" \d8) Await the advent of allies

I'm not sure what the condition is for "play a card at the site". Does this mean when I play a "Marvels Told" or "Risky Blow" or a other short event, that then AtAoA is discarded? An when can I play such card? Also during the council so that then the characterpoints are counting?

---

The condition is: the card must require the site to be played. Marvels Told therefore does not count. Rescue Prisoners does. I don't know of any such cards that can be played during the council, but if they exist, they will discard Await.

#### 9) The Sun Unveiled

If I travel to a freehold during movement hazard phase, then I can't use this card because I'm then "in transit". But what about the site phase? May I use TSU to untap a character to fulfill the condition to tap a ranger for a "River"? Additional: May I use TSU during the cc at Council to untap a character who then can give +1 support for a cc?

---

You can't use TSU during the movement hazard phase if the character is moving. You can't use it before tapping for a River during the site phase. You can't use it during the council because it does not directly affect the cc.

#### 10) Rank upon Rank

When I play RuR to modify the attack of a "Assassin" what are the modifications for the strike? The prowess of the "Assassin" is then  $11+1 = 12$ . And I think that the "Assassin" still has one strike to the character and so no -1 penalty is not counting.

---

The assassin has two strikes because Rank Upon Rank adds a strike. That strike cannot target another character, so it becomes a -1 modifier against the character facing the first strike.

#### 11) LONG, GRIEVOUS SIEGE - Permanent - event (R)

[MP: 1]

Playable on a unique non - Dragon faction. Place a Border - hold [ ] from your location deck "off to the side" with this card. The Border - hold [ ] must be in the same region or adjacent thereto as a site where the target faction is playable. Return any faction playable at the Border - hold [ ] to its owner's hand. - 5 to any attempt to play a faction at any version of the Border - hold. All versions of the Border - hold [ ] gain an additional automatic - attack: same type as your target faction 5 strikes with 9 prowess (detainment against your companies). Cannot be duplicated on your faction.

May I use a faction from my opponent?

---

No, your resources may not target your opponent's resources.

#### 12)

If the answer is Yes then I can use the Borderhold where the faction is playable and the the faction is discarded?

Example: Opponent played "Easterlings" at "Easterling Camp". I put LGS on the "Easterling Camp". So the "Easterlings" are discarded because this faction is playable at this Borderhold. Additoonal, to make it more interesting: The Easterlings are the hero version

---

Since the original answer was no, this question is irrelevant.

13)

Additional: When I use a Borderhold then also the following faction are discarded because these faction are playable at a Borderhold:

A Panoply of Wings (when the Borderhold is in a Wilderness)

Beasts of the Wood (when the Borderhold is in Woodland Realm, Western Mirkwood, Heart of Mirkwood, Southern Mirkwood, Fangorn, or Cardolan)

WILD HORSES (when the Borderhold is in Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor)

---

That's correct

14)

But these faction will not have - 5 to any attempt to play unless I try to play the faction at the LGS-Borderhold.

---

That's also correct.

15)

Additional question to the Borderhold. My opponent changed a Freehold to a Borderhold (New Moon + Doors of Night). May I use now the changed site to fulfill the conditions of LGS?

---

I don't quite understand how your opponent could change the site type while the site is in your location deck. If the site is in play and New Moon is played on it, then you cannot use LGS on the site. If it's in your location deck, then New Moon cannot be played on it.

16) Fallen Gandalf Player and auto attacks: A Fallen Gandalf Player now is using the LGS-Borderhold which now is a Free Hold because New Moon is gone. Now the Fallen Gandalf Player plays

CHAMBERS IN THE ROYAL COURT - Permanent - event (U)

[SP: 1]

Gandalf specific. Playable on one of your hero Free - hold [ ] sites in play. This site becomes a Wizardhaven [ ] for your companies,

loses all automatic - attacks against your companies, and is one of Gandalf's home sites.

Nothing is considered playable as written on

the site card. If one of your companies is at this site, all attacks against it are canceled. Other

Fallen - wizards may not use this site as

a Wizardhaven [ ]. Discard this card when the site is discarded or returned to its location deck. It cannot be discarded otherwise.

Cannot be duplicated on a given site.

So the site is still a site with an automatic attack for fulfilling the conditions of having a site with an auto attack to play resources.

---

I don't see exactly what your question is here. If you are asking whether Gandalf can play

Chambers on a hero freehold with an automatic attack, the answer is yes.

17) Rank upon Rank is on the table and I have to fight against an Assassin. I defeated the first attack. Is now Rank upon Rank discarded, because it says if one of this attack is defeated.

-----  
Yes, if you defeat the first attack of the assassin, Rank upon Rank will be discarded

18) Charles Jenkins said, "My opponent moved to Zarak Dum and Scorba at Home was in play (kutm vs kutm!). My haz deck packs unabated and tidings to protect my at homes from the opponent. I play TOBS. My opponent assumes that "defeating" the "exact duplicate" of Scorba at Home allows him to play KUTM on Dain. I stated that I was certain that this situation had been ruled on in the past and that defeat of an attack created by TOBS+ at home dragon does not constitute defeating the at home dragon, just a copy of the at home. I can't easily reference past rulings but I did see the recent ruling regarding exile of solitude. You stated that defeat of TOBS+at home does not yield kill points which seems to tangentially imply that the at home is not defeated, i.e. (tobs)+(at home) does not equal (at home)."

-----  
The At Home dragon would not be defeated in this case, so KutM would not be playable.

19)

Karsten asked "I'd really like to get an official answer from the netrep concerning my question on ties in The Riddle Game. As far as I know this hasn't been answered before. Here is the link to the discussion: [HYPERLINK "http://www.councilofelrond.org/forum/viewtopic.php?t=992"](http://www.councilofelrond.org/forum/viewtopic.php?t=992) \n blank<http://www.councilofelrond.org/forum/viewtopic.php?t=992>

The Riddle Game wrote:

Riddling attempt. Playable during the site phase on a character at the same site as one of opponent's companies. Tap the character Opponent chooses a character from his company to play the riddle game. Each player makes a riddling roll (or draws a #) modified by +2 if his character is a sage and by +1 if a Hobbit (re-roll ties). The player with the highest result wins. He then names two cards and the other player reveals his hand. If any of the named cards are revealed, they are immediately discarded.

Wit wrote:

Modify one riddling roll by +3. If applicable, this card may also be played during your opponent's site phase if a riddling roll is called for.

I wonder about the re-roll ties-part in The Riddle Game. What happens if I played Wit on the roll and a re-roll is necessary. Do I get +3 to the second roll, too?

-----  
No, you do not get the +3 on the second roll.

20)

Sebastian asked, "when i play flatter a foe and reduce the hazard limit to zero, which cards can my opponent play in reponse? any hazard short event? many sorrows befall makes sense to me in this case because my intuition says: if flattery a foe reduces the hazard limit to zero, only cards that cancel the flattery attempt can be played in response. but i'm afraid that's wrong  
INCLUDEPICTURE "http://www.meccg.net/dforum/images/smiles/icon\_smile.gif" \d

so is the opponent also allowed to play hazards, that don't effect flatter a foe? for example river? creatures are not allowed to play right? what about permanent and long events?"

-----  
Your opponent can play anything that needn't start a chain of effects. Hence, he may not play a corruption card or anything that might cause an attack (e.g., a creature, an ahunt dragon, tidings of bold spies). Otherwise, he can play anything he likes.

21) I was asked to rule on the topic discussed in the following thread: [HYPERLINK](#)

"<http://www.meccg.net/dforum/viewtopic.php?p=20758>" \l "20758" \n  
\_blank<http://www.meccg.net/dforum/viewtopic.php?p=20758#20758>

There are two questions in this thread.

a) Does Long Dark Reach "break" stealth? That is, can Long Dark Reach be used to attack a company that successfully played stealth in the organization phase.

-----  
Yes, it can. The creature is not played but revealed. The CRF clarification on Long Dark Reach saying "A creature must be played if there is one available" does not use "play" in the technical sense of bringing a card from the hand into play.

b) If the creature attack caused by Long Dark Reach is defeated, does the resource player get kill marshalling points for it?

-----  
Yes.

## Official Rulings Digest 121

1)

Remnants of Old Robberies states "equal to the kill Marshalling Points the defeated creature would give a hero player." Is this to be read as "a generic hero player" (i.e. the value in the corner) or "you as a hero player?" The difference is important in the case of one's own Ahunt Dragons.

-----  
Remnants doesn't override the rule that you can't get MPs from your own hazards.

2)

Seized By Terror states "Playable on a non-Wizard character moving in a Shadow-land or Dark-domain. Target character makes a roll (draws a #) and adds his mind. If the result is less than 12, that character splits off into a different company, and immediately returns to his original company's site of origin." Since the card requires the result of adding two values and compares

this result to a number, will it work on a Ringwraith, who cannot add any mind value (not even zero)?

-----  
Target character will need to have a mind value, so you can't use Seized on a RW.

3)

Do the guidelines for wounding/eliminating agents apply to detainment attacks from agents? Will Gothmog get tired of Golodhros pestering him and simply rip him a new one?

-----  
Detainment attacks can't be defeated, so all Gothmog can really do is tell Golodhros to "shove it".

4)

Scenario: I declare hazard play and the hazard limit is checked. My opponent cancels the hazard before it resolves.

Question: Is the hazard limit reduced or not? I know the hazard limit is checked on declaration and resolution, but when is the hazard limit actually reduced by the play of a hazard?

-----  
Ok, common misconception: Playing hazards reduces the hazard limit. This does not happen. Hazard limit is just a value you compare the number of hazards played to.

Now for example if you play Doors of Night on a company with HL of 3, and I Twilight it, that DoN still counts as a hazard played. Therefore the company's HL is still 3, but you have played 1 hazard so you can play  $(3-1=)$  2 more.

5)

Do the sites that have become adjacent to an under-deeps site due to Caverns Unchoked count as surface sites.

-----  
The answer is yes, so you cannot play cards like A Few Recruits at those sites anymore.

6)

Great Ship says: "Tap a character in target company during the organization phase to play Great Ship on that company. If the company's current site path contains a coastal sea region and no consecutive non-coastal sea regions, until the end of the turn any character in the company may tap to cancel the effects of one hazard that targets the company."

If your company moves through the required regions to trigger GS, then it moves a second time, but during the second time it does not move through the required regions, is GS's effect still in play? I would assume yes, since GS says "until the end of the turn." But it seems that no one has ever asked about this before in the digests.

Lastly, this can't do anything about ahunt attacks, right?

-----  
I agree that once Great Ship's effect has fully resolved it will stay on for the rest of the turn. You are also correct in assuming Great Ship can't help you with Ahunts because they don't target the company.

7)  
Can Hall of Fire be used to untap an orc or a troll?

-----  
Yes. HoF does not target the orc/troll directly so that's legal.

## Official Rulings Digest 122

1)  
Regarding Blind to the West and Ire of the East, why do we play them to cancel cards played by Fallen-wizard player, not played by FW (avatar) himself? Card texts say FW, not player.

-----  
Characters don't really play cards, the players do. For example, it's common during a game to say "Ioreth plays Marvels Told" but that's not really accurate. The player plays Marvels Told, and Ioreth is tapped as the active condition of the card. Therefore Ire/Blind cancel cards played by a FW player.

2 a)  
Is replacing the site with Farmer Maggot considered movement, since you are replacing a site card with a different site card à la Great Road/Iron Road?

-----  
It's considered movement without a movement/hazard phase, yes.

2 b)  
If it is movement, would using Farmer Maggot to take your company to a site in Arthedain trigger an attack from Scorba Ahunt (if Doors of Night is in play)? Scorba Ahunt makes mention of moving in a given region, but do you have to actually be using region movement?

-----  
For Scorba Ahunt to attack, you don't need to be using region movement, but the company must have at least one of the affected regions by name in its site path (with starter movement the regions of old and new sites). When 'teleporting' with Farmer Maggot, there is no separate move/haz phase and therefore no site path either. So the company is safe from the nasty dragon.

3)  
Regarding the card Burglary: Presumably, the site in question must currently have an automatic attack, correct? Is this card playable during any phase à la Chance Meeting or only during the site phase à la Old Road?

-----  
Burglary is playable only when you would face a site's automatic-attack. Therefore the site must have an auto-attack and Burglary can only be played during the site phase.

4)  
I'm not sure if this one was ever clarified, but I know there's been some debate about it: Since Motionless Among the Slain says "playable on an attack" with no reference to defending against the attack or "an attack against your company", you can play this as the attacker in CvCC, correct?

Only the defender may play Motionless Among the Slain.

5 a)

If I play The Great Hunt and have the ally Regiment of Black Crows in the company, can I cancel an attack with the ally's gametext?

-----  
You can use the Crows and the creature will go to owner's hand.

5 b)

What about Ahunt Dragons, then? Are they returned to owner's hand when RoBC is used to cancel the attack?

-----  
Yes.

6)

The terms "influence check" and "influence attempt" are not synonymous. In general any card that modifies an attempt will affect whatever dice-roll is made in that attempt. A card that affects a check or roll will only modify checks or rolls of the appropriate type.

Note this ruling overturns COE 119

## Official Rulings Digest 123

1 a)

Can I play Sacrifice of Form with Crown of Flowers and then later Twilight CoF and play a second SoF?

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Yes, if all requirements for such are met, it is legal.

1 b)

When I Twilight CoF away, what happens with the items the Wizard had held? And can I play another Wizard or do I have to reveal the same avatar each time?

-----  
If Sacrifice of Form is discarded, all items placed off to the side with it are also discarded. After SoF is played, you may not play a different Wizard and your opponent may not play the Wizard you sacrificed.

2 a)

If I play a card on-guard for company 1 that is going to Bree and for company 2 I play Fell

Winter, can I reveal an Assassin on-guard if there was no automatic-attack during the company's movement/hazard phase?

-----  
Assassin is allowed because it was playable during the company's move/haz phase and does not check for the automatic-attack's existence until you want to reveal it.

2 b)

Similar question with Durin's Bane on-guard and later Doors of Night is played, after Fallen-wizard goes to his Deep Mines?

-----  
Durin's Bane is not legal because it was not playable during the company's move/haz phase (I'm assuming you somehow managed to give Deep Mines an automatic-attack).

3 a)

I have a company at Deep Mines but I lose my surface site haven. Where can the company go upstairs? Another haven or the same?

-----  
Deep Mines' surface site is set when you reveal DM, and does not change for that particular Deep Mines while in play. So if you go there from Rhosgobel, you cannot pop up at a protected Isengard.

3 b)

Or, when it's Ettenmoors and it returns to deck I lose all stages at this site and it isn't a haven anymore - Deep Mines is still connected with this site or not?

-----  
If Ettenmoors became the surface site of a Deep Mines, it will remain as such as long as that Deep Mines is in play, regardless of Ettenmoor's protected Wizardhaven status.

4)

If you play Hidden Haven on Hermit's Hill, you may still discard 2 minor items to make a major (hero version) or gold ring (minion version) item normally playable at the site. However, even if you do this, the item is not currently playable, as per the text of Hidden Haven.

## CoE Rulings Digest #124

1) Can Eagle-mounts be played on a company with Orcs/Trolls and Lindion the Oronin?

-----  
Yes.

2)

May a wizard influence an opponent's resource the turn he comes back after a Sacrifice of Form?

-----  
No, playing your avatar is revealing him.

3)  
Can you play And Forth He Hastened on Saruman to take a spell in the end of turn phase?  
-----

No, Saruman gets to use his ability only at the beginning of the end-of-turn phase. Once you play AFHH during the end-of-turn phase, it is no longer the beginning.

4)  
If Echoes of the Song forces you to discard a stage card, can you discard any hazard or site card giving stage points?  
-----

No. While other cards may affect your stage point total, only stage resources are actual stage cards.

5)  
How does Left Behind interact with attacks that have one strike for each character?  
-----

If strikes are allocated to at least five characters, Left Behind becomes playable.

6)  
When influencing an opponent's resource or character, Webs of Fear and Treachery reduces the opponent's roll to zero. Same applies for the -5 across alignment influencing penalty.

7)  
Even though the corruption checks from Greed are not triggered by a passive condition, they are treated that way for the purposes of timing.

## CoE Rulings Digest #125

1) Heart Grown Cold's effect is simply applied w/out a chain of effects, there is no time to respond.

2)  
I play The Great Hunt and choose opponent's discard pile. If I don't defeat a revealed creature, does it get discarded, then revealed again by The Great Hunt?  
-----

Yes, you resolve the combat normally and then continue with The Great Hunt.

3)  
Can you put minion minor items under Armory?  
-----

As a Fallen-wizard, no. As a Hero player you can, and they count towards gaining the Armory marshalling point.

4)  
Is an imprisoned Ringwraith impossible to rescue if once freed he would be violating company composition rules?  
-----

Yes, the freeing effect would be cancelled and the Ringwraith would remain imprisoned. On a related note, a released Ringwraith follower must be controlled by your Ringwraith by the end of your next organization phase or that Ringwraith follower is discarded.

5)

If a company must return to its site of origin and that site card is no longer in play, it (or the resource card that acted as the site) must be returned back into play in the same orientation that it left. It does not matter where that site card is, it is returned even from out of play.

If a company simply loses its site card, all the characters are discarded. For example, this happens to a company using Wondrous Maps played with a Crown of Flowers if someone Twilights that Crown of Flowers.

Characters getting released from cards like Sack Over the Head need to be able to either join a company already at the site, or their player must be able to provide a site card for them from his location deck. Otherwise the released characters are discarded.

6)

Effects that reassign strikes affect only the order or assigning strikes, not the eligibility to face a strike. For example, Alatar may teleport to a company facing Neeker-breekers, but he cannot face a strike from them.

7)

Radagast is able to play Radagast's Black Bird even if he is tapped or wounded.